

Ultimate NPC's handbook

Vol.I

Warriors

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Special thanks

I'll like to thank my principal source of information and inspiration the web site of The Wanderer (robert@uqtr.quebec.ca) who is created a site where all the player of AD&D can put their favorite or all of their player character. I take all of them and i create this compilation and i try to put those books update. For more information about an NPC, you can go to the Wanderer home page (<http://crpp0001.uqtr.quebec.ca>)>Serveur WWW (crpp0001.uqtr.quebec.ca)) and find the PC. There you can find the name and the e-mail of the creator of the PC.

I'd like to made apologies to all persons for delete the email and the name of the creator but as you can see i try to made those book as small as i can. I also apologies for my bad english, anyone of you can emai me for changing my sentences, i'll take no offense !
At last, i hope those books maybe helpful in your campain or adventures.

Abbreviations uses in this book	
F/RT : Find and remove traps	(HMST) : High mastery weapon
OL : Open lock	(GMST) : Grand master in weapon
MS : Move silently	LNG : Language
PP : Pick pocket	DMG : Damage
HS : Hide in shadows	
CW : Climb Walls	
RL : Read language	
DN : Detect noise or Hear noise	
Infra : Infravision	
Ultra : Ultravision	
Gp : Gold pieces	
(P) : Proficient in weapon	
(SP) : Specialist in weapon	
(MST) : Master in weapon	

BARBARIANS

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Carcharias

Fighter 9th Barbarian Human male

STR 19 , DEX 18 , CON 13 , INT 7 , WIS 9 , CHA 8 , COM , PER

AC 6, hp 71, MV 15, MR AL CE, Age 29, Height 6'7", Weight 210 lbs

Skin white, Hair black, long, Beard no Eyes blacks, Vision normal, Wealth 10 gp

Weapons

Scimitar, Battle axe, Long bow, Punching, Dague

Non-Weapons Proficiencies

Direction sense, Herbalism, Tracking, Animal lore, Swimming, Survival, Charioteering, Endurance, Mountaineering, Fire-building

Special abilities

Home terrain : Woods Sign language (barbarian)

Possessions

1 Scimitar, 1 dague, 1 long bow (+ 12 lights arrows), clothes, 10 PO, 1 big bag

Magical Items

1 scimitar + 2 T,D (in his bag, he doesn't know it's a magical weapon)

Notes and History

Hate magiceven from cleric.....he doesn't accept even a "cure light wounds".

Clarion the Barbarian

Barbarian 16th Human male

Lord Clarion of High Pass, Ruler of Hap and Champion of Tempus

STR 21, DEX 18, CON 9, INT 6, WIS 7, CHA 2, COM , PER

AC -10, hp 97, MV , MR AL Neutral Good, Age 47, Height 197cm, Weight 126kg lbs

Skin Light brown, Hair Brown, Beard Skggstubb (Swedish) Eyes Brown, Vision , Wealth 554000 gp

Long brown hair, very big and strong.

Weapons

Long sword+8 of Tempus, Dmg: 1d8+19*2/1d12+19*2, when praying damage is: 1d8+21*2/1d12+21*2, heavy Crossbow: Damage: 2d4+5/2d6+5.

Non-Weapons Proficiencies

Survival (hills), Midani (Ing), Swimming, Rope use, Blind fighting, Common (Ing), Riding (land-based), Set snares, Seamanship.

Special abilities

+2 when hostile

Possessions

Clothes (klder)

Magical Items

Bag of Beans (7 beans), ring of truth, ring of feather falling, ring of fire resistance, ring of spell turning, cloak of the manta ray, neckless of missils, ring of shooting stars, girdle of frost giant, mistboat, horn of fog.

Corbus Denox

Barbarian 7th

Human male

STR 17, DEX 16, CON 16, INT 13, WIS 12, CHA 14 COM 15, PER

AC 3, hp 68, MV 12, MR 0 AL CG, Age 26, Height 6'3", Weight 225

Skin Caucasian, Hair Red, Beard - Eyes Blue, Vision Normal, Wealth 20,000,000 gp

Weapons

Corbus Denox is a Barbarian Prince from the Snow Barbarian tribes in the World of Greyhawk. Former prince would be a better description. He gave up his throne to his younger brother Andrei in order to create his own minor kingdom in the lands south of Greyhawk City itself. He has specialization in both the Bastard Sword and the Long Bow. His favorite weapon is a +1,+3 vs shape changers Bastard Sword. He normally wears +3 studded leather armor. The influence of the more "civilized" lands has led him to give up most of his prejudices against magic. Corbus' Home : The castle is fairly large with one rarity : an indoor garden completely enclosed in a transparent dome. The dome is made up of thick panes of glass that have had glassteel cast upon them and made permanent. This alone makes his home one of the most costly in all of Greyhawk.

Non-Weapons Proficiencies

Running, Tracking (as a Ranger), Climbing (as a thief), Riding (landborne) Blindfighting, Reading/Writing, Swimming. Speaks Common, Orc, Goblin, High Elf

Possessions

Normal adventurer's kit

Magical Items

Strength Long Bow +3, Bastard Sword +1, +3 vs. Shape changers, Studded Leather armor +3.

Garret Jaxx

Barbarian 26th

Minotaur Male

First Member of the Deathbringers, Chosen of Talos

STR 23 , DEX 18 , CON 20 , INT 18 , WIS 17 , CHA 12 , COM , PER

AC -12, hp 481, MV 15(30), MR 45

AL C/E, Age 50, Height 8'10", Weight 400 lbs

Skin Black, Hair Black, Beard Eyes Black, Vision Normal, Wealth 2,500,000 gp

Large and Menacing with Scars all over. No armor but his nose has eight nose rings. Utterly Black inside and out.

Weapons

Two-Handed Battle Axe Specialization +6/+6, Spear +3/+3, Knife +3/+3.

Non-Weapons Proficiencies

Blind Fighting, Survival, Endurance, Running, Tracking x2, Hunting, , Languages, Realms Common, ElvenDrow, Goblin, Red Dragon, Ogre.

Special abilities

Can Run at a rate of 30 in an open sprint.

Possessions

Flint, Rope.

Magical Items

Earrings, Protection +5, Protection +5, Extra Earring, Total Heal, Life Protection, Invisiblity, Magic Resistance, Free Action, ,Bracers AC +4 ,Mage-Bane Battle Axe +6, Cahn's Knife of Death +6, Braclet of Fire Resistance, Bag of Holding, ,Pin of Talos (Able to Gate in Baphomet upon Talos' Approval).

Notes and History

Garret was the general of a Minotaur Tribe in Guthmere Forest. His Tribe was then hassled by a wizard of high level. The wizard demanded the most powerful of the tribe to be killed for his pleasure. When he arrived it looked to be more then he could handle so the wizard used a monster summoning spell to gate in help. This spell called on Alanis Deathbringer and her party. She helped Garret instead of fighting him. They made short work of the wizard and Garret became the first real member of the deathbringers. After they Adventured for a while and gained more members, Alanis left the party for a while to do research. This was when Talos came to the Barbarian. Talos showed Garret his tribe being killed off by some powerful foe. Garret and the rest of the Deathbringers, (except Alanis), traveled to Guthmere Forest to save his tribe. Unfortunately by the time they got there the tribe was all dead. They were able to find the location of the Lich that was responsible, he was using the tribe to create an army of undead. The lich also had a Werewolf Priest of Malar and a Bane (undead fighter). The Deathbringers had alot of trouble with this until Alanis showed up and defeated the lich. The actual cause of the problem was beyond a gate opened by the lich. The party went through the gate only to find Mephestopheles and minions. They managed to defeat these fiends. The battle destroyed the castle that they were in forceing them through a different gate, a gate to Sigil. They continued on in the planes for a time. In Bytopia Garret was the only survivor of the battle with the adamantite dragon. He did this by calling of Talos and using the pin of Talos. Garret was present for the battle between Talos and Cyric.

Goramos Diturr

Barbarian/Cleric 12th/10th (dualled as Cleric)

Minotaur, male

STR 20 , DEX 16 , CON 19 (Hea /Fit), INT 16 , WIS 18 , CHA 13 , COM , PER

AC -8, hp 165, MV 18, MR AL chaotic Evil, Age 80, Height 10', Weight 750 lbs

Skin , Hair Fur-Black, Beard Eyes Black, Vision Infra 60", Wealth 2,000 gp

Ten Foot tall (magically altered) Black Minotaur of Talidas. His horns are capped with adaptnamtite points and he wears a brand of spider over his left eye. He is typically armed in full plate and Carries two giant sized warhammers Both magically enchanted(one of artifact level).

Weapons

Specialized w/ Warhammers Prof. w/ staves & Clubs Prof w/ axes.

Non-Weapons Proficiencies

Read & Write SpellCraft Religion Blind Fighting Ancient Hist. Lang, Common, Drow, orc, UnderCommon, Lizarman Healing Necrology Venom Handling.

Spell casting

Normal allowed to a Priest (priestest) of Lolth.

Special abilities

Turn/control as priest

Possessions

Alot of junk, high level characters acumulate too much stuff to list.

Magical Items

Warhammers, "CRUSH" giant sized warhammer(2d8) +3/+3 on the roll of a natural 20 the target and all his/her items must make a save verse crushing blow at -3 or all items will be destroyed. "Gellorack" giant sized warhammer(2d8) +2/+2, special ability that every time an oppponent is stuck he/she is knocked back 2d10 feet. Hueler's heafy sack(sp?): in the main holding(center) pouch is all his normal gear. In the left and right sides are where all his "collections" are held. Goramoz collects cursed magic items, there always seams be something usefull he can do with them, and they always teach theives a lesson in who they should and shouldn't steal from. He also has mudane things like a hat of diguise to conceal himself, Mythral full plate, ring of regeneration, ring of free action These were just the interesting things.

Notes and History

Goramoz originally a barbarian Minotaur from Talidas, in his adventures found his way through a portal to Faerun and there he began a new life as a priest. When the time of troubles came to his pantheon way slain leaving him with out a faith. During this time he was travelling with a drow surface scout by the name of Xylan Tar'rakus and seeing the power gained through the devotion to his Matron covinced Goramoz the he had found a new God. Lolth took the powerful minotaur in as a bodyguard to Xylan, but only after a test of loyalty and a brand the would forever mark his alliacnce. He recieved a brand of a spider upon his left eye.

Ivan

Barbarian 9th Human male

STR 18/84, DEX 10, CON 19, INT 7, WIS 5, CHA 8, COM , PER

AC 10, hp 110, MV 12, MR 0 AL CG, Age Unknown, Height 6' 4", Weight 56 lbs

Skin White, Hair Blond, Beard No Eyes Blue, Vision Normal, Wealth 3gp

Ivan was a Great fighter. He hailed from the Savage North, from a tribe. Ivan was not familiar with the civilication, and with his low intelligens it was very hard for Ivan to learn how to behaiv in the civilized world.He was also a v e r y curious person.

Weapons

Magical 2-handed sword +3, 2-handed swords (sp).

Non-Weapons Proficiencies

Fire building, Survival artic,Endurance, Running, Fishing, Hunting, Leather working

Special abilities

After drinking seviral magical potions at one time, Ivan got the ability to detect magic whenever he touched the items.

Possessions

Magical 2-handed sword +3.

Magical Items

Elven CloakDagger +1.

Notes and History

Ivan came from the savage north, from a tribe.He was spotted by an adventure group who saw his fighting abilities.The adventure group fought against Zents.Ivan killed great wizards and big dragons.His life ended falling into a pit full of snakes. "Curiosity killed the cat".

Khord Magebane

Barbarian [kit: Ravager] 12th

Half-Ogre Male

STR 19 , DEX 17 , CON 19 , INT 12 , WIS 15 , CHA 13 , COM , PER 13

AC 4, hp 146, MV 15, MR AL NG, Age 25, Height 7'10", Weight 420 lbs

Skin Well tanned, Hair Grey, Beard Stubby Eyes Grey, Vision Infra (60'), Wealth Spent it on drink

Weapons

Twin battle-axes (mst).

Special abilities

Back detection (30%); zero penalty two-weapon attack; +1 att with axe; enraged frenzy; unarmed combat dmg same as club; Gains survival, hiding, surprise, tracking, and animal lore when in mountainous terrain

Possessions

Twin axes (cut down from father's double-bitted battle axe) and skeletal arm (orc) hung from left shoulder

Notes and History

Ogre father, Human mother, killed Dad at age 7 with dad's own axe. Axe was too large, had it cut into two.

Leanness

Barbarian 7th /Cleric 9th

Wemic female

STR 18 , DEX 16 , CON 18 , INT 16 , WIS 16 , CHA 15 , COM 6, PER 41

AC 1, hp 91, MV 15, MR 15 AL neutral evil, Age 14, Height 7'0", Weight 731 lbs

Skin dusky golden, Hair black, Beard - Eyes crystal blue, Vision normal, Wealth 16 gp

Weapons

Stone club (1)*, Bastard sword +4 (3)**, ambidexterity (1), 2-weapon style(1), short sword(0), long composite bow(3)*, spear(0), javelin(0).

Non-Weapons Proficiencies

Animal Noise, Eating, fire building, hunting, natural fighting, religion, survival(plains), tracking, weapon-smithing, weaving, wild-fighting, reading/writing(1), endurance(1), direction sense(1), set snares(1), ancient languages (1), healing (2), herbalism (2), running (1).

Spell casting

All Clerical stats for casting spells will increase as your level increases. right now she has: 6-1st lvl Priest spells, 5-2nd lvl Priest spells, 3-3rd lvl Priest spells, 2-4th lvl Priest spells, 1-5th lvl Priest spell.

Special abilities

Take damage as large creature, rude, +3 to save vrs petrification, polymorph, death magic, paralyzation, +2 to save vrs breath weapon, rods, staff, wands, +4 to save vrs poison, climb cliff and trees at 99%, bestial speech, hide in natural surroundings 61%, can only be surprised 10% of the time, monstrous hearing, 35% back protection, detect illusion 35% of the time, detect magic 60% of the time.

Possessions

Torch{4}, clothes{2}, hemp rope-50 feet, grappling hook, back pack, large sacks{2}, iron pot, food{9}, wine skin{2}, unholy water{3}, clerical symbol, sheaf arrow{23}.

Magical Items

Flight arrows{10}, 2 handed bastard sword +4, bracers of archery.

Sentar Baskis

Fighter [kit:barbarian] 10th Human male

Protector of the Rimfrost Mountains

STR 18/83, DEX 16, CON 17, INT 12, WIS 11, CHA 13, COM 8, PER

AC -3, hp 92, MV 15, MR 0 AL CG, Age 33, Height 6'2", Weight 243 lbs

Skin white, but bronzed, Hair deep brown, Beard - Eyes green, Vision normal, Wealth 100,000 gp value

Sentar is quite ferocious looking when he wants to be, but he normally has a smile on his face. There is a huge scar running from the base of his neck down to his waist on the right side, the result of an unsuccessful encounter with a glass golem. His hair is cut fairly short, and his nose is flat from being broken seven times. He goes bare-chested under most conditions, and carries his whip on his belt. There is also a brace around his torso holding his thirteen throwing daggers. These are his only weapons, and he normally only carries a belt pouch for items.

Weapons

Throwing Daggers (p.) , Whip (sp) , Punching (double-sp) , Wrestling (triple-sp).

Non-Weapons Proficiencies

Running, endurance, climbing, cooking, hunting, mountaineering (2)

Possessions

13 throwing daggers , 12' whip , hunting snares , flint and steel , dice , 50' fishing line and hooks , climbing spikes and hammer.

Magical Items

Bracers of AC 2 , +3 Ring of Protection , +3 Dagger of Undead Slaying (x3 damage, glows for detection) , Keoghtam's Ointment (4) , Potion of Feather Fall.

Notes and History

Grew up in Rimfrost Mountains, taken as slave by Lord Brennan when only 9. Escaped at age 14, lived among rebel group. Became like a son to the priest of the rebels, Zallan. Zallan killed by attack on rebel camp. People revolt against Brennan, and killed him. Sentar personally defeated commander of King's forces sent to quell rebellion. Area has continued to exist as a free state under protection of mountain-dwelling Sentar. His knowledge of area and battle skills help keep the King from attacking the mountain area, as the risk would be too great.

Shadowmoon

Barbarian [kit : Medicine-woman] 3rd Human female

STR 15 , DEX 15 , CON 15 , INT 13 , WIS 15 , CHA 9 , COM , PER

AC 9, hp 16, MV 15, MR AL CG, Age 18, Height 5'9", Weight 156 lbs

Skin Red (Indian), Hair Black, Beard Eyes Black, Vision , Wealth 57 gp

Young indian woman, with long hairs, she looks like Pocahontas.

Weapons

Short bow with light arrows, Tomahawk (one handed axe).

Non-Weapons Proficiencies

First aid, Herbalism, Survival (specialized in Plain), Light sleeping.

Spell casting

Major sphere : All, Healing, Necromantic. Minor sphere : Charm, Guardian, Protection.

Special abilities

Homeland : Plain; Back detection : 13 %; Climbing : 40 %; Leaping and springing; Talisman : none. Benefits : Destroy disease, medicine belt. Hindrances : cannot Turn undead, last rites.

Possessions

Indian clothes, 1 short bow with 8 lights arrows, 1 tomahawk, 1 little bag with PO, 1 brown bear pelt.

Stile the Merciless

Barbarian 7th Human, Male (originally)/ Female (Girdle of Femininity)
Crocodile Slayer, Scoundrel at Large

STR 18/96, DEX 16, CON 18, INT 6, WIS 8, CHA 5, COM 3, PER 7

AC -2, hp 108, MV 15, MR 0.0 AL NE, Age 25, Height 6'8", Weight 350 lbs

Skin dark, Hair black, unwashed, Beard none (in both cases) Eyes blue, Vision Normal (60'), Wealth 30 gp

Stile is the meanest creature you ever met. Together with his best friend and Bounty Hunter, Kain, Stile roamed the Heartlands of the Forgotten Realms for more than 4 years. He spent his time in two pursuits: womanising, and drinking. Near 1356 DR, Stile found a girdle that he believed (or rather, was lead to believe, was a girdle of giant strength) but when he put it on, he altered sexes. Stile left the party of Unruly Adventurers to seek a cure. His present whereabouts are suspected to be as a bar maid in Waterdeep.

Weapons

Trident +2, Warhammer of Thunderbolts

Non-Weapons Proficiencies

Sailing, Wrestling, Drinking

Magical Items

Bag of holding.

Tarax Gowren

Barbarian 16th Human
General of Barbarian Clan

STR 22 (Mus 22/Sta 22), DEX 17 (Aim 17/Bal 17), CON 16, INT 14 (Rea 14/Kno 14), WIS 14 Inn 14/Wil 14), CHA 15 (Lea 15/App 15), COM, PER

AC -8, hp 140, MV 36, MR 0 AL CN, Age 26, Height 07' 00", Weight 325 lbs

Skin Tan, Hair Black, Beard Nil Eyes Black, Vision Normal, Wealth 11,000,000 gp

He has 4mil in gp's and 2mil in gems. He has a magical axe worth 5mil alone.

Weapons

Grandmaster: Battle Axe Specialized: War Hammer, Long Bow, Swords

Non-Weapons Proficiencies

Knows: Survival, Hunting, Blind-Fighting, Direction Sense, Riding Land Based, etc.

Possessions

He has a black panther, Onyx, which is with him at all times.

Magical Items

Bracers AC:2, Girdle of Fire Giant Strength, Ring of Protection +4, Belt of Anti-Magic Shell, Orb of Fire Negation, Crossbow Harness +3, Ring of Tremors, Hammer of Thunderbolts, Diamond Axe of Sharpness +5, Wand of Mage's Bane, Boots of Speed, Broach of Shielding, Rope of Climbing, Flying Carpet, Bag of Holding, Helmet:Immunity to all spells of 4th level or less, Nomog' Geaya Battle Axe, Nana Sin Battle Axe.

Notes and History

Tarax started out as a slave for a barbarian tribe, but was able to prove himself to be an able fighter. With the support of a barbarian in the tribe he was allowed to become a warrior amongst the clan. Soon he came to be one of the generals of the clan. He is also part of a very powerful party called the Mighty Party.

Vor

Barbarian 5th

Human male

STR 18(00), DEX 17, CON 18, INT 4, WIS 5, CHA 15, COM , PER

AC 1, hp 45, MV , MR

AL N, Age 28, Height 6' 11", Weight 190 lbs

Skin , Hair Brown, Beard- Eyes grey, Vision normal, Wealth Variable

Vor is a fool who believes he is a great fighter. Often when horses are mentioned he runs off in search of one. In all the normal places, genral stores, armorys, theaters... anywhere but a stable. When by chance he does find a stable he tries to find a way to get one with the little money he usually has. He tries to impress people with his fame which is nearly non-existent.

Weapons

Longsword (sp), also is proficient in the use of clubs, and hammers.

Non-Weapons Proficiencies

Very few proficiencies he does have blindfighting, rope use, and gaming.

Possessions

Vor normally carries only his sword, clothing and he wears plate mail armor. Although at times he wears a backpack with a few whetstones, a throwing hammer and a few whetstones and some items owned by his friends.

Magical Items

Vor lost his magic to one of his friends who is a con man. So, he currently only has a potion of heroism and a blank scroll with his magical items.

Notes and History

Vor's past is unknown even to him or at least he's too stupid to answer my questions..

Yersinia

Barbarian 4th

Human female

STR 17 , DEX 16 , CON 16, INT 15, WIS 12, CHA 11, COM , PER

AC 4, hp 33, MV 15, MR

AL NG, Age 19, Height 6', Weight 147 lbs

Skin White, Hair Long, black, Beard Eyes Blue, Vision , Wealth 188 gp

Young woman, green clothes.

Weapons

Long bow (sp), Bolas, Scimitar, Knives, 2 handed Weapons style (for knives).

Non-Weapons Proficiencies

Bowyer/Fletcher, Hunting, Running, Animal lore, Survival, Set snares, Endurance, Riding (land based), Signaling.

Special abilities

Back detection : 30 %; Climbing : 75 %; Leaping and springing; Homeland : forest.

Possessions

1 long bow with 10 light arrows, 10 throwing knives, 1 rug, clothes, 1 Bolas, 1 horse (equipped).

Magical Items

1 ring of protection (+ 2) and 1 ring of Sorcery.

Notes and History

Sister of Carcharias, she was hunter in his tribe, his 2 magical rings are a present from a friend, she doesn't know they are magic.....for her, they are present...not more, but she doesn't accept to give them....

BLADESINGER

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Ailwinn

Ranger-Bladesinger 8th Gold elf

Last of the Gold elves, Gaurdian Blade of the Wilds

STR 19/75, DEX 19, CON 16, INT 14, WIS 13, CHA 15 , COM , PER 16

AC -3, hp 90, MV , MR

AL CG, Age 253, Height 5'5", Weight 145lb. lbs

Skin Gold, Hair Silver White, Beard - Eyes Green, Vision Elvish Vision, Wealth only natural wealth

Ailwinn is a handsome gold elf. Always dressed in woodsmans garb. A green cloak made of living leaves about him. He has long white-silver hair that adorns his golden face, with the purest of green eyes. He moves with an incredible cat-like grace, his agility and speed even incredible by elven standards. He is a quiet figure, always silent unless he must speak. Often mysterious, but with a kind heart that drives him into the heat of things. He does what he must for the cause of goodness, and disappears back into the wilds without a word when his job is done. He bears the tattoo of the cheetah, his bladesinging Totem on his right shoulder, a beautiful tattoo put there by his mother.

Weapons

Ailwinn is a master of the elven martial art of the Bladesong. ((Bladesinging)). He wields 2 elven magical swords. Which is an uncommon form of bladesinging, but not impossible. ((Full bladesong bonuses)). He wields them with a masterful skill, and with cat-like speed and agility. He lives for the blade, following the riddle of steel.

Non-Weapons Proficiencies

Ailwinn is skilled in all outdoors skills as he is a Ranger of high level. He knows the hidden trails, how to survive and track. He knows how to speak with the animals and befriend them. He uses the subtle clues of the nature and forest about him to tell him and help him in many things. As well he speaks the languages of many of the forest creatures. He has a very innate understanding of the blade and its uses as a bladesinger. A master of the blade and its style. Fights, weapon trickery, weapon disarms, & all manner of sword uses are his speciality. He knows the uses of all natural things about him, I.E, leatherworking, herbal brews, carpentry ect. And he has a way with the lady folk, but this mostly comes from his quiet and mysterious manner. But above all he simply strives for goodness and aiding those in need.

Spell casting

He has no spell casting ability, by his own choice. He could have if he wished to, but his dedication to the blade is absolute.

Special abilities

Home terrain is one thing he knows well. He is an accomplished navigator and trailblazer, he knows the land as he knows the back of his hand.

Possessions

He is a simple elf, with needs of very little. Has own only what he can carry, woodsmans garb and items. Other than his weapons and some magic items, this is all.

Magical Items

His cloak, the cloak of living leaves, is a magical cloak known as the "Cloak of the parliament of trees"-adds to stealth in the forest, as well as speaking with the trees, attuning him further to the nature about him. As well he can eat the leaves as nourishment if he must and they will regrow. 2 magical blades-1 was his mothers, known as the "Sword of swiftness". 2nd-was crafted by his friend, a paladin for him, known as "The gold-leaf blade". They are powerful magical swords. The warriors belt-Acts as armor for him, as he prefers to wear none, as well as it grants resistance to magical affects. Also aids in combat. He also has a magical necklace known as "the warriors pendant"-this functions by aiding his already normally fearless nature, and by aiding his ability in combat. He possesses a few other magical trinkets, but these are of the most note.

Notes and History

In the world Ailwinn lives in, known as Korith, he is the last of his race. 26 years ago, during a high gold elf holiday in which all the gold elves would be attending ((as there were not an extraordinary amount left anyway, a few 1000 maybe)), as this was a time of miracles to the gold elf race, all were bound by gold elf tradition to come and they did. At this time an evil warlord & his sorcerer brother came to the capital with an army...and destroyed the gold elf race entirely...there hatred for them so great. Ailwinn somehow survived this genocide....but was the only one. And this have been proven by the word of the gods that he is indeed the only one left. Hence why he is such a lonely figure. Always walking alone for the most part. Over the next 25 years, Ailwinn has become an accomplished Ranger as well as Bladesinger. He and a band of a few friends, join together over the years and became the heroes of their realm, fighting many evils over the years, and saving many. In the last 2 years however they have all gone their separate ways, and see each other very rarely. So Ailwinn again walks alone...doing his part...silent....fearless.....caring...yet always Alone. It's his way ...to walk alone, and his only care in the world now, not caring for himself, is to aid those in need, fight the evils he can, grow closer to his blade and the nature about him, the only things he loves in this world. The trees, plants, the animals, the blade...that is his only loves. He wanders on...always unseen and unheard...going where he feels he can help....then disappears again into the wilds.

Amaranth Ruther

Fighter / Mage 16th / 21st [kit: Bladesinger] Wild Elf male
Lord of Dragonfolk, Son-in-law of the mayor of Highfolk [Greyhaws]

STR 18/95 , DEX 19 , CON 16 , INT 17, WIS 14 , CHA 13 , COM 16, PER

AC 1, hp 78, MV 12, MR 0

AL LN, Age 433, Height 5'2", Weight 108 lbs

Skin He bore a tattoo of a Tiger on the right half of his face, Hair gray and very long, Beard none except when on the disguise of Change self spell Eyes green in almond shape, Vision Infra (60), Normal, Wealth 5000 gp

Some cash and a couple of Gems but nearly all of Amaranth's Possessions except his house, tower and shop are given to the town to pay the construction and the living of the 4 lords' armies that reside in the town.

Weapons

Proficient in katana, (sp) in katana, master in katana, specialist of two-handed weapons, master in bladesigning style, proficient in battle-axe, (p) in dagger, (p) in horse light-lance.

Non-Weapons Proficiencies

Ancient history, herbalism, language, ancient (flanaess), reading, writing (flanaess), reading, writing (elf), reading, writing (common), language, modern (common), language, modern (elf), spellcraft, blind-fighting, healing, endurance, weaponsmithing.

Spell casting

All School of Magic except Wild at Level 21# 1: 5, # 2: 5, # 3: 5, # 4: 10, # 5: 10, # 6: 4, # 7: 4, # 8: 4, # 9: 2 (but cannot be cast because not enough intelligent).

Special abilities

+5 to hit on call shot, -10 AC when casting Spell, hit and parry in the same round without penalty, elf ability.

Possessions

Manor of the Carpathes, tower of sorcery of dragonfolk, potion shop in Highfolk, collection of dragon scale armor of nearly all basic type of chromatic dragon, elven chain mail.

Magical Items

Katana Blue Dragon Slayer +0 "Amaranth Claw", katana Vampiric Blades +3 "Blood Fang", ring of Wizardry that double spell of level 4 and 5, staff of the Magi.

Notes and History

Amaranth was a Bladesinger at the charge of the seeker of the light of the Vesve forest in Greyhawks. He vow to protect is kind of their enemy. To fullfill is mission Amaranth make peace alliance with the other races . He mary the daughter of the mayor of the next humans capital, Highfolk and recover the lost treasure of the dwarfs of the north.He made that with the compagne of dragonfolk. He recover a lot of dragon hoard in his carrer and use it to construct a city for free poeple named Dragonfolk. With the help of the Council of Dragonfolk he returne Iuz to the Abyss where he have escape for a short moment. His name is murmured by many dragonkind with hiss and hate. He now retire to Dragonfolk where he only came at arms for the defense of his dream.

Anatriel Chondaer

Fighter 2nd /Mage 1st [Bladesinger]

Elven female

STR 16 , DEX 19 , CON 13 , INT 17 , WIS 12 , CHA 13 , COM , PER

AC 3, hp 12, MV 12, MR N/A AL NG, Age 63, Height 5'6", Weight 137lbs lbs

Skin Pale White w/blue highlights, Hair Blue-Black, Beard - Eyes Midnight Blue, Vision Infra 60', Wealth approx. 430 gp

Anatriel looks like the average Moon Elf of the Forgotten Realms in skin, hair, and eye color. However, when she moves it is readily apparent that she is not your average elf. The long years of training in swordfighting, specifically, the Bladesong style has made an indellable inpression on her movements. She makes no extraneous movements, and she doesn't quite move, she flows from one posture to another. She is always smiling,laughing, and dancing as any young elf is wont to do. She has stopped many people in their tracks when dancing. Even priests of Liira gawk at her natural grace and fluidity of movement. However when her thoughts turn to those who would harm the elven people her face becomes harder than the purest adamantite and her eyes flare with pure hatred, especially for the Drow.

Weapons

Bastard Sword Weapon Proficiencies: Bastard Sword -Sp Two-Handed Style Single Weapon Style x2

Non-Weapons Proficiencies

Elven Common Drow (Spoken and Sign) Orc Blind-fighting *Kit Bonus Dancing *Kit Bonus Information Gathering Observation Tumbling

Spell casting

Anatriel is still only a minor spell caster. She can cast only one (1) First Level spell. This is usually Magic Missile or Jump

Special abilities

As a Bladesinger, Anatriel has a +1 to attempt a special maneuver with her Hand-and-a-Half Sword. When casting spells in combat (i.e. one handed) her AC is lowered by 4.

Possessions

For the most part she has no unusual equipment. The majority of her gear is standard adventuring equipment. Her most valued possession though is a silver and moonstone necklace that her mother gave to her when she was very young.

Magical Items

Anatriel has a Wand of Viscid Globbs that she took from a Drow Guard Captian, a potion of Magic Resistance, and a scroll with Magic Missile on it.

Notes and History

When Anatriel was only six years old her town was attacked by a Drow raiding party. The entire villiage was destroyed and those who were not killed were taken as slaves. At the time of the attack she was outside

playing hide and go seek with some of her friends, that saved her life. Even though she was spared the blade she witnessed her entire family get slaughtered. She was captured by the "cleanup crew" as she lay in a catatonic ball. For the next 23 years she was a slave to the matron of a minor noble house in Ched Nasad. That is where she learned the Drow languages. When the house was attacked and destroyed she used the cover of chaos to slip into the city and hid for a few days. Finally she was able to stow away in a caravan headed for an outpost near the surface (Skullport). From there she was able to make it to Waterdeep and thence to Evermeet where she began her training as a Bladesinger. Thirty years later she returned to Waterdeep and worked as a bouncer at the Elfstone Tavern until she founded the as of yet unnamed adventuring company that she now travels with.

Antra

Fighter/Mage (kit: Bladesinger) 19th /17th Drow-elf Male
Champion of the Dawn

STR 14 , DEX 19 , CON 16 , INT 19 , WIS 15 , CHA 13 , COM %, PER %

AC -1/-10, hp 84, MV 12, MR 80%

AL C/G, Age 107, Height 5'8", Weight 132 lbs

Skin dark, Hair long & white, Beard - Eyes Silver, Vision IR 90', Wealth Enough

A handsome male drow, but with a tired look in his eyes. He is is always alert and moves with a otherworldly grace. He has a scar on his left chin. He has a big tatoo of a white tiger on his bag.

He normally wears dark cloth, black and deep blue colors. He use normal traveling cloth, but in better than usual quality. He has a big hat on his robe so he can hide his apperance.

Weapons

Katana (vorpal+3): Badesong and high mastery, Hand X-bow: Normal proficiency, coated with sleep poison
Quarterstaff: Normal proficiency, Dagger (+4): Normal proficiency

Non-Weapons Proficiencies

Dancing, blind-fighting, read/write (drow elvish and common), speak language (drow, elven, uncommon, common) spellcraft, herbalism, swimming, rope use, firebuilding, hunting, running, tumbling.

Spell casting

As a normal 17th level mage, He is especially fond of fire magic. Must memorize at least one Detect magic each day.

Special abilities

Ms : 40%, Hs : 40%, Surprise opponent (Alone), The reverie, Communion, Manifestation, 50% Immune to diseases, Resistance to heat and cold, 90% resistance to charm and sleep spells, Immune to 1st. level illusions.

Possessions

Adventuring equipment (Backpack, Sack, Lantern w. oil, Torches, Knife, Blanket, Flint & steel a.o.), Holy water vials.

Magical Items

Elven chain mail +3, Katana, vorpal blade +3, Dagger +4, Ring of regeneration, Ring of featherfall, Ring of wizardry (3rd. level), Earring of protection +1, Boots and cloak of elvenkind, 3 potions of extra healing, Potion of resist poison.

Notes and History

Born in the drow city of menzoberranzan. He was trained to become a fighter, but in secrecy he studied magic. His twin sister was becoming a priest of Illo, and was rising fast in the hierarchy. When his

matron mother found out that he was studying magic, she wanted to sacrifice him. He Killed her guards and escaped, with help from his sister. He has lived for many years on the surface world, fighting evil evry time he meets it. He has resently left Toril to battle evil on the outerplanes. A comment from me, Antra's player: Although he seems to be inspired by Drizzt, that is not the case. I have played with Antra for nearly a year before I heard about Drizzt.

Avarios Ramous

Bladesinger 8th Male Avariel Elf

STR 17 , DEX 19 , CON 13 , INT 17 , WIS 14 , CHA 16 , COM , PER

AC 1, hp 87, MV , MR AL Chaotic Good, Age 213, Height 5'5", Weight 103 lbs

Skin , Hair Golden Brown, Beard - Eyes Emerald Green, Vision Infra (60'), Wealth 1630 gp

Avarios Stands about 5'5'' he is 213 years of age. His Face is more chiseled and angular than common elves, and He has large, lush golden brown wings. His Hair is the same color as his wings, and his eyes are large and dark emerald green in color. On his Left shoulder he bears the Mark of The Guild of Spears, a Tattoo of a Gryphon. The Armor he wears is specially made for Avariels and is equivalent to that of Eleven Chain mail. The Spear he wields was made by him. It took him nearly a decade to craft his weapon and is made of the finest materials. The Blade is made of Obsidian.

Weapons

Spear (sp)

Non-Weapons Proficiencies

Blindfighting, Dancing, Etiquette, Juggling, Singing, Tumbling, Weaponsmithing.

Spell casting

Casts Spells as Dual Class Mage: Fighter/Mage

Possessions

Spying Glass

Notes and History

Avarios was born in the Mountains of Triolhome. He Lived most of his life training to a Baldesinger. His weapon of choice was a Rare one, The Spear. He trained long and hard. Soon he became good enough with the spear to be eligible for The Guild. Each weapon has a separate Guild. The Gryphon represents the Guild Of Spears. Avarios won the battle, and was Initiated into the guild. He quickly moved up in the ranks. After being in the guild for 50 years, he took over command of it. Soon after taking command he found the love of his life in Vilana, they married and had two children. A war raged through Triolhome that pitted The Orcs against the Dwarves. The Avariel did their best to stay neutral in the war. The tides shifted and the war was brought into the Mountains, so the Avariel had nothing left to do but to defend it home against the opposing armies. None of The races were teamed with each other, they all fought against each other. The Avariel race wasnt as large as either of the races and were soon very out numbered. One night The Orcs broke through the Avariel defense and raided into the villages. Avarios' family were killed during the raid, his whole village was burned to the ground on that night. The Dwarves broke through on the other side and attacked the remaining villages. The Surviving Avariel Elves decided to flee. They all broke up and went their separate ways. That is how Avarios came into adventuring with different groups.

Cerin Bladestorm

Fighter/mage [kit: Bladesinger] 9th /10th Elf male
Lord of Stormhaven, Honorary Warrior of Light

STR 19 (23), DEX 18, CON 15, INT 17, WIS 12, CHA 14, COM 16, PER

AC -3/-5, hp 55, MV 12, MR 0 AL NG, Age 244, Height 5'5", Weight 124 lbs

Skin tan, Hair silver, Beard Eyes green, Vision Infra 60', Wealth 2,450,674 (castle); 390 gp

Cerin dresses all in black and wields an elven blade etched with runes. He has a blue star tatoo over his right eye and a tiger on his back. Under his tunic is elven chainmail.

Weapons

Longsword- grand master +3,+3. 3 attacks per round d10/d20 damage

Non-Weapons Proficiencies

Weaponsmithing, blindfighting, dancing, poetry, set snares, stealth, tumbling, spellcraft, cantrip, diplomacy.

Spell casting

Cast at 10th level of ability, no specialization

Special abilities

Bladesong fighting style, single weapon style, two-handerstyle, +3 on disarm, parry, called shot, 1/2 chance find concealed door, 1/3 chance find secret door, 90% resistance to sleep and charm.

Possessions

Backpack, 50' rope, 3 flasks oil, winter blanket, flint and steel, two wineskins, three weeks rations, light war horse, small tent, silver eye pendant, 2 vials holy water, 50 sheets paper, 3 vials ink, mirror, scroll case, grappling hook.

Magical Items

Kintan- intelligent longsword LG, +2 cast haste 3/day and slow 3/day will not dominate good aligned elves. girdle of cloud giant strength, girdle of many pouches, helm of telepathy, ring of jumping, ring of telekinesis 100 LBS.(3 charges), boots of the north, bucknerd's everfull purse, cloak of the bat, wand of magic missiles (43 charges), scale barding +3.

Notes and History

Cerin spent several years wandering various realms from Faruen to Ravenloft before drawing attention to himself by holding a pass with only a handful of holy warriors during the War of Shadows. These knights called the Warriors of Light offered Cerin membership but he declined due to conflicts with his oath as a bladesinger. They made him an honorary knight instead and this title he wears proudly. Recently Cerin built his own castle called Stormhaven and has begun construction of a town. Cerin's wish is to provide the elves with as many safeholds as he can.

Chaszmir Despana

Fighter/Mage 9th/10th [kit:Bladesinger] Elf male (drow)

Harper, Watchcaptain of the Purple Dragons, Sword of Lord Mourngreen, Leader of the Wanderers of Toril

STR 13, DEX 18, CON 15, INT 19, WIS 10, CHA 9, COM, PER

AC -3, hp 67, MV 12, MR 0

AL NG, Age 132, Height 5'05", Weight 150 lbs

Skin Dark purple, Hair White, Beard - Eyes Red, Vision Normal, Infra 120', Wealth 1500 gp

Chaszmir was, in his time, the most skilled warrior and only wizard of the Wanderers. Although he was kind generous to other people he always faced prejudice and hatred wherever he went(he was a drow elf, after all). He always dreamed that his deeds would someday prove that not all drow are evil, and in the future all elves could live in harmony.

Weapons

Chaszmir is proficient in the use of the long sword, short sword, dagger, composite long bow and the footman's mace. Being a bladesinger, however, he seldom uses anything other than his favorite long sword +4 (his kit gives him a +1 to hit and damage when using a long sword). He is so devoted to this kind of weapon that he suffers a -1 penalty to hit with other weapons, even if he is proficient with them.

Non-Weapons Proficiencies

Blind-Fighting, Dancing, Singing, Etiquette, Spellcraft, Read/Write common, Read/Write elf, Religion, Land-based Riding, Swimming, Jumping, Tumbling, Appraising.

Spell casting

As a non-specialist wizard, Chaszmir can cast spells of all schools of magic. He favors Invocation/Evocation spells and Illusions. Being a Bladesinger, he is able to defend himself while casting spells, bringing his armor class down to -8.

Special abilities

Chaszmir has standard elf abilities. He has his drow benefits such as magic resistance and the innate drow spell-like powers after leaving the Underdark. However, he's been on the surface long enough to lose his penalties related to bright light.

Possessions

Chaszmir carries no nonmagical items of importance.

Magical Items

Long sword +4, Harper pin, Elven Chainmail +2, Ring of Protection +2, Ring of Wizardry (doubles 3rd-level spells), Ring of Water Breathing, Ring of Free Action, Composite Long Bow of Seeking, Wand of Wonder, Wand of Magic Missiles.

Notes and History

Chaszmir joined the Wanderers of Toril during the Time of Troubles, after the party escaped from Shadowdale's prison. The Wanderers at first didn't want to accept the company of a drow, but they did because of Kelemvor, who was Chaszmir's friend. In time the party recognized the drow's value, and his intelligence, courage, personality, kindness, battle prowess (and exceptionally high ability scores) eventually made him the undisputed leader of the WT. His abilities as leader were tested when he was persuaded by a member of the Cult of the Dragon to open a magical box which contained the spirits of seven celestial dragons. This accident started the Quest for the Seven Stones. Chaszmir was able to keep the party from disbanding and convinced the group of the urgency of their mission (recover the seven stones which could imprison the spirit of the dragons). Although he died in the Undermountain searching for the 5th stone, the Wanderers managed to succeed in their quest, saving Faerûm of certain doom.

Draknes Goldendragon

Fighter [kit: Bladesinger] 15th Drow elf male
Deemed the greatest swordsman to ever lift a blade or two blades

STR 22 , DEX 20 , CON 18 , INT 10 , WIS 9 , CHA 14 , COM , PER

AC -4, hp 109, MV 12, MR 90 AL LG, Age 116, Height 5'5", Weight 130 lbs

Skin dark like a Drow's, Hair long and black, Beard Eyes lavender, even in infravision, Vision Infra 60',
Wealth Many many gems and gold pieces

Draknes is very quiet and is very odd looking but undeniably handsome. He is very small, typical among Drow Elves. But when it comes to the blade he has no equal. I have never seen another character or for that matter any two that could defeat Draknes.

Weapons

Proficient in the dagger and lasso and is specialized in the long sword in the blade song fighting style. He wields a long sword in each hand, they are both +5 weapons. THACO -6 with long swords, -1 with daggers, and 0 with lasso. Dam adj. +18 with swords, +11 on daggers, 0 on lasso. 5 attacks per round plus a parry with long swords. 4 attacks per round with daggers. 1 per round with lasso.

Non-Weapons Proficiencies

Two-weapon fighting style, ambidexterity, bladefighting stuff, armor optimization and 8 more.

Special abilities

Critical hits. If Draknes exceeds the to hit number by five or more he deals double damage. He gains a base 10 percent chance, plus or minus 3 for level difference, to instantly kill his opponent. (for example) Draknes is 15 level and say he is fighting a 10 level fighter, he has a 25 percent chance each hit to instantly kill him, if the fighter was 16 level Draknes would have only a 7 percent chance to kill him.

Possessions

Just standard adventuring gear and a few gems.

Magical Items

Two long swords +5, ring of invisibility and move silently (100% chance), ring of protection +1, ring of true seeing, elven chain +1, amulet of protection from scrying, a cloak that grants him 90% magic resistant.

Notes and History

Draknes and his companions defeated a great wizard guarded by a deep spawn and two Iron Golems. That is where he found his first sword +5 and his Elven chain. He won a 100 man tournament given by an evil demi-god where he acquired his other magic items and for winning he had his ability scores knocked up a little bit.

Elra Silversky

Fighter/mage 2nd/2nd) [kit:bladesinger} Grey Elven Female

Nobility, commander of fallen elven outpost

STR 13 , DEX 15 , CON 12 , INT 16 , WIS 10 , CHA 14 , COM 15, PER

AC 5\8, hp 13, MV 12, MR AL LN, Age 150, Height 5' 6', Weight 120 lbs

Skin pale blue tinted, Hair periwinkle, Beard Eyes green, Vision normal, infra 90', Wealth 1 gp

Arrogant, conceited, rude, but altogether tolerable

Weapons

Long Sword, Bladesinging weapon, One-handed style (-2ac), Punching, 1st level.

Non-Weapons Proficiencies

Blindfighting, dancing, read/write, spellcraft, speaks common, elven, undercommon, halfling.

Special abilities

90% resist charm&sleep,

Possessions

Fine silk clothing

Notes and History

Daughter of Nobility city ransacked by humans, while wandering on her own kidnapped and raised by Drow.

Erwin Wyrldore

Fighter/Mage [kit:Bladesinger] 8th/5th

Grey Elf, Male

STR 15 , DEX 16 , CON 16 , INT 18 , WIS 10 , CHA 16 , COM , PER

AC 3, hp 45, MV 12, MR 0 AL lamful nueutral, Age 176, Height 5'1, Weight 124 lbs

Skin light, Hair golden, Beard none Eyes violet, Vision Infra, Wealth 10 gp

A panther tatoo located on right arm.

Weapons

Bladesong weapon specialization long sword bow

Non-Weapons Proficiencies

Blindfighting trader traper firebuilding tumbling singing

Special abilities

Acurate swinging ability (with a roll of 18 to 20 i cause double damage)

Possessions

Studded leather long sword glass tube magestic colthing

Magical Items

Prayer beads

Estlor of the clan Aerendyl

Fighter/Mage [kit: Bladesinger] 9th/9th

Alfhiem elven male

Viceroy of the Estate of Achelos

STR 20, DEX 22, CON 20, INT 21, WIS 19, CHA 22, COM 21, PER 18

AC -2, hp 123, MV 20, MR 18 AL chaotic good, Age 116, Height 5'2", Weight 90 lbs

Skin Pale, Hair Sandy Brown, Beard - Eyes Green, Vision Normal, Infra (60'), Wealth 3607 gp

Estlor tends to think things out before rushing into battle, but is strong enough to hold his own in a fight. He prefers using blades or boomerangs over spells, but will always use those that continue to grow in strength as his level goes up. He typically wears a plain cloak with the clan seal across it, and doesn't show any marks of his high position.

Weapons

Elven longsword Camb (P in use of it One-handed and Two-handed), Elven Bow (P) [typically uses flight arrows], Jambiya (P), Boomerang (Mastery).

Non-Weapons Proficiencies

Blind fighting, dancing, singing, swimming, musical instrument (harp), reading/writing, survival (woods), tumbling, herbalism, etiquette, mental armor (wild talent proficeny), contact (psionic blast & psionic crush).

Spell casting

Mage-spell levels 1-5.

Special abilities

Thief abilities of M.S. (47%), P.P (65%), O.L. (52%). Elven bow tricks (foot shot, broken charge shot, stapling shot, quick draw shoot, double arrow shot, hanging tree shot), Wild Talent (Detect Life), Elven Cat Familiar.

Possessions

Thistledown Cloak, Tunic/Breeches, Backpack, Hooded Lantern, 3 Oil Flasks, Rope (10', hemp), Belt, Eleven Bow, 30 Flight Arrows, 30 Sheaf Arrows, 10 Message Arrows, Jambiya, Boomerang, Silver Longsword, Elven Chain Mail (bad condition).

Magical Items

Elven Longsword Camb, Gauntlets of Dexterity, Wand of Magic Missiles (3 charges), Helm of Valor.

Notes and History

His family once was on the influential Council of Clans for Alfhiem, but his brother's act of killing the heir to the throne lost them their position in disgrace. Seeking vengeance and honor, he trained under and aged elf who was rumored to be the last living Bladesinger (and now that he has passed on, Estlor is the only remaining Bladesinger on Mystara). He sought the aid of compaininons, and fell in with a ninja, a shinobi illusionist, a young gold dragon, a ranger, and a druid. His major accomplishment was helping to bring about the end of the great war between Glantri and Alpathia, but he also helped to liberate the far-off orient and even visit Krynn!

Gideon Silverspear

Fighter/Mage [Bladesinger] 14th /14th Moon elf male
Lord of Myth Drannor, King of Cormanthor

STR 13, DEX 17, CON 13, INT 19, WIS 14, CHA 18, COM , PER

AC 1/-7, hp 64, MV 12, MR 0 AL NG, Age 185, Height 5'6", Weight 130 lbs

Skin , Hair Silver-white, Beard - Eyes Blue, Vision Infra 60', Wealth 1,500 gp

Gideon is a charismatic elf, a natural leader, who turns into a whirlwind of death in battle. He wears magical studded leather armor, a flowing cloak of elvenkind, and carries a spear made of pure silver that crackles with electricity in anticipation of battle.

Weapons

The Silver Spear, (p). Also proficient in longsword, shortsword, long bow, dagger, scimitar, and crossbow.

Non-Weapons Proficiencies

Proficient in blind-fighting, dancing, etiquette, juggling, singing, tumbling, weaponsmithing, land riding, read/write, spellcraft, survival, engineering, and the ancient history of Cormanthor and Evermeet.

Spell casting

Casting ability of a 14th level mage, 5 5 5 4 4 2 1

Special abilities

Normal elven abilities. 95% chance to learn any spell. +1 to hit and damage with a spear. Level/2 +1 armor class bonus while casting spells in battle. (-8) -1 to hit with anything but a spear.

Magical Items

Studded leather +3, Decanter of endless water, Cloak of elvenkind, Oil of timelessness, The Silver Spear, spear +3 :* can be thrown as a javelin of lightning 1/day, * can only be wielded by a member of the Silverspear family, * allows the wielder to know alignment, constant.

Notes and History

Gideon was born on Evermeet but always longed to return to his families native lands of Cormanthor and recapture the elves lost glory. When he was old enough, he left for Cormanthor. He met up with other heroes in the forest who wanted to rid the forest of Myth Drannor's evil taint. So he allied himself with Sable, the drow priestess of Elistrae, Kendill, a male sprite mage, Dawn, a human female druid, and Kraven, a male centaur ranger. After several years, they rid Myth Drannor of it's evil inhabitants and began

rebuilding the city. Many people from all over came to live in the newly rebuilt city and many elves who were forced to flee it years ago came from Evermeet. Now the city is fully repaired and is ruled by Gideon with advise from a council of baelnorn (elven liches). 80,000 humans, elves, half-elves, dwarves, halflings, and others call Myth Drannor their home. It is also protected by 2,000 infantry, 1,000 cavalry, 3,000 archers, 200 centaurs, 100 griffin riders, mages from the Irithlium (mage school), a few treants around the city, and the mythal, of course. As of late, Gideon has destroyed Zhentarim forces in Teshwave, Daggerdale, and Snowmantle.

Golan Trevize

Bladesinger/8th Male Drow
Personal guard for Lord Mourndiam (when not out adventuring)

STR 18/75 , DEX 18 , CON 13 , INT 15 , WIS 12 , CHA 12 , COM 13 , PER 15

AC 0, hp 41, MV 12, MR 60 AL CG, Age 126, Height 4 10, Weight 109 lbs

Skin black, Hair white, Beard Eyes lavender, Vision 120' infra, Wealth about 2500 gp

Some background: Left the Underdark for the surface world at age 60. Was rejected by all surface dwellers. Heard of the isle of Evermeet and adventured there. Took 20 years to prove that he was not a 'typical' drow. Adopted by a member of the high council. 'Father' had the wizards and clerics find a way to keep his drow abilities. They came up with a special cloak made of nightmare hair, hell hound blood, and high level darkness spells. As long as he wears the cloak, he retains all Drow abilities. Learned the art of Bladesinging from a Master Bladesinger. Left Evermeet at age 102 and started adventuring.

Weapons

Long Sword/Luck Blade +1 (2 wishes left), Long Sword/Flame Tongue +1/vs. Regenerating +2/vs Cold-Using, Inflammable, Avian +3/vs Undead +4. Proficiency is in the Long Sword, Specialization, Grand Master.

Non-Weapons Proficiencies

Blind fighting/Dancing/Singing/Tumbling/Musical Instrument (elven harp)/Jumping/Endurance
Uses Dancing/Tumbling/Jumping/Endurance when fighting to obtain the upper hand in combat.

Special abilities

Inate Abilities (Once/Day): Dancing Lights/ Faerie Fire/ Darkness/Levitate/ Know Alignment/ Detect Magic/ Clairvoyance/ Detect Lie/Suggestion/ Dispel Magic.

Possessions

Tunic, Pants, Belt, Pouch(2), Flint/Steel, Wax candle(2), Mirror, Ball of String, Map Case, Parchment, Ink/Quill, High/Soft/Boots.

Magical Items

Elven Chain Mail +1, Bracers of Blinding Strike, Amulet vs. Undead (8th), Ring of Free Action, Cloak of Darkness (created by elves of evermeet).

Harliquin Avaras

Fighter/Mage 9th /7th) [kit: Bladesinger] Sylvan Elf Male
Adopted Son of Tralimin Avaras

STR 19 , DEX 19 , CON 15 , INT 16 , WIS 14 , CHA 16 , COM , PER

AC -6/-8/-10, hp 52, MV 12, MR 30 AL CG, Age 145, Height 5'6", Weight 175 lbs

Skin pale, Hair yellow, Beard - Eyes yellow, Vision infra 60', Wealth what he carries

Harliquin is bulky for an elf. He hides his size within the large cloak he wears. An unfortunate opponent is made when his size is revealed for he loses none of his agility due to his large frame. He wears all dark colors to imitate his guild's chosen signet, the panther. The only gleam of color he wears can be found in his weapons. The finely crafted blades he wields are meant to draw attention to weapons as they represent the claws of the panther. His face and hands are severely scarred.

Weapons

Dual-wielded long swords, ambidextrous, double specialized long sword(old character), two-weapon fighting*2, bladesong*2, racial bonus. one-handed fighting specialization. long bow, (p), racial bonus.

Non-Weapons Proficiencies

Dancing, survival, direction sense, tumbling, juggling, spell craft, weapon smithing, local lore.

Spell casting

As level 7 mage. uses haste to double attacks and fireball to sweep large groups. not that original, but he has been known to take out entire orc tribes alone.

Special abilities

All normal elven abilities. Bladesong abilities, including one-handed casting for fast spells. enjoys 6 attacks /round + 2 free parries when enchanted by haste. Harliquin uses the hit location table from the gladiator's handbook (a good, simple system) to specialize his attacks per battle.

Possessions

Dark green cloak of elven cloth, soft leather boots, silk cord, 20 arrows in quiver, long bow or elven wood, backpack, leggings and other regular items.

Magical Items

Longsword +4, Bladesong(l. sword +4. -4 to initiative, +2 to AC, +2 to special attacks when bladesinging is used in combination with dancing proficiency. give off a sorrowful elven death ballad then drawn.) elven chainmail +2, ring of protection +3, ring of vampiric regeneration.

Notes and History

Harliquin is a survivor of an orc raid on his sylvan village. He was rescued by Tralimin Avaras, a captain in a neighboring high elven town guard. Being raised by High elves he was afforded a modern life-style including weapons and magical training. He chose to dedicate his life to protecting elven lands and joined the Bladesinger's Guild. In his travels he, and his party, had a run in with an elven vampire. It was terrorizing a local village. The loathsome creature has the ability to place sundered scares on one's body and enter living trees as a form of escape. Through the battle that lasted for days, Harliquin acquired the creature's focus and was so killed by scaring(lost all 16 charisma points). Only through the quick casting of Marvin the Mage did Harliquin remain living. Harliquin remains scared to this day, resembling the vile creature he vanquished that day.

Kazt'ra

Pscionist/Mage [kit:Bladesinger] 1st/1st

Female drow elf

STR 12 , DEX 16 , CON 15 , INT 16 , WIS 17 , CHA 12 , COM , PER

AC , hp 8, MV , MR 50 AL Neutral, Age 130, Height 5' 4", Weight 110 lbs

Skin ebony colored, Hair white, Beard -

Eyes amber, Vision Normal, Infra 120', Wealth 1200 gp

Standing before you is a young drowess. She is dressed in all black adamantite chainmail. On her side she carries her trusted longsword, engraved with runes that resemble a mind calling out. Her boots are made of the finest leathers in the Underdark. Around her neck is a necklace with three rings enlarging from the center.

Weapons

Long sword +1 to hit/+1 to damage , Single weapon style +1 AC , Two handed weapon style +1 damage , Hand crossbow.

Non-Weapons Proficiencies

Bonus: Lightfighting (opposite of blindfighting), Dancing, Drow, Required: Meditative focus, Hunting, Rejuvenation, Singing, Surface Elf.

Special abilities

Pscionics:

Science: Telekinesis

Devotion: Hear Light

Receive a +1 for every four levels in which she try an unusual maneuver. Defense while casting spells: current level divided by 2 plus 1.

Possessions

Basic food rations, arrows for crossbow, and boots with spiked toe.

Magical Items

Enchanted necklace, keeps all prying minds unaware of her. Enchanted longsword, has rune on it that allows complete control over it even if she is not holding it. Adamandite chainmail, gives an AC of 5 to wearer.

Notes and History

Kazt'ra started out a pscionist but then found out she had certain control with the longsword. She devised her necklace of immunity so no one with abilities to detect pscionic power could detect any on her. She then joined up with the Bladesingers, a cult of warrior/mages who protect the city from intruders. Learning from the cult, she developed Gutwretcher, her longsword. She now roams the outer tunnels preventing humans, deadly that is, from entering the city.

Khelben Kintari

Fighter/Mage {kit: Bladesinger} 11th /11th High Elf Male

Royal Court Mage to Vandetta Hindermith, 3rd Knight of Corymer

STR 16/ 22 , DEX 18 , CON 16 , INT 19 , WIS 20 , CHA 16 , COM 14, PER 16

AC -6, hp 80, MV , MR 66 AL NG, Age 301, Height 4'5", Weight 95 lbs

Skin tan, Hair Brown, Beard nil Eyes Green, Vision Infra (60'), Wealth 24,387 gp

He is a very laid back and calm acting character. Although, he doesn't take any crap from anyone, including his lord. As a bladesinger his primary goal is the preservement of Elves. Khelben is a well dressed noble and he will not hesitate to tell others, or remind them, of his place in elven society.

Weapons

Master of the Long Sword

Non-Weapons Proficiencies

Blind fighting, dancing, juggling, tumbling, Riding: Land based, Riding: Air based, Reading and Writing, swimming, etiquette, gemcutting, singing, appraising, tracking, tightrope walking, animal handling, 2 weapon fighting style, bladesong fighting style, ambidexterity, running, survival: woods, spellcraft.

Spell casting

Knows ALL spells lvs. 1-5, and has quick access to ALL spells 6-9. Signature Spell: Fireball Signature Spell: Bands of Sirelyn. Signature Spell: Chromatic Orb

Special abilities

Typical elf abilities, regenerates 1 hp/turn (magically bestowed, works like a trolls regenerative ability), Immune to all 1st level illusions, cause fear, charm person, command, friends, hypnotism, forget, holdperson, scare, ray of enfeeblement.

Possessions

Basic provisions essential to everyday life.

Magical Items

+5 Defender Lg. Sword (dimensionial blade, detect Evil/Good, Heal 2/day, Telepathic comm., Paralization on any evil creature hit 1d4 rounds{save vs. spell to negate}), +3 Frost Brand Lg. Sword, +3 Elvin Chain, +4 ring of protection, Iron Horn of Valhalla, Bracers of Blinding strike, Ring of Telekenisis, Aumlet of Dimensional folding, Ring of Titan Kin, Portably library, Ring of Wizardry 1-3, Rod of absorbtion superior, Robe of Eyes, Girdle of Giant Stregnth 22, Portable Hole, Bag of Holding, Rope of Entanglement, Cube of Force, +2 Giant Slayer Lg. Sword, Staff of Power, Aumlet of Proof Against Detection and Location, Ring of unlimited wishes (say the name Dweezel and a genie like the one on Alladin comes out and does as you wish.).

Notes and History

Born and Raised in Myth Dranor, both of his parents were bladesingers who taught him the ways of the bladesong. During his special venture to prove his worth as a bladesinger, his parents and siblings (two brothers and a sister) were killed by a drow raid to recover a precious drow artifact that had fallen into their hands. On his arrival home, he saw his family murdered (in their sleep) and all of thier possesions stolen, save for two items: his fathers armor and sword, both of which were gaurded by powerful magic even the drow could not overcome. Khelben took a vow from that day not to let this same mistake happen to others as it happened to his family. He took a trip into the underdark to avenger his parents death, where he followed the drow all the way to Menzoberranzan. Using magics taught to him by his parents, he was able to disguise himself as a drow commoner. As the years passed, he gained valuable knowledge and information of drow society, and battle tactics (he went to Meele Magarthe (the drow fighters school) where he graduated at the top of his class. Atfer years of research, he was able to find to ones responsible for the death of his parents, and he extracted deadly and satisfying revenge on them. In his days now, he is the presiding royal mage at Valdehia Hindermiths castle, nearly a days ride south of Susail, where he teaches the combat and magic arts to all devoted enough to learn, although he is still a adventurer.

Kira Evanara

BladeSinger

Elf Female Age: 110 Status: Active

Description:

Quite tall for a moon Elf, Kira is lithe hiding her muscular physique with feminine soft curves. She is very physically fit, capable of long periods of physical punishment without even breaking into a sweat. Although very beautiful, her curt, cold personality can quickly discourage would be suitors. Long blonde hair is dyed with streaks of various bright colours, giving her hair a distinctive appearance. This is done to make her distinctive and recognisable to her enemies. Her cold, blue/grey eyes look hard and piercing. Across her back, right shoulder and arm is a colourful lion tattoo. This is the lodge animal of her blade singer troop, the Kilrah. The lions roaring head sits on the shoulder and striking paw descends her arm. Her few prized possessions she carries with her at all times. She considers her home at Stansfeld Mansion only a temporary billet, and is ready to move on at a moments notice.

History:

Born to the Evanara household of Evermeet, Kira was a shy quite child. It was assumed by her parents, Tanashi and Siraban, that she would develop into a beautiful elven scholar or maybe an artist, as from an early age she showed signs of elegance and grace in everything she did. When she was still a child (in elven terms), her eldest brother, Ralgar, was severely wounded whilst on patrol on the mainland by Drow raiders. His left arm was severed which effectively curtailed his career as a War Wizard. This left Kira and her younger bother Jarlaxle, who was still an infant, as the only ones who could take his place. The family tradition always provided at least one from each generation as a guardian of Elvish tradition, and a protector of the people. Her family although deeply distressed over the incident, were comforted in the

belief that Jax would take the roll, and allow his shy and reserved sister to continue her studies of the arts and live a life of peace and harmony. Kira said nothing. On the day of her coming of age, Kira left her home to study at the library as usual, but returned to revealed the part completed tattoo of the Kilrah lodge to her parents. Her soft feminine face had taken on the first signs of coldness, and although she still moved with grace, there seemed the first hint of an almost cat like readiness, as if she was ready to spring at any moment. She explained that the time for foolish childhood thoughts was over, and now she was old enough to fight. She had been deeply disturbed by her brothers maiming, and vowed then for revenge on the Drow that did this and any others that got in her way. She knew that Jax would never be suitable for the role of guardian, and thus the task fell to her. As soon as she could she enrolled in one of the elite BladeSinger lodges as she knew this would give her the best chance of direct confrontation with her enemies. The early years of training were very hard for Kira and she was asked by her father to leave the lodge several times because she was having so much trouble keeping up the physical standards of the lodge training. But this drove her on even harder. Her day grew longer and longer, with extra training filling the freed time. She would sleep for only a few hours, and only that because her training in the magical arts required it. After a decade, she was beginning to come in line with the other more capable recruits and only a few years later she was the most capable woman, and better than most of the males. Her years of hard training had given her fantastic endurance and quickness. Her strength was excellent as well, but above all, she had learned self discipline and focus. But all this had come at a cost. Her personal life, her emotions and self interest had been cast aside, barriers that could only hinder her goal. The price was high. Her childhood and femininity sacrificed on the alter of duty. Finally, she completed her training and was assigned to a unit patrolling the area of Myth Drannor. The group was composed of some of the finest young elven warriors and wizards. She had worked with the group for several years, becoming particularly attached to the party scout, named Rorndelle. They would often team up to act as advanced reconnaissance for the group. As time passed Kira began to trust Rorndelle more and more, and a bond began to form. She could see that the feelings were mutual, but her commitment to the lodge prevented her from following her emotions. Rorndelle taught Kira of the wonders of Elistraee. As a natural dancer, Kira's interest was immediate and soon she found herself in active worship. This only strengthened their bond and she felt herself weakening to his charms and genuine affection. They surely would have become lovers, if she was not given orders to intercept a group of mixed race moving towards Myth Drannor and investigate the priestess named Akordia Jalavar. They parted in sorrow hoping one day to be reunited.

La'sesti Ahl Sa'merti

Fighter/Mage (Bladesinger) 4th/4th

High-Elf, Male

STR 18(25) (Mus 18/Sta 18), DEX 16 (Aim 16/Bal 16), CON 15 , INT 17 (Rea 17/Kno 17), WIS 13 (Inn 13/Wil 13), CHA 15 (Lea 15/App 15), COM 13, PER n/a

AC 8,6,0,-3, hp 27, MV 12, MR n/a AL NG, Age 125, Height 5'10", Weight 104 lbs

Skin Elvish, Hair Blond, Beard NO!!! Eyes Bluegreen, Vision 60 feet Infra, Wealth 14 gp

Weapons

Longsword: 3/2

Non-Weapons Proficiencies

Gem cutting: Dex: -2, 14, Blind-Fighting: N/A, Dancing: Dex: +0, 16, Etiquette: Cha: +0, 15, Spellcraft: Int: -2, 15, Tumbling: Dex: +0, 16, Herbalism: Int: -2, 15, Reading(Writing: Int: +1, 18, Ancient History: Int: -1, 16, Swimming: Str: +0, 18.

Special abilities

90% resists against sleep/charm, Bladesongstyl

Possessions

Adventurer Kit

Magical Items

Longsword of Giantslayer, Wand of Fire, 1st scroll of Know Alignment, 1st scroll of Countinial Light, 1st scroll of Invisibility 10' radius, 1st scroll of Lemund Securet Shellter, 1st scroll of Antimagic shell, 1st scroll of Touns, 1st scroll of Teleport whitout error.

Lothar Do' Urden

Fighter/mage 15th/15th Bladesinger Drow male
King of a large piece of the world in a campain 'Dragon Mountain'

STR 18/84 (Mus 18/84/Sta 18/84), DEX 20 (Aim 20/Bal 20), CON 16 , INT 19(Rea 19/Kno 19),WIS 16(Inn 16/Wil 16), CHA 15 (Lea 15/ App 15),COM, PER

AC 0, hp 144, MV 15, MR 78

AL cg, Age 112, Height 6', Weight 100 lbs

Skin black, Hair white,long, Beard - Eyes violet,Vision Infra 120, Wealth 1,000,000 gp

Lothar is a tall handsome drow. He is extremely dextreos and takes advantage of this. A renegade of Menzoberranzan. He is a master swordsman.

Weapons

Proficiencies: Scimitar (master), bow (sp), dagger/knife, longsword , shortsword, broadsword, martial arts.

Non-Weapons Proficiencies

Herbalism, jumping, tumbling, tightrope walking, enduarance, dancing, blindfighting, jumping.

Spell casting

All Schools

Special abilities

Resistance to hold, sleep, charm (90 %), detect secret doors, stealth, bladesinging, levitate, detect magic, faerie fire, darkness, 1/day.

Magical Items

Rug of welcome, necklace of dragon warding, boots of elvenkind, cloak of elvenkind. Notes: Scimitar of speed + 4, scimitar + 2, elven bow, dagger of throwing (x3).

Notes and History

He was born to house do' Urden. He showed great prowess in scimitars and was given special traing. Followed his brother, Drizzt's, example and ran away. he concealed his true nature with spells and made a few friends. He told his true friends the truth and they stayed with him. After many adventures/ misadventures became who he is today.

Lysanthir Bladedancer

Fighter/Mage [Bladedancer] 15th/15th Moon elf male
Grandmaster of the Bladedance

STR 13 , DEX 20 , CON 14 , INT 17 , WIS 16 , CHA 15 , COM , PER

AC -3 to -10 (it justdepends on some stuff), hp 76, MV 24, MR - AL CG, Age 256, Height 5'4", Weight 135 lbs

Skin Pale white, Hair jet black with streaks of silver, Beard noneEyes , Vision , Wealth Because he is a royal prince of Evermeet, he has access to as much gold as he needs but he usually carries about 1000 gp

Lysanthir moves with sheer grace all the time. When he fights he is the most graceful fighter most have ever seen. He spins, twistsm and feints in a stunningly beaufitus, however deadly, dance with his blades. He is

quiet and withdrawn when around most folks, although he is very open and quite funny when around his few close friends- Marikoth, an elven knight; Ariela, an archer; Thalanel, an eagle rider; and most of all his twin Laeroth, an undead slayer. He spends a lot of his time on the mainland searching for ancient elven treasures, specifically weapons, lost in the elven retreat to Evermeet. Lysanthir moves with sheer grace and is one of the most dextrous elves that anyone can remember. He fights with grace unparalleled by anyone in recent elven memory. Lysanthir dresses only in pants made from white tiger hide and knee high black boots. His upper body is unclothed revealing the stunning pattern of tattoos he possesses. His upper torso, starting at his waist and ending at the top of his neck, is covered in a swirling pattern of elven runes. These tattoos continue down his arms and they seem to merge with his bracers, which also possess these unique runes. Lysanthir's very appearance is a throwback to the days when elven might was at its pinnacle. Lysanthir is very friendly, although he chooses to be slightly reserved and not very talkative when around those he is not very close to, which gives others the impression that he is slightly arrogant, although he is far from it. Lysanthir spends most of his free time on the mainland of Faerun searching for ancient elven treasures, specifically weapons, lost in the elven retreat to Evermeet.

Weapons

Sabre Grandmastery, Expert bladedancing, 2 weapon specialization, 1 handed specialization.

Non-Weapons Proficiencies

Survival forest, Spellcraft, Dancing, Tumbling, Tightrope walking, Quickness, Gaming.

Spell casting

as 15th level mage

Special abilities

The art of Bladedancing is an ancient fighting style that was developed over the centuries by a moon elf family who took the name of the fighting style calling themselves the Bladedancers. In order to use the Bladedancing fighting style, the practitioners must be highly skilled in the use of swords and the bladedancing fighting styles, and must also use special blades crafted to allow the magic of the bladedance to flow from the wielder, through the swords which serve as a conduit to the outside world. As a regular mage's hands are used to release spells, so are the bladedancer's swords. The secret of forging these swords was lost when Myth Drannor fell, and all but one of these pair of swords were destroyed. This pair survived because Josidiah Bladedancer was out adventuring at the time and escaped demise in Myth Drannor. Since then, a bladedancer's successor is revealed to him in a dream when he reaches 500 years old. He then seeks after the child who is always between 20 and 30 years old. He then takes on this child (whose parents also receive a vision of their child as a bladedancer) as an apprentice and acts as his mentor, training to be a bladedancer. He trains the student rigorously for 100 years, when at that time the student reaches 3rd level, the student may be released into the world to adventure, although he still is not given the bladedancing swords. He acquires these when he gets to be 9th level, when he gains the knowledge and skills at which he needs the blade to perform these maneuvers. Until then he is furnished with nonmagical blades given to him by his master, although if he finds a magical sword during adventuring, he may use that until given the bladedancing swords. Every 3 levels, a bladedancer must return to his master for a year to train to learn a new skill. The bladedancer master lives on Evermeet and the trainee often chooses to stay on Evermeet and go on missions for the Queen, although some choose to live the early part of their lives as full fledged adventurers. Once the Bladedancer reaches 9th level he is presented to Queen Amlaruil and her court and swears fealty to her and to always defend her and the elven nation, wherever that takes him.

Bladedancing

The art of bladedancing emphasizes grace, quickness, speed and agility above all else and the fighting style incorporates many twists, feints, turns, spins, etc. and the fighter actually appears to be dancing with his blades, although this type of dance is very deadly indeed. It melds elven grace, their fighting styles, and their superior grasp of magic into one deadly combination. For in the middle of a battle, a Bladedancer can unleash spells directly from his blades, using the swords as the material components, the dance of the bladedancer as the somatic components, and the nonceasing eerie chantlike song that the bladedancer is always singing as the verbal components.

Basic Bladedancing

+1 to hit, +1 to damage, +1 to AC

Advanced Bladedancing

Able to cast 1-4 level offensive spells while wielding both blades. While the bladedancer may not actually attack in a round he casts a spell, he gets an AC bonus of 1/2 his lowest level (A bladedancer of level 15/14 gets a 7 point AC drop to a max of -10).

Expert Bladedancing

Able to cast level 5-8 offensive spells while wielding one blade. This is why Thael can dance, so when the bladedancer wants to cast a 5th level spell or higher he can just let go of the blade and it will continue to fight while he casts the spell. He only gets a AC bonus of 1/4 his level in this manner.

Possessions

Black pants, Crimson sleeveless tunic, White tiger hide pants.

Magical Items

Elfrune (necklace), Bag of Holding, Boots of Speed, Bracers of Blinding Strike *SEE BELOW*, Thael and Amasal *SEE BELOW*.

Thael and Amasal - These are unique swords that are used in bladedancing. They were forged with their blades of solid emerald with pure mithral woven into the surface of the blades creating many unique and beautiful patterns along the blades. The surface of the blades, however, is perfectly smooth as if the mithral and emerald were one. The hilts of these blades are made of pure mithral with an emerald set into the very bottom of the hilt. Powers - These blades are extremely similar to moonblades in that each wielder may add one power to each of the blades and only a bladedancer may touch them safely. If touched by anyone else, the person who touched them instantly takes 5d8 points of damage and evil beings are instantly slain. The blades' magical functions will only function if they are being wielded by the same person. There have been 5 previous wielders of the swords each of whom bestowed a power upon each blade. Lysanthir has yet to choose his powers.

"*Thael*" Sabre +5

- 1) conduit of the bladedance
- 2) fire resistance
- 3) dancing
- 4) flaming (Green flames)
- 5) glows if danger is within 1 turn

"*Amasal*" Sabre +5

- 1) conduit of the bladedance
- 2) immune to dragon breath
- 3) defender
- 4) flaming (Green flames)
- 5) glows if danger is within one turn

Bracers of Blinding Strike - These bracers are made of pure mithral. They have a brilliant pattern of runes on them and seem to be a continuation of the runes on Lysanthir's body. At the wrist of each bracer, there are 4 chains that emerge. Each is connected to an individual ring which Lysanthir wears on each of his eight fingers. (He doesn't wear any on his thumb.)

Magnus

Fighter Mage 12th / 11th bladesinger Elf Male
The Wolf

STR 18/23, DEX 17, CON 14, INT 18, WIS 14, CHA 8, COM , PER

AC 2, hp 65, MV 12, MR 0 AL Special, Age 145, Height 6'1", Weight 165 lbs

Skin very pale., Hair long, light silver, Beard - Eyes special, Vision Infra, Wealth 0 gp

Magnus is a renegade elven bladesinger. His alignment shifts between Lawful good and Chaotic Evil randomly because his body is inhabited with the spirit of an evil mage. When Magnus dies, his body will rise again, and the mage will take it over. The mage is out to conquer the world and is treated as a level 30 mage. Magnus has no idea about the mage. He also has a huge scar running down the left side of his face where his eye was cut out. By magical means, it was replaced with a fully functioning eye of a wolf. Since his guild is wolf, the eye is appropriate and is where he gets his nickname. His right eye is amber colored. And perfectly normal. Magnus has no family as they were all killed. He disowned his guild and seeks only the death of his enemies, which are anyone who pisses him off. He wears all black and has 5 earring in his left ear. His hands have a ring on each which all have tiny chains connecting them to bracers he wears on his wrist. The earrings and rings are magical, as are the bracers. Magnus laughs at anyone who dares to threaten him, he is VERY conceited.

Weapons

He wields a intelligent longsword +3 which he calls "The Fang." It can cast detect magic twice a day and detect evil once a day. The sword has an intelligence of 15 and has a very witty personality, it can speak outloud in common and elvish, or it can speak with Magnus telepathically. If anyone other than Magnus touches it, it casts burning hands on them every round they are in contact with it.

Non-Weapons Proficiencies

Juggling, riding, tumbling, etiquette, blind-fighting, hunting, survival, weapon smithing.

Spell casting

No school specialized.

Possessions

always has rations and water, clothes, 5 torches, etc. He ALWAYS wears a black cloak.

Magical Items

Wears elvin chain +1, has a wand of fireballs 7 charges, an earring of protection from normal missiles, and a ring of fire resistance.

Notes and History

He lost his left eye in a battle with giants who were led by an evil mage. The mage captured him and replaced his lost eye with a wolf's eye. Magnus escaped and killed the mage, but the mage's spirit entered Magnus's body. He is not aware of it. His wife and 2 children were killed by his own guild, the guild of the wolf, and he became a renegade. If he comes in contact with guild wolf bladesingers, they will attack him. He has sworn to kill every last one of them.

Morick Deidrick

Fighter (Bladesinger) 7th Elf male
2nd Admiral of the royal Spelljammer navy

STR 20 , DEX 18 , CON 14 , INT 11 , WIS 8 , CHA 11 , COM 14 , PER

AC -4, hp 48, MV 12, MR 0

AL C.Evil, Age 120 yrs, Height 5'9", Weight 113 lbs

Skin pale, Hair white, Beard - Eyes grey, Vision Infra(60ft), Wealth 875,000 gp

Quick to anger and even quicker to draw his blade. He sometimes is considered harsh and selfish. His only remaining family is his twin brother Morgan, who is the only one known who can calm Morick's temper. Morick's power has grown greatly since he assumed command of the Spelljammer ship he was stationed on. He was granted the title of Admiral because of his actions on said ship. Currently he is having a ship of his own constructed.

Weapons

Lightning Sword : +3 longsword with the ability to cast a lightning bolt 3 times a day. Dagger of Death : +8 dagger with many secret abilities. Hammer of Time : + 10 warhammer with many secret abilities.

Non-Weapons Proficiencies

Blindfighting, ambidexterity, rope use, swimming, dancing, fire building.

Special abilities

Standard elf abilities

Possessions

Manor in Waterdeep, Spelljamming vessel, assorted gems and jewels, standard equipment such as rope and sacks.

Magical Items

Orb of Darkness, Winged Mask, Elven Chain Mail, +3 ring of Protection, Ring of Healing.

Sithzaran

Fighter/Mage 20th/20th Bladesinger Drow Male
Elven Hero

STR 17 , DEX 23 , CON 17 , INT 19 , WIS 17 , CHA 14 , COM , PER

AC -8/-10, hp 125, MV 12, MR 90 AL CG, Age 450 (appears as a healthy drow in his prime), Height 5'8", Weight 138 lbs

Skin Black, Hair Golden, Beard - Eyes Gold, Vision Normal, Infra 120', Wealth little, gives most to the elven communities

Tall slender drow with long flowing golden hair and golden hued eyes. Wears all grey clothing but carries no visible weapons. In battle he wears magical elven chain mail.

Weapons

Katana grand mastery, Bladesong, Two-handed fighting style, Dagger proficiency.

Non-Weapons Proficiencies

Survival (Underdark, Woodlands, Desert, Tundra), Endurance, Spellcraft, Running, Direction Sense, Ambidexterity, Herbalism, Tumbling, Dancing, Tracking, Blind-fighting (from Ninja's Handbook), All-round sight (from Ninja's Handbook), Danger Sense, Languages Spoken: Drow Elvish, Sign Language, Deurgar, Undercommon, Elvish, Common. Read/Write: Drow Elvish, Elvish, Common, Undercommon
Note: Has many talents because of his extended life-span.

Spell casting

As a 20th level mage

Special abilities

Drow innate spells, Detect secret and concealed doors, Sense underground surroundings like dwarves.

Note: Above material can be gleaned from Monstrous Manual & the Complete Handbook of Elves

Originally a 15th level assassin, retained the following abilities: move silently 129%, hide in shadows 130%, hear noise 45%, and climb walls at 129.3%. *Double normal attacks per round (i.e. 7 attacks/round)

Immune to 1st level illusions, 50% resistant to disease, 90% resistant to sleep and charm, +2 saves vs. Magic,

*Due to dexterity and 300 years spent studying the sword.

Possessions

Tunic, pants, ring of Corellon Larethian, any other adventuring equipment needed would be provided by fellow elves

Magical Items

Calael- katana (see below), 5 daggers of throwing +3, Elven chain mail +5, Cloak of Elvenkind, Boots of Elvenkind, Ring of Immortality (prevents aging only), Ring of Protection +3, Weapon-cloaking Bracers (see below), Calael- Magical katana that is one of the 5 legendary Battle-Blades. The Battle-Blades are a group of magical swords (1 longsword, 1 sabre, 1 scimitar, 1 bastard sword, 1 katana sword) that were forged in ancient times by surface elves to battle the drow. Calael was crafted for a legendary bladesinger named Lirlaran. In the hands of any goodly character but a bladesinger, the sword is lifeless and behaves as a mundane weapon, and if the character is evil they suffer a massive 8d10 points of damage/round until they drop Calael. But in the trained hands of a bladesinger, this sword functions as a +5 weapon with the powers of sharpness and speed. The katana radiates protection from evil at all times and can cure serious wounds 5 times/day. Being forged to fight the drow, this weapon causes double damage against evil dark elves. Furthermore, evil drow mages struck must save vs. death or die instantly. Calael's blade lights up and crackles with blue magical energy when fighting evil. The katana is sentient and possesses: Int 17, and speaks Elvish, Common, Drow, Undercommon. Calael will not allow itself to be wielded by a character who is not dedicated to ridding the world of evil. Weapon-cloaking Bracers: Magical bracers that automatically fit to any size forearm. They completely cloak the wearer's weapons (any #) with a field of invisibility that cannot be penetrated. As a result, it is impossible to determine if one wearing these bracers is armed or not. However, once a blade or weapon is drawn, the mask is lifted and the weapons are visible.

Notes and History

Born in Ched Nasad and made a comfortable living as an assassin and a merchant. He was recruited into a Noble House's garrison and was later named weapons master. One day a raiding party of drow returned to his House hauling a prisoner. It was a beautiful elven princess. The drow were going to torture her before sacrificing her to Lolth. Sithzaran fell in love with the elven girl and tried to formulate a plan to free her but escape was impossible. Not able to bear seeing his beloved die so brutally, he gave her a vial of poison to drink. Regaining her last shred of dignity, she took her own life, stealing that which was to be Lolth's. Before she died she gave Sithzaran a ring that held the seal of Corellon Larethian, and urged him to leave behind his drow heritage before the light in his heart was swallowed by darkness. Later, Sithzaran was brought before a ruling council of priestesses and sentenced to death for his actions. On the way to be executed by a hand maiden, Sithzaran escaped using a blinding light pellet he had hidden in his mouth. He cut his bonds and fled Ched Nasad. The elven girl had changed him, he despised his drow brethren for what they had done and for what they had made him do. He had not allowed himself to be converted completely. He now judged his actions and the actions of others with a new scale, a scale that measured virtue, remorse, and even love. He dropped his surname in disgust and fought bitterly through the Underdark, even served as a slave to a duergar clan, before he reached the surface. When he met a band of surface elves he showed them his beloved's ring and they summarily imprisoned him. After, much questioning, they freed him on the condition he could prove the nature of his loyalty. Upon chance that evening a raiding party of drow attacked the high elf settlement. The warriors carried his House Insignia (House Dris'thazard). He willingly took the blade offered him and fought to repel the drow raiders. But in the chaos of battle, a young elven girl fled from her safehold and was slain by a raider. Sithzaran wept for many moments when he discovered her body, caught in the twisted memories of Ched Nasad. Seeing his passion for goodness, the elves welcomed Sithzaran into their community. He went on many adventures with the elves, and on one particular occasion he freed Calael from the lair of an insane green dragon. The blade burned fiercely with blue light and spoke to Sithzaran, commending him for bravery. An elven companion named Judanlar recognized the magical katana and asked to hold it. Sithzaran agreed, but Calael wished to be returned to the drow, for he was chosen. The band returned home and at the behest of Calael, it was decided for this time only a drow would be taught the mighty fighting art of bladesong. Sithzaran was taken to a grand master and trained there for many years. During that time he pledged allegiance to Corellon Larethian as his god. After his training, he became a wicked foe of evil, marking his through Faerun with his blue flaming katana. He now resides in a wooded grove, training young warriors swordcraft. He is very old, yet remains physically youthful thanks to a special ring that hinders aging. Occasionally, he adventures out of his grove to battle enemies of the elven nation or to act as an envoy to illustrious individuals allied with the elves. Lately, he talks more and more with Calael about another certain dark elf who walks the surface. All said, he soon plans to quest for another of the legendary Battle-Blades. Note: Each of the Battle-Blades were once wielded by goodly elves who fought the drow and forced them underground. Ironically, it is the destiny of

the blades to be wielded by dark elves, each a champion having forsaken his evil heritage and embraced the goodly gods once again.

Valerius Syncharn Turial

Fighter/Mage 18th/19th Bladesinger

Gold Elf Male

STR 16, DEX 18, CON 16, INT 18, WIS 15, CHA 15 COM 20, PER 17

AC -9, hp 97, MV 12", MR Varies

AL LN, Age 210, Height 5'4", Weight 110lbs.

Skin Alabaster, Hair Silver, Beard - Eyes Violet, Vision Infra, Wealth not estimable

Weapons

Primary Weapon: Longsword, Specialized with BladeSong (PHB Combat System), Grandmaster with BladeSong (C&T Combat System), Single Weapon Style Specialization, Two Weapon Style Specialization. Longsword "Tornathoril" Moonblade +3 (PHB Sys.) Thaco: -6 (5/2 att) (C&T System) Thaco: -8 (7/2 att) . Longsword "Narlachawath" Frost Brand (PHB Sys.) Thaco: -6 (5/2 att) (C&T System) Thaco: -8 (7/2 att) vs. Fire Wielders (PHB System) Thaco: -9 (5/2 att) (C&T System) Thaco: -11 (7/2 att) . Barely competent in Longbow (Thaco: 9) and Dagger (Thaco:9).

Non-Weapons Proficiencies

Languages: Elvish, Common, Auld Common, High Espruar, High Magius. Blind Fighting, Dancing, Mountaineering, Endurance, Singing, Running, Tumbling, Hunting, Gaming, Reading/Writing, Animal Handling, Animal Lore, Spellcraft (3 slots), Ancient History (Magic, 3 slots), Ambidexterity, Horsemanship.

Spell casting

19th Level Magic User. Carries a wide variety of spells memorized. Ranging from Combat Augmentation spells (Tenser's Strike, Haste, Immunity to Magical/Normal Weapons) to mass destruction spells (chain lightning, death, Plasma Bolt) with a heavy bias towards Abjuration Spells (Lower Resistance, Protection from Paralysis, Turn Magic, Volley). Carries an abundance of prepared scrolls and prepared Runes (GNSB) including Protection from Magic.

Special abilities

Special abilities derive from usage of Bladesong combat ability, including a casting defense to provide AC -14 while casting. All longswords are of a construction to offer parrying a sword punch bonuses. Several magical immunities and innate powers derive from various magical items on or about his person, including a "Hooded Crown" (Myth Drannor), a "Staff of Thunder & Lightning" and Three of the five components of the Elven Power Arm known as "The Arm of Valor" (Vambrace, Coutre, Pauldron, Myth Drannor). These include powers of Immunity to Psionic Intrusion, PolyMorph, Magical Fear, Enchantment/Charm based Spells, and ESP. Bonuses to saves are provided for Evocation/Invocation (Ring of Resistance), Fire (Frost Brand), and +3 to all saves from Ring of Protection.

Possessions

Equipment varies when encountered. Usually a suit of the finest thistledown covering any armor. Usually carries a mundane pair of ornamental daggers and a illusory image of a platinum diadem. A royal blue silk tabard is predominant displaying the image of an infinity loop surmounted by a single upward pointed arrow, over a field of deepest purple in the shape of an attacking Hawk. Either carried or worn is a great helm of ancient Elven design with the appearance of a crown.

Magical Items

Magical Arsenal: Valer never leaves the sanctity of Erelor without the following: All components of "The Arm of Valor", "The Hooded Crown" a suit of ancient Elven Chain +3 upon which his design floats as a projected image of unknown origin, The longswords "Tornathoril" and "Narlachawath" are girded to his belt. Upon his right ring finger is a large Sapphire ring of undisclosed ability (referred to as the Ring of Kings) upon his left ring finger is an unadorned gold band (Ring of Protection). Valer frequently carries either a Wand of Fireballs, or a Wand of Paralyzation, and may carry more mundane blades and other

accoutrements depending upon the secrecy of his mission. More information on the powers and abilities of the Hooded Crown and the Arm of Valor can be found in the Myth Drannor Boxed Set.

Notes and History

Valer is the last lord of the Turial family, his father having been slain during the Dark Night (The Retreat). His nobility and grief over the loss of Elven dignity (as perceived in The Retreat) are the central themes to his character. After training to become the paragon of Elven combat ability, he left his home in Luthilspar to set up a base of operations in Evereska. In the years that followed, he fought for many causes, not the least of which was wealth. This wealth he used to research ancient Elven items of power, in hopes of one day recovering them for his people. Then the Avatars came to Toril. Valer saw the fall of mortal gods as an omen of doom for Toril, signifying man's lack of unity with not only the world, but their own gods. Gathering his resources, he returned to Cormanthor, the ancient forest that was the center of Elven power in eldritch times. In the few remaining elvish settlements, he gathered allies; The Sisters Evald, Aiobheil the Bladesinger and Lillith of Sehanine, with Malathor Carolingian, a Bladesinger, and Lasseverin (Artemis Maelstrom, Mortis Black, Nervissal, The Black Death, among others) a Elf duelist and assassin without peer. Their target was Myth Drannor, the seat of Elvish power in the times of the Crown and Scepter Wars. There they hoped to find the ancient relics of power and return the Elves to their position of dominance in the Realms. That was years ago, over time, non elven comrades have come and gone, battles lost and won. The triumph Valer so wishes for is closer than ever. With his recovery of the components of Arm of Valor, their troop was able to free a large portion of Myth Drannor (now referred to as New Erelor) from Yugoloth and Baatezu infestation, including Castle Cormanthor. After large diplomatic discourses with Evermeet, a large division of House Protector, the elven Imperial Army. Some have called Valer an arrogant upstart, others a devious despot. Whatever the opinion, his results are unquestionable. After recovering Cormanthor, it was discovered that the ancient Elven Council of Magi did not perish in the Fall, but rather stayed to defend Erelor, even beyond death. The Council, now all Balenorn, granted Valer and his allies titles as nobles of Erelor, and Crowned Valer as King Regent of Erelor. Making him the first King approved by the Council sing Lord Eltargrim died in 661 DR. Valer started his career as a PC, and as the above events would indicate, has been retired to NPC status. He may be found wandering Toril on occasion, either questing for the remaining pieces of The Arm of Valor, or in assisting his allies in their quest for the Arm of Courage.

Xatharas Oranath "Xath"

Bladesinger Fighter mage kit 10th /11th Elven Male
The Greatest Swordsman to have ever lived

STR 18(50) , DEX 15 , CON 14 , INT 17 , WIS 10 , CHA 15 , COM , PER

AC -2/-5, hp 72, MV norm., MR 0 AL CG, Age 125, Height 5'4", Weight 160 lbs

Skin tanned, Hair light grown, Beard Eyes hazel, Vision Infra, Wealth unsure

Short but very agile. Dresses very noble-like and has a rather proud air about himself. He moves with a grace that can only come from long years of training in the arts.

Weapons

Xatharas is a master of the weapon scimitar. He is proficient in using them paired, while casting, or even as a throwing weapon.-the only other weapon he knows is Longbow-which is left over as a weapon bespeaking his heritage. He carries a Scimitar of Speed(+2) and a Defender Scimitar(+3). His Longbow is a uniquely designed compound bow that has infravision on it,Shoots at 5x the normal distance for a longbow, and is +2-It cannot be used at distances of under 50 yards. He is only proficient with the use of longbow.

Non-Weapons Proficiencies

Xatharas is also a master leatherworker. He is proficient in the arts of herbalism and riding-landbased and even has a pet Dryder (They look like raptors only more dragon-like). He is a linguist and is very studied in the solamniac traditions of Krynn.

Spell casting

Really only uses attack spells and combat spells-favorite spells include blink, blur, multiple image, lightning bolt, and flaming sphere. spells which can be used to complement his attack style he is a level 11 mage so he has a lot to choose from.

Special abilities

Xatharas has learned the fine arts of Aikido, and he has the knowledge of potion creation.

Possessions

Basic adventuring gear along with some prized possessions-Tiger skin cape, family ruby pendant, studded leather gloves, other than that it is fairly basic.

Magical Items

Cloak of displacement, Ring of Free Action, Ring of Protection (+2), Seashell of Water Breathing, Small Bag of Holding, Elven Chain(+3), Scimitars, Wand of Heal-15 charges, numerous scrolls and potions. Ring of Blinking, gloves of missile snaring.

PALADINS

Adriennedar Maynard

Paladin 11th Human Female

STR 16 , DEX 14 , CON 15 , INT 18 , WIS 15 , CHA 18 , COM , PER

AC 3, hp 66, MV 12, MR AL LG, Age 26, Height 5' 9", Weight 128 lbs

Skin White, Hair Red Eyes Ice Blue, Vision Normal, Wealth 60000 gp

Weapons

Tight Group Lances, Broad Group Blades , Morning Star, Long Bow.

Non-Weapons Proficiencies

Dragon riding (13), triceratops riding (18), spellcraft (16), religion (15), etiquette (18), knows the languages of common (c, l), aelvar (c), espruar (l), also knows languages of dethek (l), thorass (l), and dwarven (c).

Spell casting

Casts spells as a 3rd level priest, Minor Spheres: Combat, Divination, Healing, Protection

Special abilities

Turn Undead, Detect Evil Intent, Immunity to disease, Cure diseases: 3/week, Lay on Hands 22 points/day, Aura of Protection, Bonded Mount (10 years at a time)

Possessions

Bonded Mount: Sapphire, a young adult Blue Dragon (LG), has been for 9years, 11 months), Bronze Plate Armor, Medium Shield, Heavy Horse Lance, Jousting Lance, Long Sword, Dagger, Morning Star, Long Bow, 3 quivers with 12 arrows, Holy Symbol of Mystra.

Magical Items

Morning star +2, Arrows +3.

Notes and History

Born in Myth Drannor over 700 years ago. She rose quickly in the ranks of the paladinhood of Mystra, before being sent on the mission to the cave of Kossuth's Rage, where she has been turned into statuary by the dragon.

Aeric Adler

Paladin [kit:Ghosthunter] 8th

Human male

STR 15 , DEX 12 , CON 17 , INT 14 , WIS 15 , CHA 18 , COM , PER

AC 4, hp 54, MV 12, MR AL LG, Age 16, Height 6' 6", Weight 173 lbs

Skin White, Hair Black, Beard Eyes Green, Vision Normal, Wealth 63 gp

Weapons

Tight Group Lances, Two-Handed Sword, Claymore, Awl Pike, Dagger.

Non-Weapons Proficiencies

Armorer (16), Ancient History: Netheril (13), Local History: Waterdeep (18), Jousting (14), Horse Riding (18). Speaks and reads Common.

Special abilities

Turn Undead as a cleric, Detect Evil Intent, Immunity to paralysis, Remove Paralysis: 4/day, Dispel Evil: 1/day, Aura of Protection, Bonded Mount: Heavy War Horse. Lawful Good Ethos, Magical Item Limit, Wealth Limit, Tithe: 10%

Possessions

Medium Shield, Scale Mail, Heavy Horse Lance, 2-Handed Sword, Jousting Lance, Claymore, Awl Pike, Dagger.

Magical Items

Holy Symbol of Kelemvor.

Notes and History

Born in the city of Waterdeep, Aeric grew up hearing about the exploits of the Godswar, and especially of Kelemvor Lyonsbane. When Kelemvor became the God of the Dead, and decided to form an order of paladins, Aeric was the first to receive the honor. He now diligently seeks out undeath and eradicates it.

Alamir

Paladin of Lathander 6th [Divinate] Human male
The Ol' Most Holy Warrior

STR 16 , DEX 17 , CON 16 , INT 10 , WIS 16 , CHA 17 , COM , PER

AC 4, hp 42, MV 12, MR AL LG, Age 38, Height 6'2", Weight 197 lbs

Skin fair, Hair blond, Beard moustache Eyes blue, Vision normal, Wealth 1700 gp

He is a member of the Church of Lathander in Elversult, The Temple of the Morn since childhood. He usually accompanies disciples on religious pilgrimages, fighting off evils that lay in wait. To him, evil is an affront to his faith; destroying an agent of evil is a holy act. He is very thoughtful and compassionate. He proudly displays the symbol of Lathander on his rounded shield wherever he goes.

Weapons

Longsword+3 (Holy Avenger) (sp), proficient in all bludgeon weapons, quarterstaff (p).

Non-Weapons Proficiencies

Leatherworking, mason, scribe, tailor/weaver, weaponsmithing, carpentry, religion, artistic ability, Etiquette, healing, ancient languages, reading/writing, poetry.

Spell casting

Major Spheres: All, Astral, Charm, Creation, Elemental, Healing, Plant, Sun, Weather. Minor Spheres: Divination, Combat, Guardian

Special abilities

As that of a paladin abilities...

Possessions

Standard equipments for the paladin.

Magical Items

1 Potion of youth, 2 Potion of water breathing, iron stones, shield+2 (blessed by Lathander), chainmail+2, plate leggings, gauntlets of dexterity, ring of featherfall, cutting knife, bag of holding, 5 clerical scrolls of Cure Light Wounds, 3 potions of Xtra healing.

Alessaan Falcone

Paladin 20th

Human male

Founder of the White Falcon, Guardian of the Delta Council, Former General of the Tethyr Elite Cavalry, and Lord Protector of Tethyr's Trading Fleet, Master Weaponsmith, and Master Armour

STR 18 (00) , DEX 18 , CON 18 , INT 16 , WIS 16 , CHA 18 , COM 14, PER 17

AC -2, hp 112, MV 12', MR 50%

AL Lg, Age 44, Height 6', Weight 225 lbs

Skin Caucasian (Tanned), Hair Blonde w/topknot, Beard - Eyes Ice blue, Vision Standard, Wealth 500,000 approx. gp

Alessaan has your classic bodybuilders physic. He wears a plain white wool shirt (fitted for him), with durable(extra thick) light-brown wool breeches, a grey hooded cloak w/plain silver brooch, Silver amulet Holy symbol of Tyr. He has a topknot (similar to a kender's) and is very rarely in poor spirits. He paints a black strip horizontal over his eyes and beyond the Holy symbol this is his only visible sign of homage to Tyr (on his person that is). Alessaan from years of adventuring radiates an aura of self confidence on all that view him. He works out every morning so he can increase his physical ability scores to thier racial max. He has done this for over 25 years.

Weapons

Ambidexterity, Martial Arts (General), Bastard sword, Short sword, Daggers (thrown and wielded), Warhammer, Single weapon style, Two-Hander style, Weapon & Shield style, Two-weapon style. Bastard sword "Holy Avenger" +6 (Int:16) Name:Falcon , Short sword +3 (goes w/bastard sword and dagger), Fighting Dagger +2 (goes w/bastard sword and short sword), 2 perfectly balanced and identical fighting daggers, 2 perfectly balanced throwing daggers, Mace of Disruption.

Non-Weapons Proficiencies

Blindfighting, Swimming (18), Fishing(16), Reading/Writing (16), Seamanship(18), Navigation(16), Animal lore (16), Set Snares (18), Weather Sense (16), Riding (landbased) (16), Artistic ability (16), Blacksmithing (18), Armourer (16), Weaponsmithing (16).

Spell casting

Priest Spells. Sphere : Combat, Divination, Healing, and Protective. Casting lvl:9, 1st:3, 2nd:3, 3rd:3, 4th:3

Special abilities

Paladin Abilities: Detect evil intent 60', +2 bonus to all saving throws, Immune to all forms of disease, Laying on of Hands (40), Cure diseases 4x's a week, Aura of Protection 10', Circle of Power (Holy Sword), Turn Undead and Fiends (18th lvl.). Wild Psionics: PSP's (172) Body Equilibrium:14, Adrenalin Control: 15, Aura sight (11), Energy containment:16. Hereditary Special Power:Animal link w/special animal.

Possessions

Backpack, 50' rope, Grappling Hook, Map Case, Silver holy symbol of Tyr, Flint & Steel, Whetstone, Waterskin, Food supply, Medium Shield, 4 Daggers, ,White heavy warhorse (War Horse), Large White Trained Falcon (special animal).

Magical Items

Full Plate +5, Bastard Sword "Holy Avenger" +6 "Falcon" (Int:16):Comm. Telepathy/speech ;AL:Lg ; Languages: Elven & Common; Detect magic 10' radius; Detect secret doors 10'; Heal 3x's a day;Special Purpose: Defeat/slay chaotic-evil opponet;Special Purpose Power:Paralises, Short sword +3, Dagger +2, Mace of Disruption, Ring of Fire Resistance, Ring of Feather Falling, Ring of Protection +3, Ring of Regeneration (Wedding Ring).

Notes and History

Alessaan was born in Delta (a small fishing community), located in Firedrake bay (Forgotten Realms). He developed a desire to become a Paladin from his uncle a reknown Paladin (who mysteriously vanished

when Al was only 5). As soon as he was able Alessaan went to a nearby Temple of Tyr and was immediately accepted (his uncle put in word to sponsor him before his disappearance 7 years ago) for training as a paladin. Alessaan returned home at the age of 18 when his training was done. With the assistance of a few lifelong friends he formed the White Falcon adventuring group. He also began work as an apprentice Weaponsmith/ Armourer. During the next few years brought about wealth, adventure, and the deaths of more than a few friends. One death in particular bothered him the most, Tanin Trailduster a kender. Al and Tanin never really got along well due to the kenders natural habits, or should I say Al never got along with Tanin (Tanin thought he was the next best thing to wild magic). So in memory of long lost friends Alessaan ties a topknot in his hair. Al during his adventures found his uncle's armor and weapons and the facts of his uncle's demise, Alessaan still to this day uses these items as his personal armament (He is still missing the Falcone Shield). His one true lifelong friend Sorak the Sorcerer introduced him to the woman who in time would become his wife (Maxyne). In the mean time he achieved the titles of Master Weaponsmith and Master Armourer, and began working along side his instructor. Within the next several years Alessaan battled Orcs, Goblins, Pirates, Sea Monsters, Great Wyrms, Vampier Lords, a Lich Lord in Ravenloft, Baatezu, and Tanar'ri of all types. Alessaan retired around the age of 30 (disbanning the White Falcon) and married Maxyne (who kept getting abducted due to his adventuring eneymies). He now has several children and has been pulled back into service due to war. When the war was finished Tethyr gave him a castle near Velen so he can protect the shipping vessels from pirates. Currently he has taken 2 years personal leave to forge the next line of Falcone Armament and he has the full cooperation of the temple of Tyr to do it.

Aragon Castreigh

Paladin 9th Human male

Savior of the peasants, killer of gibberlings, lover of Simbul, chosen of Ao

STR 18/56 , DEX 16 , CON 17 , INT 14 , WIS 16 , CHA 17

AC 0, hp 108, MV 12, MR 50 AL lg, Age 34, Height 5'11, Weight 178 lbs

Skin pale, Hair albino, Beard - Eyes pinkish red, Vision normal, Wealth 1 gp

Born to a peasant raped by a Zhentilar soldier. As he grew up he vowed to put an end to all evil in the Toril.

Weapons

Longsword+5 holy avenger, Heavy horse lance, dagger, spear+2 of distance.

Non-Weapons Proficiencies

Mostly fighting related also religion

Spell casting

Cast Level 1 priest spells as paladin

Special abilities

Holy sword abilities. *Paladin abilities* : turn undead as 6th level priest

Possessions

Normal adventuring gear

Magical Items

Bag of holding, 3 Clerical scroll of Cure Serious wounds, 3 clerical scroll of Repare damage.

Notes and History

At the age of 12 he went on an outdoor excursion and was attacked by a tribe of gibberlings. A wondering sorceress, the Simbul, killed most of the horde with spells when she heard his screams from in the woods. They then overtook her. Aragon then saved her with a big stick and chased them all away. Eventually the two, after several years, married. Then for the next decade, until present year, he fought as her bodyguard.

This last year he vanished, infact he was magically captured by Red mages of Thay as a way of blackmailing Simbul. She attempted to rescue him but she was captured in the attempt. Now they both await execution.

Aurin Andreas

Paladin 9th Kit: Sky Rider Human male
Defender of Good, Slayer of Dragons (evil ones)

STR 18/97 (Mus 18/Sta 17), DEX 18 (Aim 16/Bal 17), CON 17 (Hea 17/Fit16), INT 13 (Rea 13/Kno 12), WIS 10 (Inn 12/Wil 9), CHA 17 (Lea 18/App 17), COM 16, PER 17

AC -4, hp 117, MV 17, MR 43 AL L.good, Age 20, Height 5'11", Weight 160 lbs

Skin White, Hair Blond, Beard - Eyes Blue, Vision Normal, Wealth 1,400 gp

Something chicks dig

Weapons

+4 holy invigater, horse lance, horse mace, +4 wormslayer (red dragons)

Non-weapons proficiencies

Blind-fighting, tracker, hunter, set snares, reading and writing, riding land based.

Spell casting

(priest) entangle

Special abilities

Turning undead, healing, detect evil, pretty much all the basic stuff a paladin can do.

Possessions

Boots, cloak, common clothes, torch, underwear, saddle, bit n bridle, winter blanket.

Magical Items

Quiver of Elona, Mask of disguise, potion of invisibility.

Notes and History

At the beginning, Aurin was a MageHunter. Until that choice to hate mages got him in a !@\$load of trouble. He died fighting a mage. Ramina(the cleric of Mystic Order of the Silver Dragon) reincarnated him into a human body. From then on he has been a Knight. Now Aurin is a part of the Mystic Order of the Silver Dragon.

Bilgo Goldsash

Paladin [kit: Ghosthunter] 5th Halfling male
Holy Hand of Tyr

STR 15 , DEX 18 , CON 16 , INT 14 , WIS 16 , CHA 17 , COM , PER

AC -1, hp 42, MV 12, MR AL LG, Age 47, Height 4'1", Weight 102 lbs

Skin olive, Hair sandy-blonde, Beard - Eyes green, Vision normal, Wealth 1300 gp

He is obsessed with finding and destroying evil undead, including ghosts, spectres, liches, and vampires. To further his goals, Tyr has provided him with special powers to vanquish his nemeses and resist their evil magic. He loves to venture crypts, catacombs and cemeteries and abandoned castles or ruins to search for undead.

Weapons

Shortsword (sp), dagger (p), sling (p).

Non-Weapons Proficiencies

Hunting, masonry, mining, scribe, weaponsmithing, ancient history, blindfighting, ancient languages, local history, spellcraft, tracking.

Special abilities

Ability to dispel evil once a day, immune to paralysis, ability to cast remove paralysis, ability to turn undead without penalty.

Magical Items

Shortsword+3 purifier (complete paladin's handbook page 82), Halfling-sized chain mail+3, Sling 2, daggers, Healing potions, Ring of featherfall.

Blades Dragonslayer

Paladin 15th Weretiger Male

STR 18.00, DEX 19, CON 13, INT 10, WIS 12, CHA 10, COM , PER

AC -3, hp 81, MV 6, MR 10 AL LG, Age 15, Height 8'1", Weight 115 lbs

Skin White, Hair DarkBlack Long, Beard- Eyes Hazel, Vision Infra 90', Wealth 680 gp

Weapons

He uses dragonslayer, a two-handed sword +6 x1d6 vs dragons. He is proficient with two- handed swords.

Non-Weapons Proficiencies

None important

Possessions

Blades has full plate.

Bomir Firgaldin

Paladin of Torm [kit : Myrmidion] 7th Human Male
Defender of Evermeet

STR 18/96 , DEX 10 , CON 16 , INT 12 , WIS 14 , CHA 17 , COM , PER

AC 2, hp 65, MV 12, MR 0 AL LG, Age 24, Height 6' 6", Weight 220 lbs

Skin Light Tan, Hair Blond, Beard Fiery Blond Eyes Blue, Vision Normal, Wealth 2500 gp

His sparkling blue eyes, fine kept long hair, a fine moustache, and a muscled body. Often attracts the eyes of the opposite sex.

Weapons

2-Handed Sword (Sp), Bastard Sword (Sp), Heavy Horselance (Sp). Blades Broad Group, 2handed Style (Sp).

Non-Weapons Proficiencies

Blindfighting, Swimming, Law, Firebuilding, Military History : Cormyr, Reading Writing: Common, Riding Land Based, Riding Air Borne.

Special abilities

Normal Paladin abilities per. PHB, Psionic Wild Talent ; Telekinisis, Detonate, Molecular Agitation.

Possessions

Arumvorax Hide Armor (AC 2)

Magical Items

Holy FLAMETONUKE two-handed sword, Ring of Blinking.

Notes and History

Bomir is a steadfast guy, whose sole purpose in life, was to follow, what he thought, what TORM wanted him to do. Raised in Baldurs Gate, and a former member of the Flaming Fist. His declaring as defender of Evermeet happened after an long campaign that led to the Great Glacier, where an lost tribe of Avariel was to be led through an gate, which he and his companions had to fight a monster to activate, and then defend it from greedy Zhentarim believing it led to Evermeet. He's ill timed demise, happened in an heroic attempt to reclaim his Holy Sword from Undermountain. Currently dead.

Breddowyn Narrowpath

Knight 5th (uses 1st Edition Rules of Unearthed Arcana) Human Male
Wearer of ``Moradins Hammer`` in Mithril

STR 18/00 , DEX 16/42 , CON 16/72 , INT 13 , WIS 14 , CHA 10, COM 12, PER

AC -1, hp 42, MV 12, MR 0 AL L/G, Age 18, Height 6' 5", Weight 190 lbs

Skin , Hair blonde, Beard no Eyes blue, Vision normal, Wealth 570 gp

Breddowyn is an Knight, who wants to become a Paladin, but was not judged worthy to be it. He does everything to become a Paladin in Future. His Homeland is Ulek (Greyhawk) and he battles against the Invading Orks from the east.

Weapons

Longsword +1 (Weapon of Choice -- +1 to hit), heavy Lance (Weapon of Choice -- +1 to hit), Horsemans Pick (Weapon of Choice +1 to hit), Horsemans Mace.

Non-Weapons Proficiencies

Etiquette, Religion, Heraldry, Endurance, Reading & Writing, Blind Fighting, Dancing, Riding (modified as described in Unearthed Arcana).

Possessions

Plate Armor, Longsword (Gulok), Uniform of Ulek

Magical Items

Longsword +1, Mace+1.

Caballero

Turned Paladin 4th Human Male
Crusader of Death

STR 18/74 , DEX 17 , CON 15 , INT 12 , WIS 15 , CHA 11 , COM , PER

AC 3, hp 29, MV 12, MR AL CE, Age 27, Height 6'6", Weight 180 lbs

Skin lightly tanned, Hair none, Beard none Eyes black, Vision normal, Wealth not measurable gp

Weapons

Uses scourge (sp), whip, morning star, and is proficient with all as well

Non-Weapons Proficiencies

Undead Knowledge

Spell casting

As 4th level priest

Special abilities

Turn undead as 2x level priest, detect good intent, harm by laying on hands, cause disease, aura of protection vs. good

Possessions

Just long black robe and skull pendant

Notes and History

Found by the necromantic Cabal of Thurzin-al' adat as young boy and quickly rose within the ranks to its fourth highest position. Evil writ large

Camaris

Paladin 19th Human male

Patrician of Nabban, Defender of Nyronnd, Dragon slayer

STR 18/85 , DEX 18 , CON 16 , INT 13 , WIS 15 , CHA 17 , COM , PER

AC -12, hp 140, MV , MR 50 AL LG, Age 27, Height 6',6", Weight 225 lbs

Skin Caucasian, Hair Brown, Beard None Eyes Blue, Vision Normal, Wealth 3,000,000 Nabban
treasury, 55 000 personal wealth

Weapons

Proficient in all melee Weapons specialized proficiency with the long sword

Non-Weapons Proficiencies

Quite a few

Spell casting

Casts as 11th priest all priest spells 5 first, 4 second, 4 third, 3 fourth, 1 fifth

Special abilities

All normal paladin abilities

Possessions

Patrician and founder of Nabban, a town of 6 500 assorted humans, dwarfs, elves and gnomes founded in the North East corner of Nyronnd. All of it's considerable resources are at his disposal.

Magical Items

Holy avenger +5, Huma's shield, Great wyrm chromatic plate mail +5 (all five colours), Back-pack of holding, Dragon lance, Bracers of speed, ring of water breathing, mount: Silver dragon (6th age category)

Notes and History

Starting off as a first level paladin set with the task of scouting out a favorable site for a new colony, Camaris soon found himself the fledgling town's sworn protector. Almost all of Camaris' wealth acquired during his many adventures was donated to Nabban and it's church. He has since slayed one Great Wyrms chromatic dragon of all five colours, and has battled the avatars of minor evil gods. for full information on Nabban, contact Danny Ray at dray@chat.carleton.ca

Celine Enjolras

Fighter 14th Human female
Former paladin of Tyr, honorably dismissed by the Order

STR 18/87 , DEX 18 , CON 15 , INT 16 , WIS 14 , CHA 18 , COM 22, PER

AC -10, hp 78, MV , MR 25% AL CG, Age 29, Height 5' 11", Weight 132 lbs

Skin ivory white, Hair black, Beard Eyes grey, Vision normal, Wealth 350,000pp

Celine was born as a character due to my need as a role-player to branch out from my usual mage-loving tendencies. She had absolutely no idea how to act as a warrior - her father wanted a boy, and treated her as such. In an adventure wherein she confronted a cave full of lamias, she was (read Elizabeth Moon's Paksenarrion kind of stuff) tortured, and inevitably lost her courage, her very will to exist. the love of an NPC by the name of Brian brought her back. I haevn't played her in a long time, but in my mind, at night, her adventures continue.

Weapons

2-weapon style, silver longsword +3 in right hand, +2 bastard sword in the other.

Non-Weapons Proficiencies

Ancient history navigation survival swimming

Special abilities

Okay, this will sound crazy, but apart from her special knack of "feeling" out another sexy woman within ten feet, the kind who'll have her husband Brian make his head turn, Celine's pretty normal.

Possessions

Her 2-year old children, Synn and Grey, are her only real, tangible wealth.

Magical Items

Her swords, plus a whole plethora of items that will take me forever to mention.

Charlamain Advation

Paladin/Cavalier 8th Human Female

STR 18/93, DEX 18, CON 17, INT 10, WIS 15, CHA 17 COM 18, PER

AC -3, hp 98, MV 12, MR 0 AL LG, Age 19, Height 5'6", Weight 112

Skin Barely tanned white, Hair Brown, Beard - Eyes Blue, Vision Normal, Wealth 15,000 gp

Weapons

Holy long sword (which used to be a Sun Blade) ,long sword +1 (sp), medium horse lance (sp).

Non-Weapons Proficiencies

Land base riding, healing, fire building, hearldry, bare back riding, etiquette, advanced blindfighting.

Special abilities

Ambedextrious, Immune to Fear, Immune to disease, Detect presence of Evil 60', Lay on Hands, Cure Disease twice per week, Aura of Protection 10', Circle of power 30', Turn Undead as if sixth level, Radiate Emotion (as spell) when fighting, 10' Demand Shelter.

Possessions

Cloths & Rations, Medium horseman's lance, Full Plate Armor, Grappling hook, 100' Silk Roap, large Sac, 2 Scabbers, Harper Pin.

Magical Items

Ring of Jumping, Holy Sword, Long Sword +1, Slippers of Flying, Box with glow cast in it and a small hole drilled out in the side of it Unicorn Necklace.

Notes and History

A lot has happened, way to much to talk about.

Conrad Angelrath

Paladin \ Expatriate 3rd Human male

Son of Hlandra Melshimber of Waterdeep, disowned.

STR 18\66 , DEX 14 , CON 15 , INT 12 , WIS 17 , CHA 17 , COM , PER

AC 3, hp 26, MV 14, MR AL , Age 19, Height 6'2", Weight 176 lbs

Skin white, Hair blonde, Beard yes Eyes blue, Vision normal, Wealth 18 gp

Has a scar across his left eye, muscluar but lithe build, perpetual frown on face, beard and mustache.

Weapons

Proficient in: broadsword, heavy horse lance, dagger, longsword, longbow. owns: broadsword (magic), med. shield, dagger, improved chain mail

Non-Weapons Proficiencies

Survival: forest, hunting, ettiquette, riding land based, oratory, reading\ writing.

Special abilities

Healing hands: 6 hp a day cleric spells at 9th lvl holy sword at 4th lvl turn undead as cleric 3 lvls lower detect evil protection from evil cure disease self reliance (no tithe, no affiliation with church) +2 RA with peasants -2 RA with elite NPC's

Possessions

Grey cloak, large belt pouch, bandages, 1w\ rations, belt, red shirt brown pants, black boots and gloves, holy symbol of Tyr, badge of Waterdeep

Magical Items

Has a magic broadsword, but i dont know exactly what it does gp worth: 10,000

Notes and History

He was born as Conrad Melshimber to Hlandra Melshimber and Khallos the Transmuter, two nobles of Waterdeep. Against his parents wishes, he studied to become a paladin. He later renounced his parents evil ways, but they tried to capture him. He escaped Waterdeep, but his parents still have a grudge against him. As he has gone through betrayal all his life, he has a natural mistrust of people in positions of power. He is cynical about the balance of good and evil, however, he still upholds his beliefs as strongly as any other paladin.

Dyrk Strewen

Paladin of Om 9th Human male

Defender of Ogre Fenogre

STR 16 , DEX 15 , CON 17 , INT 15 , WIS 15 , CHA 8 , COM , PER

AC -3, hp 70, MV , MR AL NG, Age 55, Height 5'10", Weight 189 lbs

Skin yucky pale, Hair yucky (grey), Beard yup, you guessed it, yucky. Eyes grey, Vision Normal, Wealth Pretty rich compared to most residence of Ogre Fenogre

Once a proud navy captain who adventured for many years on the seas of Greyhawk. He now feels that he has pushed his luck once too often in escaping death at sea and fervently believes that his next outing on any major body of water will be his last. On a whim, he became a paladin of Om, a vary minor Neutral Ogre and Troll god. He now lives in a small village in the Troll Fends, and is busy "converting" everything he can master in a fight to worhsip Om. He has strong ties to Camaris and his town, Nabban.

Weapons

Specialied in the use of the pike, Proficient in the use of all blades.

Non-Weapons Proficiencies

All seafaring proficiencies, swamp-land survival and all that entails, master shipwright.

Spell casting

As first level priest one first level spell.

Special abilities

Paladins of Om have the same abilities as other paladins except for the following exceptions: laying on hands for 3hp per level cannot turn undead, cannot cure disease, though immune to it himself

Possessions

One HUGE, smelly swamp hog (paladin mount) Does not own much himself, but Camaris is allways "lending" him whatever he needs anyways.

Magical Items

+3 pike, +4 studded leather armour, backpack of holding, assorted potions and scrolls, ring of protection.

Notes and History

Started off as Nabban's shipwright, but then dedacaded his life to Om after Camaris was mistaken by some trolls as being the Messiah. Camaris put in a good word for his friend, and Dyrk was gladly indoctrinated as one of Om's first paladins. Dyrk is now the defender of Ogre Fenogre, an astounding Ogre and Troll village in the trollfends. I encourage you to contact Danny Ray at dray@chat.carleton.ca for full information on this and other interesting Greyhawk villages and towns.

Erin the Brave

Paladin 4th

Human male

STR 16, DEX 12, CON 11, INT 17, WIS 13, CHA 17, COM , PER

AC 5, hp 48, MV ?, MR ? AL LG, Age 19, Height 6' 7", Weight 169 lbs

Skin White, Hair Brown, Beard - Eyes Blue, Vision Normal, Wealth 200GP

Stands tall with tanned skin and brown hair. Muscular but doesn't appear it.

Weapons

Long Sword +2, Bow and 24 arrows, Two Handed Sword,

Non-Weapons Proficiencies

Etiquette, Heraldry, Land base riding, healing, reading/writing.

Special abilities

As that of a paladin abilities

Possessions

Two handed sword, Bow and 24 arrows, Field Mail, Body Shield, 50 ft. rope

Magical Items

Long Sword +2, 2 Potions of Healing

Notes and History

Born in Freedale. A little village 10 days away from Shadowdale. He was raised to follow the ways of good. He always dreamed of fighting and becoming a true hero to all the good. So when he decided to join the elite band of Paladins he was thrilled. He knows that he will never let his class down by being mean. Its just not in him.

Gallagher Wyrmsbane

Krynnian Paladin [kit: Wyrmslayer] 8th {Wild Talent Psionicist} Human male

STR 18(57), DEX 14, CON 15, INT 13, WIS 13, CHA 17, COM , PER

AC 1, hp 70, MV , MR AL LG, Age 23, Height 6'1", Weight 185 lbs

Skin White, Hair Brown, Beard mustache Eyes Brown, Vision Normal, Wealth not much

Gallagher is a dark and mysterious Paladin... He seems to be far off, distant... His obsession with slaying Black Dragons is overwhelming...

Weapons

Longsword (Flame) +1 (Sp), 2-handed sword +4, Heavy Lance.

Non-Weapons Proficiencies

Black Dragon Animal Lore, Armorer, Direction Sense, Land-Based Riding, Healing, Tracking, Hunting, Fire Building, Languages: Gnomish, Dwarven, Elvish, Common, Dragon, Spell casting, Wild Talent : Telekenisis, Alter Rock, PSP:46.

Special abilities

Turn Undead as a Lvl. 5 cleric, Lay on Hands +16, +1 damage vs. Dragons, +8 vs. Black Dragons.

Possessions

Holy Talisman of Paladine, Torches, Greek Fire, Bonded Mount : Medium Horse ; Cedric.

Magical Items

Plate Armor +1, Helm of Telepathy, Medium Shield: Dragon Breath Protection (1/2 dmg. w/o save, none w/save), Ring of Fire Protection, Scroll - Polymorph Self, Polymorph Other, Scroll - 4 3rd lvl. cleric spells, Oil of Disenchantment, +4 chain mail, +1 dagger.

Notes and History

Gallagher Wyrmsbane was born into a noble family, and was trained from birth to be a Paladin... When a evil Black Dragon razed the surrounding town, Gallagher decided upon the Wyrmslayer kit... He was visited by Paladine in a dream, and told to seek out the Black Dragon and destroy it... Upon the death of the Dragon, Gallagher became a full-fledged Wyrmslayer... He left home, and wandered Krynn, seeking out Black Dragons...

Galvin Stormshifter

Paladin 21st Human male

Lord of the castle Quinties Keep and Protector of the land

STR 18/00 (Mus 18/Sta 18), DEX 16 (Aim 17/Bal 15), CON 18, INT 10 (Rea 14/Kno 6), WIS 17 (Inn 15/Wil19), CHA 18 (Lea 18/App 18), COM, PER

AC -13, hp 185, MV, MR 20 AL lawful/g, Age 35, Height 6'5", Weight 250 lbs

Skin tan, Hair long golden brown, Beard none Eyes emerald green, Vision normal, Wealth 5 000 gp

A proud noble man, with fine chisled features, he is tall and always seen with his shining golden coloured armour. He looks as though he carries the weight of the world on his broad shoulders. He's soft spoken, for a big man and is always there to help those who need him. He rarely smiles since the death of his beloved wife, Lilithian and the kidnapping of his daughter, Shandi. Those who see him alone swear there are tears in his eyes.

Weapons

Holy Two-Handed Vorpall Sword, dam 2d12+20, proficiency 5, Silver Mace, dam 1d8+3 proficiency 2, Heavy Crossbow, dam 1d6+1, proficiency 1.

Non-Weapons Proficiencies

Endurance, Survival, Blindfighting, Weaponsmithing, Tracking(3).

Spell casting

Cleric Spells

1st, cure light wounds (2), light, magical stone

2nd, Goodberry, flameblade, spiritual hammer, aid

3rd, Despel magic (2), call lightning (2)

4th, Cure serious wounds(2), cloak of bravery, animal summoning 1

Special abilities

Turn Undead like a 18th level cleric, Lay on hands, 40hp, 2/week, Immune to Diseases, Cure Diseases, 7/week, Circle of power, Call warhorse, +2 to saving throws.

Possessions

Cross, Holy Bible, 2 weeks of iron rations, Heavy Crossbow, Wedding Ring.

Magical Items

Holy Two-handed Vorpall Sword, Holy Full Plate Armour, Holy Helm Silver mace, Gold Shield, Amulet of Paladine, ring of truth, Ring of elemental control Earth, 10 vials of holy water.

Notes and History

Born into noble blood, young Galvin had all his heart desired. Then on his second birthday, the castle he called home was attacked by a cruel wizard and his army of the undead. Quickly the castle was seized and the family executed. Young Galvin was able to escape because of the bravery of his mother, who during combat took Galvin from his chambers and left the castle through the secret back entrance. She then gave Galvin to a young couple in the elven court and begged them to keep him safe from harm, they agreed. Years passed and Galvin grew into a healthy young man, on the day of his 18th birthday his foster parents told him the truth. In a fit of anger, Galvin swore to the Gods that he would spend his life and everything he could to destroying the man who murdered his parents. He then roamed the lands for 2 years trying to find away to gain the skills to conquer his most hated enemy. Then when he thought it was hopeless, he saw them, a group of men, dressed in their battle armour and swords at their sides. He stopped one of them and asked, Who are you?, the reply was, We are the paladins of Shadowdale. Then Galvin knew he was to become a Paladin. Years passed and he had trained and was ready. He went to the cavern known as Torentha, and searched for a weapon of true faith. There in the dim light he saw it, Deliverance! A sword said to be forged

by Paladine, himself. As he reached for the sword, the entire crypt came to life and he was forced to fight for his life. Beaten down he made a last chance reach for the sword, as he felt the handle enter his grasp a white light erupted from his being. When the strange light faded, he found himself alone and in armour he had never seen before. With this in his possession he laid assault to his parents former home and searched for the sorcerer, there he found, nothing! He searched the world, looking for any information that lead to any magician. He spent years and turned up nothing. He then was asked for his help by a strange old man, which lead to a terrifying journey, that still haunts him to this day. He then fell in love with a beautiful woman, she then married him after months of courting. Together they had a daughter and built a castle and lived happy. Then again terror struck, the same mage he was looking for attacked and incinerated his wife and took his daughter and vanished. He went into a fit of rage and led a small army through out the world looking for this demon. After years he found the man, in a dangerous and twisted dungeon. Many men died and gave their lives for him. Galvin found the mage alone in his throne room and pressed the attack, with two quick slices he cleaved the old mage in pieces. But the battered mage laid a trap sending the Paladin to a different dimension. There he found himself faced with new challenges and adventure. He made more friends and even more enemies in his travels. The king of this strange land, after hearing of his deeds, appointed him keeper of peace and protector of the land, and there he has been, waiting and wondering, what has happened to his daughter.... The amulet of Paladine was given to him by the very God himself. Paladine then charged the paladin to keep the lands safe from evil and that no undead creature can touch him as long as the amulet is around his neck.

Geomar Aglondier

Paladin [kit:Skyrider] 8th

Human male

STR 15, DEX 11, CON 14, INT 10, WIS 13, CHA 17, COM, PER

AC 4, hp 46, MV 12, MR

AL LG, Age 17, Height 6' 3", Weight 170 lbs

Skin White, Hair Blond, Beard

Eyes Hazel, Vision Normal, Wealth 80.2 gp

Weapons

Two-Handed Sword, Tight Group Bows, Harpoon, Dagger, Heavy Horse Lance.

Non-Weapons Proficiencies

Direction Sense (14), Hunting (11), Etiquette (17), Singing (17), Oratory (17), Hippogriff Riding (11).
Speaks and reads Common.

Spell casting

9th level will cast as a 1st level priest Minor Spheres: Protection, Healing, Combat, Divination

Special abilities

Turn Undead, Detect Evil Intent, Immunity to disease, Cure diseases: 2/week, Lay on Hands: 16 pts, Aura of Protection, Bonded Mount: Hippogriff, +1 to non-missile attacks, Faster Training, Telepathic Communication. Lawful Good Ethos, Magical Item Limit, Wealth Limit, Tithe: 10%, Mourning.

Possessions

Long Bow, Heavy Horse Lance, Harpoon, Dagger, Two-Handed Sword, 15 Flight arrows, Scale mail, and Medium Shield.

Magical Items

Holy Symbol of Kiri-Jolith

Notes and History

Born in the great city of Palanthas, Geomar knew from age 3 what he would become. He has succeeded and now is seeking out all sorts of evils to slay.

Geffen Wymsbane

Paladin [kit:Wyrmslayer] 9th

Human male

STR 18/00 , DEX 12 , CON 12 , INT 12 , WIS 14 , CHA 17 , COM , PER

AC 0, hp 46, MV 12, MR AL LG, Age 25, Height 6' 0", Weight 175 lbs

Skin White, Hair Red, Beard Red Eyes Ice Blue, Vision Normal, Wealth 61.2 gp

Weapons

Heavy Horse Lance, Medium Horse Lance, Two-Handed Sword, Awl Pike, Bardiche, Glaive-Guisarme, Spetum, Trident.

Non-Weapons Proficiencies

Animal Lore: Red Dragon (12), Oratory (17), Dragon Riding (12), Horse Riding (17), Etiquette (17), Heraldry (14), Law (14), Speaks Evil Dragon and Common. Reads Common.

Spell casting

Casts as a 1st level priest. Minor Spheres: Combat, Divination, Healing, Protection.

Special abilities

Detect Evil Intent, Immunity to disease, Cure diseases: 2/ week, Lay on Hands: 18 pts, Aura of protection, Bonded Mount: Young Gold Dragon, Fear Immunity, Damage Bonus (+level) vs. Red Dragons, Special Reward from deity, for killing Wurm or Great Wurm Red Dragon. Lawful Good Ethos, Magical Item Limit, Wealth Llimit, Tithe: 10%, -4 Reaction Penalty vs. red dragons, Combat Compulsion.

Possessions

Heavy Horse Lance, Two-Handed Sword, Awl Pike, Bardiche, Glaive-Guisarme, Spetum, Full Plate Mail, Holy Symbol of Paladine.

Magical Items

Dragon Shield, vs. red dragons.

Notes and History

Geffen was born in the city of Palanthas, where he grew up surrounded by all of the pagentry of the paladins of Krynn. Deciding to be one, he began training at an early age. He decided to specialize in killing the large menace of the day, the great red dragons. Having succeeded (though not without some scars), Geffen is now looking to take on the Red Dragon Army directly.

Gregory Wands

Paladin/priest 8th / 8th

Human male

STR 18/90, DEX 16, CON 15, INT 15, WIS 18, CHA 17, COM , PER

AC 0, hp 67, MV 12, MR AL LG, Age 54, Height 6', Weight 180 lbs

Skin , Hair gray, Beard - Eyes brown, Vision normal, Wealth 3,000 gp

Gregory Wands stands 6' tall and is heavily muscled. There is an air of determination about him for he is confident in his calling. His gray hair is short and his face is shaven. His eyes are filled with the light of kindness and gentleness. The holy symbol of Wyndemier (broken scales surrounded by a heart) is prominent on whatever he wears.

Weapons

Mace+1, Lasso+1, Staff of Battle. Proficient in: twohanded sword, longsword, spear, longbow, battleaxe, hortsword, dagger, sling, crossbow, bolo, mace, warhammer, staff, morningstar and lasso

Non-Weapons Proficiencies

Blindfighting, reading/writing endurance, etiquette, riding landbased, fire building, cooking, healing, herbalism, religion, spellcraft, swimming, weather sense, disguise, rope use, singing, common, elven, dwarf

Spell casting

1st:5 2nd:5 3rd:4 4th:3 all spells cast to heal or protect another have double maximum range, duration, and affect (cure light would restore 16 hp ,Aid would last twice as long and create food and water would create twice as much). Offensive spells will only work on someone who has hostile intent (i.e attacked first, charging with intent to attack, or already in combat)

Special abilities

Turn undead detect evil 60', +2 on all saves, immune to disease, lay on hands for 24 total hp a day, cure disease 4/wk, aura of protection, create food and water 8/day

Possessions

2 large belt pouches, 3 small belt pouches, 3 candles, 3 glass bottles (holy water) 4 pcs. of chalk, 5 pcs. flint and steel, 2 wks. rations, silver flute, 100' rope, holy symbol

Magical Items

Chainmail+3, white travelling cloak (prot. +3), high soft leather boots (Fharlagn), blue tunic(tunic of miracles +4 all saves, Heal 1/day, limited wish 1/3 months), silver ring w/ moonstone (spellstoring: raise dead, cure serious, Heal), gold ring w/ ruby (fire resistance), silver bracers w/ holy symbol (defense AC3), 3 potions of extra healing, elixir of health, potion of vitality, 3 vials of mermaids breath, ointment of soothing, 4 scrolls with beneficial clerical spells

Notes and History

Gregory Wands is constantly on the look out for those in need. He prefers to avoid battle but if given no choice , he fights quite well with his staff of battle. He is a cheerful fellow who will aid anyone in need. He often undertakes pilgrimages throughout the realms to help anyone he meets. He often directs adventurers to aid this or that group of people endangered by rampaging monsters or evil groups. He is highly respected and welcome throughout the heartlands, being seen in the same light as the dead mage Bowgentle. Few know of his warrior past but those who do keep it to themselves. Wands rarely speaks of his adventuring days as a paladin and then only to his closest friends. The reasons for him putting aside his sword and armor are unknown but his god has yet to strip him of his paladin abilities. It is also known that Wands is somehow related to Maskar Wands of Waterdeep. The two have a tense relationship at best. And neither speaks much of the other.

Hideo Yoritomo

Paladin 8th Human male
Paladin of Ameratsu

STR 19 , DEX 9 , CON 13 , INT 11 , WIS 15 , CHA 17 , COM , PER

AC 3, hp 45, MV 12, MR AL LG, Age 20, Height 5' 5", Weight 141 lbs

Skin Yellow, Hair Black, Beard Eyes Black, Vision Normal, Wealth 86.4 gp

Weapons

Tight Group Lances, No-dachi, Katana, Wakizachi, Tanto.

Non-Weapons Proficiencies

Dire Wolf Riding, Etiquette, Jousting, Swimming, Blacksmithing, Speaks and Reads Common.

Spell casting

Cannot yet cast spells

Special abilities

Turn Undead, Detect Evil Intent, Immunity to disease, Cure diseases: 2/week, Lay on Hands: 16 pts, Aura of Protection, Bonded Mount: Dire Wolf, Lawful Good Ethos, Magical Item Limit, Wealth Limit, Tithe: 10%.

Possessions

Bronze Plate mail, Medium Shield, Jousting Lance, No-dachi, Katana, Wakizachi, Tanto, Holy symbol of Ameratsu.

Notes and History

Born in the Empire of Osaka, Hideo quickly decided what he was going to be when he was older. Becoming one of the few Oriental pladins in existance, Hideo soon proved himself very capable. He soon may have to face more challenges, as there are now rumblings of war in the air.

Jahan Garradhrynn

Paladin [kit:Envoy] 8th

Human male

STR 18/96 , DEX 15 , CON 16 , INT 17 , WIS 16 , CHA 17 , COM , PER

AC -1, hp 67, MV 12, MR

AL LG, Age 18, Height 6' 3", Weight 169 lbs

Skin Tan, Hair Black, Beard

Eyes Brown, Vision Normal, Wealth 25.2 gp

Weapons

Two-Handed Sword, No-dachi.

Non-Weapons Proficiencies

Etiquette (17), Bureaucracy (17), Law (16), Oratory (17), Jaguar Riding (19). Speaks and reads Common.

Spell casting

9th level will cast as a 1st level priest Minor Spheres: Protection, Healing, Combat, Divination

Special abilities

Turn Undead, Detect Evil Intent, Immunity to disease, Cure diseases: 2/week, Lay on Hands: 16 pts, Aura of Protection, Bonded Mount: Jaguar, +2 reaction, Diplomatic Privileges. Lawful Good Ethos, Magical Item Limit, Wealth Limit, Tithe: 10%

Possessions

Medium Shield, Full Plate mail, Two-Handed Sword, No-dachi

Magical Items

Holy Symbol of Surya

Notes and History

Born in the country of Rajputana on the Ice Sea, Jahan was trained from birth to become the great diplomat that he is. Problem is, when he came of age, there was a small matter of a worldwide conflict, that got in the way, currently he is fighting on the side of good, waiting for the chance to put his real skills to work.

Jhonithon Baivyn

Paladin 5th

Human Male

The Slayer

STR 15 , DEX 17 , CON 10 , INT 15 , WIS 16 , CHA 17 , COM , PER

AC 5/4/3, hp 36, MV , MR

AL l.g., Age 17, Height 6'5", Weight 210 lbs

Skin fair, Hair Black, Beard

Eyes Green, Vision Normal, Wealth 1,500 Gp gp

Young, head strong, fight first ask question, kill all evil, sweat Tooth and scard of a preminion of EVIL beast over runing the world That got while in ancent abanded city that he can't we're it is and any time is remind of it he gets a shiver and may faint

Weapons

Brwod Sword, Long Sword, Mace, lance.

Special abilities

Lay Hands 10hp per day, Cure diseas 5 time/per week, detect evil.

Kasin

Paladin [kit: Equerry] 10th Human Female
Princess, Knight, Sword Mistress

STR 18 (Mus 18/01/Sta 17), DEX 10 (Aim 10/Bal 10), CON 17 (Hea 16/Fit 18), INT 14 (Rea 14/Kno 14), WIS 15 (Inn 13/Wil 17), CHA 18 (Lea 18/A 18), COM 15, ER 17

AC 3, h 95, MV 12, MR 0

AL LG, Age 18, Height 5'7", Weight 130 lbs

Skin Tanned, Hair Close croed Blonde Eyes Blue, Vision Normal, Wealth 7500 gp

Paladin looks like your tyical bimbo. Until you see the steel in her eyes. She has a tan like she has been at the beach for quite a long time.

Weapons

Longsword, Heavy Lance, Shortbow, Horse Archer, Two weapon style specialization, Shield (p), Shield Specialization, Longsword Specialization, Longsword Mastery

Non-Weapons roficiencies

Riding +20, animal handling, etiquette, heraldry, religion, animal training (horse), healing, read/write (3 language, dm's choice), hunting, modern lang, endurance, spellcraft priest +3, lore demon, herbalism, dancing, modern languages, chess.

Spell casting

2 /1st , 2/ 2nd , 1/ 3rd. Spheres: Healing, protection. Sun (spells count as one level lower)

Special abilities

Weapon secialization, Circle of power, Detect Evil ability, Bonded Mount, Lay on Hands, prot from Evil (as sell), +2 saves, Can fight below 0 h (Iron will trait), priest sells (early), 3 spare c's (This character is made up under Skills and owers)

Possessions

Flint and steel, excellent quality shield, bronze dagger, polished bronze mirror, bandages (20), riding boots, armor padding, vest, hose waterskin, vial of contraccetive (1 year), 5 flasks of greek fire, poison purgative, fortified wine of poison resistance, 3 strands of unicorn hair, freely given. At the castle: latemail, silk dresses (6), fine clothes [shoes, hose (2), vests (2), soft boots, 31 flight arrows, 2 sare bowstrings. On her horse: (but usually at the castle)heavy lance, blankets (2), fine saddle, fine large saddlebags, fine saddle blanket, fine bit and bridle, shortbow, 17 flight arrows, waterskin, 1 week rations, soap (0.5 d), salt (0.5 d),parchment (10), ink vial, quill, armor oil, 3 spare bowstrings, 3 torches.

Magical Items

Longsword +3, shield +3.

Notes and History

Kasin commonly adventures with her husband, Renik, her friend Alamark, and her horse Silver. The four of them are currently on the run from the power behind the throne of her land, a demon lord. When they are powerful enough, they will return to destroy it. Recent adventures include battling vampires (she was 6th level), battling a thieves guild, and almost being turned into a genie. The latter happened when she released the God of the Genies and he drove her husband insane. Only the god could undo it, so she traveled to his plane to ask him to undo this, knowing that her diety did not want her to do this. After ten years of surfing, she remembered why she was there and beat a champion genie surfer to get her husband returned. Since then she has regained her aladinhood, and traveled to another land where all magic (including clerical) is evil...at least that is what her church says. Kasin has had a child, named Girak. He is currently 2 1/2 years old, and due to a sort of teleporting while she was pregnant, Girak can teleport w/o error at will. Terrible for a mother with a toddler! She has gained many more proficiencies than normal due to the many years she has sent training not adventuring. Girak takes after the mother. He even attacked a demon with a kitchen knife. Of course the guy wasn't a demon. He was an evil priest of the diety opposed to mine! The manure has hit the fan. All the goodly people in the area are battling all the evil people. In the middle of this wanders an enemy of *both* sides. We have a temporary truce while we join forces to bash up the interloper, before we resume our *private* war. Unfortunately, Kasin's bonded mount died...and was reincarnated as a dwarf...(fighterriest of her diety of course). The battle has ended. The evil people are destroyed, and good has triumphed. An evil artifact has been destroyed, and the country is safe. Now Kasin must complete a quest to regain her aladinhood, after being mind controlled by the artifact. Unfortunately, on the quest she has been mind controlled by a beholder, and must quest for that too. At least she has a new companion, Shotan.

Kendrick Silversword

Paladin [kit:Militarist] 7th

Human male

Knight of Cormyr, Hero of the Haunted Halls

STR 18/53 , DEX 16 , CON 16 , INT 13 , WIS 13 , CHA 17 , COM , PER

AC -1/0, hp 75, MV 12, MR 00

AL LG, Age 23, Height 6'3", Weight 200 lbs

Skin fair, Hair Blonde, Beard Clean shaven

Eyes Blue, Vision Normal, Wealth 38,000 gp

Kendrick appears young but thoughtful. He is 6'3", and is strong at 200#. He wears a suit of Platemail armor under a plain cloak and surcoat. His enchanted sword, Deadbane, hangs at his left side balanced by a dagger and pouch on the right. He wears the Hammer and Scales of Tyr around his neck, as a symbol of his devotion.

Weapons

Long Blades, Lance, Horseman's mace, Two-handed weapon style spec., Weapon and Shield style Spec., Heavy crossbow.

Non-Weapons Proficiencies

Jousting, Hunting, Direction sense, Riding-horse, Survival, Swimming, Read/Write common, Heraldry, Etiquette, Blindfighting.

Special abilities

Detect evil 60', Protection Aura 10'r, Lay on hands (14HP/day), Immune to diseases, Cure Disease(2/week), +2 on all saving throws, Turn Undead (as 5th lvl Cleric), Mounted Combat bonus(+1 to hit from horseback, +2 from bonded mount), +1 damage with preferred weapon (longsword), +2 to reactions from people of same culture. May not deviate from alignment, must tithe 10% of all income to his church, May own up to 10 magic items, must practice his combat skills one hour/day, must report to superiors at least every 6 months.

Possessions

Platemail Armor, Visored Helm, Kite Shield (Plain), Twohanded sword (of Quality: -1 to Weaponspeed), Double-shot heavy crossbow (crafted by Gondsmen-rarely used in combat), Heavy Lance, Dagger, Quiver, 20 quarrels, Holy Symbol(golden, of Tyr), Canon of Tyr, 5 vials holy water, backpack, lge. belt pouch, waterskin, tinderbox, whetstone, bedroll, 2 flasks oil, 50'rope, grapnel, mess kit, armor care kit, horse grooming kit. Goliath, Paladin's Warhorse (A jet-black destrier with a white star on its forehead. 40HP.)

Magical Items

Deadbane: Ancient Elvish Longsword +1, flametongue, Ring of protection +1, 4 Quarrels of distance(double all ranges, double damage on hit).

Notes and History

The son of a minor Cormyrean noble, Kendrick was trained in the arts of war from an early age. Pious by nature, he was also watched by the priesthood of Tyr from the time he joined the Cormyrean heavy cavalry. The military taught Kendrick the virtues of discipline and organization, which were tempered by the wisdom and teachings of the priests of Tyr Grimjaws, Lord of Justice. As he grew in both skill and faith, he was stopped at the rank of Sergeant-at-Arms in the cavalry, by superiors who were unsure whether his loyalties lay with Cormyr or with his church. Frustrated after a full year without being promoted, Kendrick left Fort Crag (from where he had fought countless orcs, goblins, and other humanoids for King and Country), and decided to make his way as a knight-errant, rather than by leading men. Although he is no longer a Purple Dragon, He still takes his oath of loyalty to King Azoun very seriously, and responds without hesitation to any royal summons. Kendrick is a fine swordsman and rider, with a keen mind for tactics honed in his years of fighting humanoids although some of his plans are a bit unusual). He is exceptionally strong and agile, but what calls out to others is a magnetism that seems to flow out from within him -- he acts and others believe. The serious young man has a 'look of eagles' which commands respect and attention even from his elders (which is probably what made his superiors uncomfortable about him). Although what he knows best is war, he lives to serve his diety, and in doing so bring as much justice to the world and honor to his family as he may. Yet he is hardly naive, and any evil ones trying to deceive him will find him as merciless as he is kind to those in need.

Khaily 'Danthor' Addust

Paladin 5th of Tyr Human female

STR 13 , DEX 16 , CON 14 , INT 15 , WIS 14 , CHA 18 , COM , PER

AC 4, hp 35, MV 12, MR AL LG, Age 28, Height 5'2", Weight 156 lbs

Skin fair, Hair sandy-blonde, Beard - Eyes clear blue, Vision normal, Wealth 500 gp

Weapons

Longsword+2 (The Bonesaw) (helps wielder to defend against all kinds of gazes) (sp), dagger+1 (black razor), mace, crossbow

Non-Weapons Proficiencies

Agriculture, animal handling, animal lore, animal training, artistic ability, blind-fighting, bureaucracy, cooking, dancing, direction sense, endurance, healing, jousting, local history, religion, reading/writing, spellcraft, survival, swimming, tracking, riding (airborne), riding (land-based)

Spell casting

Clerical spellcasting

Special abilities

Detect evil, saving throw bonus, immune to disease, cure disease, lay on hands, aura of protection (especially from evil), turn undead, bonded mount.

Possessions

Warhorse (Quicksilver), daggers (3), pouch of coins, breastplate, gauntlets, chainmail armor, shield+2, kirtle (floor-length tunic), cloak, horse grooming kit.

Magical Items

Ring of fire starting, Bag of holding, Brooch of wound closing, 6 Quarrel +2.

Kiehl Ormond

Paladin 9th /Ranger 6th Human male
Black Death , "The Shiv" , Postmaster of Daggerfalls

STR 18/00 , DEX 18 , CON 18 , INT 13 , WIS 13 , CHA 11 , COM , PER

AC 4 (-3), hp 103, MV 12, MR AL undetectable, Age 24, Height 5'10", Weight 190 lbs

Skin , Hair blond, Beard Eyes , Vision , Wealth

Massive scarring from numerous broken and shattered bones. Nose shattered, bones beginning to form knotted masses .

Weapons

Broad sword proficiency Maul , one handed specialization 2/1 , called shots , optional parry Shield proficiency parry 3/2

Non-Weapons Proficiencies

Tracking as 6 ranger armor repair bowyer/fletcher animal handling ambush

Special abilities

Symbiotic armor - 0-10% mental synchronization w. successful wis check Gives % crit resistance, gaze resistance, and pain amplification Lasts 2 rounds /level , once every 8 hours. Base AC 3 at 9th 0-5 % 19 str 0-10% armor attacks /2rounds d4 dmg, Absorbs 12 hp, 1 per melee attack. NE align " Mahldoss" empathatic, attacks any Black Death who flees combat or has "emotional outburst" body weaponry wild talent +1 weapon at 9th level +1 save vs. cold, lit , fire , and AA poison (developed by 160 hours practice vs. each, 15 % chance of death each 8 hours) Dex bonus, 1/4 levels, developed by flinching so much.

Possessions

Present partner of "Robard and Ormond, Financiers" , net tithe of 590,000 gp per shift. 1 present loan 2.7 mill at 20% Fencing for Dust Assassins at 5% retail Black market for "Vandelae Industries" at 51% retail (40% wholesale, 10% tithe, 1% net profit). Control of Leather market ,300 suits at 50 gp , contract with Carganoth to kill 70 cattle / shift, for 3500 gp 10% owner ship of #1 gladiator Director or OCP enterprises. No present tithe Contract with tinker gnome 150,000 /shift + materials, patents excluded Contract with 3/5 remaining commoner Weaponsmiths 1000/month + 1/3 profit + materials Contract with Carganoth Barbarians to destroy magic items (FREE) Contract with Vandelae Industries, carpenters/dust assassins, to control population of commoner Weaponsmiths Control of Weapons market, possession of 1/3 stock of Weapons

Magical Items

No present magic items OF MY CHOOSING !! +1/+1 maul of superiour craftsmanship Phylactery of Carfax . Amulet is preparing Kiehl's body to be the host for the Archmage Carfax. A perfect physical specimen will be needed, so Str, Dex, Con , and Cha have been steadily increasing, 1 point per week, for the past several months, while Int and Wis have steadily decreased.

Notes and History

Kiehl Ormond began his career as a simple postman. Dreams of riches led him to Dragon Mountain, a den of villainy so vile, only the intervention of a minor power could mask the morality and ethics of Kiehl and his band of friends. Given the task of destroying the mountain before its next stop on "our world" , the party was granted an "Armageddon Alignment Check " in 20 years : If our deeds outway our actions, we will be

spared. Kiehl, never one to worry about the nether powers, signed right up, never knowing the pain and sorrow awaiting him inside Dragon Mountain. The only chance our party has is to stick together against the society of utter evil. The mountain is composed of 20 common clans and 16 noble clans. Each performs a specific function within the mountain, and over time and after many mistakes that cost the party riches and caused much suffering, Kiehl and his band are finally climbing up the ladder to power. Kiehl initially was offered membership in Clan Black Death, the "police" of the mountain, who take personal defense to new heights. Several months of practice with shield, armor, and Weapons have wittled Kiehl's lifespan down considerably. (From Con 17-12). Daily practice has developed initial protection against fire, cold, lit , and poison. A wild talent from youth has been exploited by the Black Death armorers to bond Kiehl's spirit armor permanently. The fact that it is NE and Kiehl is NG will lead to MUCH controversy in 20 years when the undetectable alignment wears off. Presently, Kiehl is moving up the ladder of a common guild, the Merchants, by breaking many of the pacts that have kept relative peace in Dragon Mountain for years. These include starting a black market to undercut retail prices, which only merchants can demand; fencing goods for the Dust Assassins at 5% of retail , another No-No, and gaining control of several monopolies, including the leather market and Weapons. Future plans include molding Black Death towards a more LN bent, buying slaves to build a personal army, and destroying Clan Wishbone, the hated enemies of Black Death. The party hopes that working together , unlike anything Dragon Mountain has ever seen of its denizens, will eventually DESTROY INFYRNA !!!

Lady Gwen Marod

Paladin 4th kit: Wyrm Slayer Human female

STR 16, DEX 11, CON 14, INT 16, WIS 14, CHA 17, COM 17, PER

AC 1, hp 30, MV 12, MR 0 AL l g, Age 23, Height 5'5, Weight 147 lbs

Skin white, Hair silver, Beard - Eyes green, Vision N, Wealth 507 gp

Gwen is very open person. but she is very forbidding because of her scowl which is allways on her face. low com dou to the fact that in her first battle with a (black)dragon she picked up and bitten leaving scars across her torso.

Weapons

Spetum 1 pro slot, two-handed sword 1 pro slot, , glave guisam 1 pro slot, trident 1 pro slot.

Non-Weapons Proficiencies

Red dragon lore, healing, land based riding, tracking, Languages:common, elf, dwarf, halfling.

Special abilities

Immune to dragon fear, bonded mount, detect evil 20' radius.

Possessions

Weapons:1 Spetum,1 two-handed sword,1 dagger.Armor:Plate mail.Gear:riding boots good cloth cloak,gloves,shoes,scabbard,hanger,tunic,50'hemp ropewetstone,good gown,d healers bag,ceremonial wear,backpack deluxe leather,dragon teeth/claws

Magical Items

Sun blade, tithing bag,(ring) the candlemaker?

Notes and History

As a young paladin searching for adventure, having challenged, fought and killed the red dragon, Cleavenhammer,she tithed 99% of her half of his hoard to her church. Upon arriving to her church she discovered that the tithes were being carted away by Vermead,a advisor to Arzun IV, who had overthrown the king. Accompanying a halfling under a geas, she is searching for 7 items to help reseate Arzun IV. This quest, having become a personal vendetta for her, she has sworn to overthrow Vermead & reseate Arzun IV.

Lady Gweneth 'Justice' Winterglen

Paladin 13th Human female

STR 17, DEX 18, CON 17, INT 17, WIS 16, CHA 17, COM 15, PER 12

AC -9, hp 92, MV 12, MR 0 AL LG, Age 32, Height 5'9", Weight 120 lbs

Skin Fair, Hair Light Brown, Beard - Eyes Grey, Vision Normal, Wealth

A severe looking woman. normally has her hair cut short. Wears military style clothing or armor on most occasions.

Weapons

Longsword, Longbow, Proficiencies: Longsword, Longbow (sp), Weapon and Shield Style, Shield prof, Dagger, Broad sword, Medium Lance

Non-Weapons Proficiencies

Etiquette, heraldry, military tactics +2, riding, land based, swimming, sewing +1, painting +2, (has extra proficiencies due to age and training)

Spell casting

As Paladin, As mage level 1 (not used)

Special abilities

Turn Undead as cleric of level 9, Lay on hands 1/day, Aura of Protection, *No* bonded mount as yet, Immune to normal disease, Cure Insanity 1/week, Can wield a Holy Sword

Possessions

As appropriate to the situation

Magical Items

Bracers AC0, Shield +2, Longsword +3, Ring of Protection from Energy Draining, Ring of Protection +3, Potion of Healing, Longbow +2.

Larrekal

Paladin 4th Fin-head Saurial, Male

STR 17, DEX 16, CON 16, INT 18, WIS 17, CHA 16, COM, PER

AC 5, hp 32, MV 12", MR AL LG, Age 19, Height 5'8", Weight 160 lbs

Skin Green, Hair None(fin), Beard none Eyes Dead Brown, Vision Infra 60', Wealth 0

A young, Handsome Saurial Who Has just left the Lost Vale.

Weapons

Finhead Broadsword

Non-Weapons Proficiencies

Heraldry, Etiquette, Weaponsmithing

Spell casting

Healing (lay on hands)

Special abilities

Lay on Hands, Immune to disease

Possessions

Kilt, Cape, Ragged shirt.

Magical Items

Finhead Broadsword+1

Notes and History

Larrekal Is a young Finhead Saurial who has found a passage into Ravenloft, and has devoted himself to ridding the land of evil, even though noone can understand him. It is hard living in Ravenloft, and seeks to gain someone's trust.

Lord Sir Damon Zathchos

Paladin 11th [kit: Justicar] Human Male

Knight of Highmoon, Knight of Valor, Knight of Humility, Lord of House Zathchos

STR 16 , DEX 11 , CON 14 , INT 11 , WIS 25 , CHA 17 , COM , PER 18

AC -2, hp 174, MV 12, MR 0 AL LG, Age 35 (39), Height 5' 10", Weight 173 lbs

Skin Caucasian, Hair Black, Beard Black Eyes Brown, Vision , Wealth 11000 gp

Wearing Full Plate Armor with the Brestplate of Gold and bearing the symbol of Tyr. Damon also wears a thin gauze over his eyes to denote his devotion to his god. His hair is worn short and unkempt due to cronic "helm-head" he also maintains a short beard with no mustache.

Weapons

The Hammer of Grohua (+2/+1): 1d8+2/3d4+6 once per day the hammer may be thrown for 4d4+6 returning automatically. The bearer is afforded complete imunity to illusions. Once per week the hammer may be invoked by name which doubles the bearers HP total (acting as a heal at the same time) and giving a +3 to all saves, these effects last for 24 hours or until the recipient falls to 0 HP, durring this time no magical healing will be effective save cure light, cure moderate, cure serious, and of course a Godly Intervention.

Non-Weapons Proficiencies

Many of the following came at no slot cost due to kit, culture or magical effect. Religion, Local History (Cormyr), Flute, Landbased Riding, Swimming, Etiquette, Heraldry, Blind-fighting, Airborne Riding, Reading/Writing, Law (Cormyrian)

Spell casting

Casting as appropriate for an 11th level Paladin with the following Spheres; combat, divination, healing, law, protection.

Special abilities

Immune to disease, Lay on Hands (2HP/LVL), cure disease (2x/week), immune to fear and turning effects, 15% detect lie, +2/+2 per 3 Levels vs. Chaos, all the appropriate immunities due to high Wisdom.

Possessions

A bedroll , 10 sticks of chalk, rations for two weeks, mess kit, waterskin, firegrate, flint & steel, iron pot, small metal mirror, personal seal, wax, longhorn(flute), winter clothing, other items as appropriate to the venue.

Magical Items

Full Plate +2, The Hammer of Grohua, Ring of truth.

Notes and History

Not particularly interested in his families mercantile concerns, young Damon spent much of his time at the temple of Tyr learning of the god of Justice from High Priestess Hawklin. When he came of age his leanings were not toward the monastic life but a more martial, active devotion. And thus he entered into service as a Paladin Justicar of Tyr. Befriending the High Priestess' son Benedict (A Paladin of Helm) and joining his adventuring party, The Shining Shield, Damon came to great renown within the Nation of Cormyr. The group recently thwarted a plot by extra national forces to overthrow the rule of King Azoun IV, thus Damon was granted the Lordship of his own Noble House. The balance of the Shining Shield consists of the following; Albert Cormaeryl Dragonslayer, Connor McClane an albino War Wizard, Athos Bonaduce venerable Cleric of Lathander, Farly Silvereard dwarven Locksmith to the King, and Mar Stonebiter hero of the common man.

Lord Stiele Diem

Paladin 2nd [kit: noble warrior

Anuirean human male

Regent of Dhoene province, acting regent of Calrie province in the nation Of Arenwe

Str 18/58 , dex 09 , con 15 , int 14 , wis 13 , cha 18 , com , per

Ac 1, hp 16, mv 12, mr none Al lg, age 20, height 6'4 " , weight 268 lbs

Skin tan, hair black, beard thick black Eyes brown, vision normal, wealth 1500 gp

Stiele is a tall, well built man with an imposing presence. He always dresses in his field plate armor, and wears a stern expression.

Weapons

Spear, long sword, jousting lance, horseman's mace.

Non-weapons proficiencies

Strategy, leadership, public speaking, ancient history of the anuirean empire, Read/write anuirean, heraldry, etiquette, riding land based, horse, law, Karamhul (dwarvish).

Special abilities

Standard paladin abilities, Bloodline derivation: reynir, Blood strength: tainted 15, Blood ability: major animal affinity w/ wolves.

Possessions

Field plate armor, Medium shield, Standard travel gear, Long sword, Horseman's mace, Jousting lance.

Magical items

Spear +1

Notes and history

Stiele Diem was the illegitimate son of lord Conrad Diem of the nation Of Diemed. His mother's name was Alicia, an impoverished maid at a local Tavern. Stiele's mother raised him for ten years, until his father came To claim the boy. Knowing it would be best for her beloved son, Alicia allowed Him to go and live with his father, though it pained her greatly. For the Next nine years, stiele lived with his noble family, learning the customs And proper etiquette of the social class. He was also trained in chivalric Combat, and showed remarkable aptitude for it. After studying the teachings Of haelyn, the god of justice, stiele chose to follow the life of a paladin, And was ordained at the imperial heart of haelyn, the local church. Stiele Loved his father, but knew he would never truly be accepted by the rest Of his proud family because of the circumstances of his birth, so he decided To leave diemed and go to another land, one where his courage and heart Would be accepted rather than his blood. Sorry to see his son go, lord Conrad Nevertheless allowed it, and father and son shared a tearful farewell. Before He left diemed, however, stiele returned to his mother, alicia, and asked Her to go with him. Stiele, not a poor man, insisted that she do so, so He could take care of her as she had taken care of him for his first ten Years of life. Stiele felt it was the least he could

do for his beloved Mother. Proud alicia at first refused, but stiele was insistent, and she agreed, leaving behind her life of toil and hardship. Stiele journeyed to the land of arenwe, where he helped set up the local government. The queen had recently been murdered, and the various power factions each wanted to claim the throne. Though the young prince richard swordwraith had rightful claim, the various nobles would not support him. The leader of the church of Ruornil, high priest Duncan Silverfox, proposed the idea of a council of nobles leading the nation, called an aristocracy. The idea was eventually accepted by all involved, and each noble was given a province to claim regency over. Prince Richard Swordwraith maintained control over calrie, the ruling province, Stiele claimed the province of Dhoenel, and the rest were doled out among the other ruling nobles. So far the aristocracy has weathered invasion and treason. During a local festival in Dhoenel, Stiele was very nearly assassinated by a servant of a noble in the Pellean family. It was discovered that the traitor was hadrian Pellean, the second son of the family. Together, the ruling regents tracked down the traitor, and Hadrian was brought to justice. However, during the expedition, prince Swordwraith disappeared, and rulership of Calrie province passed to Stiele. Stiele takes this new duty very seriously, and plans to only rule until the prince returns. As of now, Stiele rules his two provinces with justice, and works with the rest of the nobles to hold the fledgeling government together. He has recently constructed castle Diem, his home in Dhoenel city, where he lives with his servants, soldiers, and his mother, Alicia. Ever the loyal son, Stiele sees to it that Alicia receives treatment befitting a lady, and has provided her with a number of ladies-in-waiting. A warrior's general, Stiele takes quarters in the barracks with his soldiers, and personally leads all military campaigns. He is a beloved ruler and general, and has earned the respect of all of the nation of arenwe.

Luxor the Moonprince

Paladin 8th

Human Male

Defender of the Realm, Giant Slayer, Member of the order of the Planes Militant, Platinum Heart of Valor, Slayer of Fiends

STR 19 , DEX 17 , CON 7 , INT 15 , WIS 12 , CHA 17 , COM 13, PER 14

AC -6, hp 58, MV 12, MR 0

AL LG, Age 26, Height 5'8", Weight 246 lbs

Skin white, Hair jet black, Beard Clean shaven Eyes brown, Vision normal, Wealth 1500 gp

Weapons

Long sword, short sword, long bow, heavy horse lance, ambidexterous, 2-handed weapon style.

Non-Weapons Proficiencies

Animal lore, blind fighting, religion, riding(land based), singing, healing, rope use, endurance.

Special abilities

Standard paladin abilities(8th level), ESP 1/day.

Possessions

Heavy horse lance, jewel incrustated dagger, longsword, 50ft silk rope, backpack, rations, signet ring.

Magical Items

+4 long sword, defender, +2 shortsword, sentient-full abilities not known known abilities-communicate-telepathy, fly (on user) 2/day, alignment LG, +5 Plate Mail of Etherlness(18 charges), 2 continual light stones, Iron bands of Billaro, Ring of elemental command(water)-full abilities not unleashed Statue of Immoral(raises turn undead attempts by 2 levels for LG priests), Gauntlets of Ogre Power.

Notes and History

Luxor has had many adventuring companions in his lifetime. Unfortunately, most have died. The only long time companion still alive is a wild mage called Slyth(level 8) who has given up adventuring for the moment. Magic has affected him in many ways, raising his strength so he doesn't need his gauntlets any more, but it has also eroded his CON level(he now has a nasty cough). He got caught in a portal and ended up on the planes. He didn't know what his world was called so he doesn't know how to get back. He has

lived in Sigil for the past 3 years, and is no longer considered completely Clueless(well, maybe a little). He is currently seeking an adventuring party to cause some damage on the evil Planes, especially the Abyss(see- he's still a little Clueless). Any interested parties can usually find him at Imol's Happy Tongue where he has befriended the owner.

Lysander (Jorian of Darkweld)

Paladin [expatriate] 6th Human male
Demonlayer

STR 17 , DEX 16 , CON 17 , INT 14 , WIS 14 , CHA 17 , COM , PER

AC -4, hp 72, MV 12, MR 0 AL LG, Age 17, Height 1m90, Weight 175 lbs

Skin White, Hair Blonde, Beard None

Eyes Blue, Vision Normal, Wealth 0.31 gp

Lysander is a handsome young man, who looks a little older than he is (5 years older, a nasty side-effect from fighting a powerful demon). He has long hair, shaved above the ears and tied into a plait (which is traditional for the knights of the northlands he comes from). His colors are white, black, and light blue. He is not very talkative, and is very respectful towards the duties of the paladins. His left hand has been severed clean during a fight with a demon, but Lysander doesn't consider its regrowth as he sees it as a sign of Tyr.

Weapons

Heavy horseman's lance (p), Longsword (p), Bastard sword (p), Horseman's mace (p). -> 2 more competence points to spend (if Anatyr allows him to train with another Weapons!)

Non-Weapons Proficiencies

Blind fighting, Riding, Scandinavian (mother tongue), Common, Elven, Dwarven, Reading/Writing , Animal Handling.

Special abilities

Standard Paladin abilities

Possessions

Medium shield, Heavy horseman's lance, Light chain mail & helm (not used for now) , Clothes, Soap, Lighter, Riding horse (waiting in Ten'Rau), Medium war horse (lended by the army of Ten'Rau).

Magical Items

Anatyr, the tear of Tyr (intelligent LG bastard sword & artifact) Full plate armor +1 (borrowed from his dead captain on the Ten'Dara mission), 3 doses (1d8 each) of healing potion, 1/2 inch-long bastard sword (his old sword - just another weird magical side-effect as my DM loves them).

Notes and History

Jorian, elder son of baron Reinhardt of Darkweld, was chosen at the age of eight by clerics of the Church of Tyr (NB: the nordic god), in order to become a paladin. His father was quite reluctant about that, as everyone knows that a paladin's life does not last very long (and Jorian was heir to the baronny). Eight years later, as Jorian had just finished his paladin training, the king of his country died, and was then replaced by his son, who soon revealed himself as a cruel despot. The Church of Tyr was then declared out of the law, many of its priests were killed, and the rest turned to Loki (who was becoming very popular at that time). Jorian was of course very angry about that, also considering that his own father wanted him to change his faith and to leave his paladin duties. That's why he decided to flee his homeland, but only to come back later, in order to restore the glory of Tyr in Darkweld. He then decided to change his name (which he had reasons to be ashamed of) for the name of 'Lysander' ('the freedom-bringer'). As low funds does not help any rebellion, Lysander had to sell his warrior abilities to the king of Ten'Rau, with the mission of finding back an ancient city which had disappeared centuries ago. When he and the other mercenaries arrived, they just found ruins, a sleeping princess (Siluna of Ten'Dara), the sword Anatyr, and a powerful demon named Raznar. Lysander had then to defeat Raznar (with the help of Anatyr), and he managed to,

but lost his left hand in the process. On the way back to Ten'Rau, Lysander and his companions (a good necromancer, a female warrior, princess Siluna, and the captain who gave them the mission - the others were dead), ran into a minor fire demon who happened to be the necro's old girlfriend (before he knew she was a demon, that is). She tried to kidnap him, but she got the warrior instead, and so the company had to look for their friend and free her, with the help of another paladin of Tyr who had been sent to help them. Following the captain's advice, they had to look for the help of Elminster (in order to find the demon's lair), but were attacked by followers of Loki, which cost the captain's life. At last, they managed to find the demon, banish her, and free their friend. But rest is not their lot, as Elminster 'suggested' they should quickly meet the army of Ten'Rau and help them fight an unholy alliance of evil mages & dragons.

Maelin Lothlann

Paladin of Corellon 8th Elf Male
Banisher of Drow

STR 18 (Mus 18/73/Sta 18), DEX 12 (Aim 12/Bal 12), CON 16 (Hea 14/Fit18), INT 15 (Rea 14/Kno 16), WIS 15 (Inn 15/Wil 15), CHA 17 (Lea 17/App17), COM 18,PER

AC -1, hp 73, MV 12, MR 15 AL L / G, Age 574, Height 5'8", Weight 190 lbs

Skin white, Hair black with feathers decoration, Beard - Eyes green, Vision infra 15', Wealth 1200 gp

Maelin is the last of the Lothlann Family which lived in Silverymoon. There was a curse on them : they can only have one descendant for each generation. Maelin is proud and extremely generous. He loves to write poems about his quest and he uses to make speeches before leaving cities he fights against drow and also against every society that fights with elf drow as Corellon order it.

Weapons

He uses Amandil (+3 longsword), master of long sword, sword and shield.

Non-Weapons Proficiencies

Poetry, diplomacy, law, war knowledge, religion, healing.

Spell casting

PRIEST, sphere: all (2nd)

Special abilities

Turn undead, circle of power, protection from evil, lay on hands.

Possessions

Book of Corellon, books about elf, holy water.

Magical Items

Amandil (+3 longsword), Holy Shield (+2 to pary), - the top left corner was broken by a demon, Lothlann gauntlet (x2 dmg of an attack 3x day), (and glyph of protection 1x day), amulet of magic resistance 15 %.

Notes and History

His quest ended when he provoked an explosion that almost destroyed all of Undermountain.

Maura Smallwood

Paladin 18th Human female
Honored Defender of Sembia

STR 18/00 , DEX 15 , CON 18 , INT 14 , WIS 16 , CHA 17 , COM , PER

AC -1, hp 127, MV 12, MR AL LG, Age 30, Height 6' 9", Weight 145 lbs

Skin White, Hair Red, Beard Eyes Brown, Vision Normal, Wealth 20000 gp

Weapons

Broad group blades, tight group lances, long bow, battle axe, awl pike, horseman's pick, horseman's flail

Non-Weapons Proficiencies

T-Rex Riding (19), bureaucracy (14), law (16), etiquette (17), blacksmithing (18), weaponsmithing (11), armorer (12), knows languages of common (c, l), and aelvar (c).

Spell casting

Minor Spheres: Combat, Divination, Healing, Protection. Effective casting level: 9

Special abilities

Turn undead, detect evil intent, immunity to disease, cure diseases: 4/week, lay on hands: 36 points, aura of protection, bonded mount (10 years per).

Possessions

Full Plate armor, Medium Shield, Bonded Mount: Tyrannosaurus Rex (9 years), Heavy Horse Lance, Two-Handed Sword, Dagger, Long Bow, Horseman's Pick, Battle Axe, 5 quivers w/12 arrows each.

Notes and History

Born in the city of Iljak about 1330 DR. At age of 15, joined the church of Helm, and rose quickly, by overcoming many creatures, including 7 great wyrm red dragons. Just after becoming the highest ranking paladin in Helm's clergy, she was sent to take care of her eighth, and was turned to stone by it.

Oron called the Moron

Paladin 5th Human male
Last of the Order of the White Shield

STR 12 , DEX 10 (Aim 16/Bal), CON 11 , INT 12 , WIS 13 , CHA 17, COM , PER

AC 0, hp 40, MV 12, MR 0 AL Lawful Good, Age 18, Height 6', Weight 183 lbs

Skin dark caucasian, Hair brown, Beard none Eyes brown, Vision normal, Wealth 700 gp

Oron is fine looking man who is rather attractive but not particularly muscular. He is the last remaining paladin of the followers of Antiquane, god of order, known as the Order of the White Shield. He lives on the ice planet named after his god on the continent of Kremlor in the large city of Ohmsford. He hopes to build a cathedral to his god to reawaken interest in the Order.

Weapons

Two-handed sword (sp), long bow (p).

Non-Weapons Proficiencies

Weaponsmithing, armorer.

Special abilities

Detect evil, turn the undead, +2 saving throws, immune to disease, cure disease, healing hands, aura of protection from evil.

Possessions

White shield, plate mail, two handed sword+2, rope, torches, rations, backpack, smith hammer, Ioun Stone +1 def., coal of warmth, padded warm clothing, Holy Canton and History of the Lost Order of the White Shield, lodestone bauble, homing pigeon, large tent, winter blanket, 4 good locks.

Magical Items

Lodestone bauble-always points magnetic north ioun stone- +1 defense and saving throws coal of warmth-protects from cold Lost Order of the White Shield Canton-enlightens paladins, gives experience to clerics.

Paks Dorthannsdotter

Paladin [Myrmidon](2), Formerly Fighter [Myrmidon] 4th Human Female
Paladin of Tyr, Demonbane, Rememberer of Legends.

STR 18/91 , DEX 17 , CON 18 , INT 15 , WIS 16 , CHA 17(18) , COM , PER

AC -3/-2, hp 50, MV 12, MR 00

AL LG, Age 21, Height 6', Weight 160 lbs

Skin White, Hair Blonde, Beard None Eyes Blue, Vision Normal, Wealth 120 gp

Paks is tall former mercenary who looks like a warrior.

Weapons

(Fighter)

Longsword+1 2 slots

Shortsword 2 slots

Mace 1 slot

Dagger 2 slots

Heavy Horse Lance 1 slot

(Paladin)

Longsword+1 1 slot

Bastard sword 2 slots

Two-Handed sword 1 slot

Two-Hander style 1 slot

Non-Weapons Proficiencies

Fire-Building, Ancient History, Blind-Fighting, Musical Instrument (Harp), Riding (land-based).

Special abilities

Has accumulated a vast library on legends and has a 20% chance of having heard of any given legend.

Possessions

Clothes (7 days change), Shortsword, Bastard sword, Two handed sword, Four Daggers, Mace, Heavy Horse Lance, Suit of Plate Mail Armor .

Notes and History

Paksenarrior Dorthansdotter was a daughter of a sheep farmer. On her 18th birthday she was told that she would marry a local pig farmer she ran away to join a mercenary company. After her initial training she stayed on for two years and then went out on her own. After she arrived in Waterdeep she was sent out to retrieve a town treasure and was rewarded with enough money to buy a fine suit of plate mail armor. Then after meeting up with a overly boisterous battlerager known as Zumat the 17th, she defeated a minor demon and earned the name demon-bane. Then she approached the temple of Tyr and petitioned to become one of his Paladins. Since then she has upheld justice for all.

Priam Agrivar

Paladin 15th Human male

STR 17 , DEX 10 , CON 17 , INT 12 , WIS 18 , CHA 17 , COM , PER

AC 4, hp 105, MV 6, MR

AL LG, Age 30, Height 6'12", Weight ?? lbs

Skin tan, Hair ash blonde, Beard no (always shaved) Eyes blue, Vision normal, Wealth 4000 gp

Priam Agrivar is the only son of Ostus Agrivar, a renowned and respected magic-user of the North. He established his own reputation as a paladin since young, as a holy fighter of Tyr. Tightly reined, taciturn and solemn, Agrivar nevertheless displayed a gentle good humor among friends and allies which endeared him

to fellow adventurers and followers. Now he is one of the nobles of Waterdeep, secretly in league with the Lords of Waterdeep.

Weapons

Bastard sword(sp), daggers(p), longsword (p).

Non-Weapons Proficiencies

Blind-fighting, Elven, Orcish, reading/writing, religion, riding, heraldry, herbalism, riding (airborne), direction sense, swimming, endurance, animal training, running, Dwarven, meditative focus.

Spell casting

Can cast priest spells.

Special abilities

Detect evil at 60' range, make saving throws at +3 to die, immunity to all non-magical diseases, lay on hands to cure up to 16 points per day, cure up to 4 diseases per week, continuous protection from evil spell, turn undead, may summon a special warhorse of extraordinary ability.

Possessions

Chain mail, shield, riding boots, regular belt pouch, waterskin, dried rations, 2 daggers (each in each boot).

Magical Items

Holy avenger, bastard sword+2, ring of invisibility, 2 potions of extra healing, 3 potions of healing, holy symbol, vorpal dagger (sheathed in belt), potion of invulnerability, *various magical items he found during his adventures in his vault in mansion*.

Notes and History

In the Year of the Dragon, an unknown enemy breached the magical defenses of Ostus (his father) stronghold. The old wizard was slain and young Agrivar crippled in the attack. Agrivar's spirit was crushed due to the inability to wield a sword. He buried his father in the family crypt beneath the tower, dismissed the caretakers and set out to find his father's killer. During his journey, he found and rescued a group of adventurers and they traveled together. Later that year, Priam and his friends found the killer and defeated him.

Raesene Tuarlachiem

Paladin 3rd Anuirean (Human) male
Baron of Dhoesone

STR 18/01 , DEX 9 , CON 18 , INT 8 , WIS 15 , CHA 17 , COM , PER

AC 1, hp 52, MV 12, MR AL LG, Age 19, Height 6', Weight 181 lbs

Skin White, Hair Red, Beard none Eyes Ice Blue, Vision Normal, Wealth 100 gp

Weapons

Composite Short Bow, Heavy Horse Lance, Jousting Lance, Claymore (+1, Weapon of Choice), Dagger.

Non-Weapons Proficiencies

Jousting (17), Religion (15), Spellcraft (6), and Horse Riding (18), Speaks Khinasi and Anuirean

Spell casting

9th level casts as a 1st level priest.

Special abilities

Turn Undead, Detect Evil Intent, Immunity to disease, Cure diseases: 1/wk, Lay on Hands: 6 pts, Aura of Protection, Bonded Mount: Heavy War Horse. Bloodline: Minor Andurias 16

Bloodtrait (Major). Lawful Good Ethos, Magical Item Limit, Wealth Limit, Tithe: 10%.

Possessions

Composite Short Bow, Heavy Horse Lance, Jousting Lance, Claymore, Dagger, 12 flight arrows.

Magical Items

Holy Symbol of Haelyn, Splint Mail +3.

Notes and History

Born in Suiriene to a minor Anuirean family, he was given his name as sort of a joke of how rambunctious he was at a young age. At age 15, he joined the Dragonsea Temple of Haelyn. He became a paladin and has been a good student. At age 18, he began wandering and ended up in Sonnelind in Dhoesone, around Keltier of 551 MR, where he slew the usurper Xandar Starlock. Fhiele DHoesone, the true baroness, decided to give him the throne instead, she is still somewhere around the area.

Raken

Paladin (kit: Militarist) 6th Human female

STR 17 , DEX 10 , CON 14 , INT 13 , WIS 16 , CHA 17 , COM , PER 9

AC 1, hp 57, MV 11, MR 0 AL LG, Age 21, Height 1,75m, Weight 150 lbs

Skin White, Hair Blond, Beard Guess not Eyes Blue, Vision Normal, Wealth 10,000 gp

Weapons

Heavy horse lance (p), long sword (expert), horseman's flail (expert)

Non-Weapons Proficiencies

Riding, land, etiquette, ancient hist., religion, heraldry.

Spell casting

She can't cast before 9th level

Special abilities

She can turn undead as 4th level. When she rides her bonded mount, she attacks, as if she were two levels higher. She can lay hands 1/day (12 hp.). She has got a aura of protection (evil attacks with a penalty of -1)

Possessions

She has got: long sword, plate mail, holy symbol, her unicorn Smithra, backpack, lamp, oil, flint and steel, dry ration (1 week), heavy horse lance, horseman's flail.

Magical Items

Shield +2, her clan's founder's holy symbol (acts as Brooch of shielding, and grants a +1 bonus to AC).

Rebecca Aokori

Paladin [kit: Votary] 8th Human female

STR 14 , DEX 15 , CON 10 , INT 13 , WIS 13 , CHA 17 , COM , PER

AC 2, hp 47, MV 12, MR AL LG, Age 21, Height 5' 11", Weight 137 lbs

Skin White, Hair Red, Beard on a woman? (Ugh!) Eyes Blue, Vision Normal, Wealth 140 gp

Weapons

Tight Group Lances, Two-Handed Sword, Katana, Battle Axe, Dagger.

Non-Weapons Proficiencies

Etiquette (17), Religion: Torm (13), Religion: Cyric (13), Spellcraft (11), Bear Riding (18). Speak & read Common.

Spell casting

Casts as a 2nd level priest Minor Spheres: Protection, Healing, Combat, Divination.

Special abilities

Turn Undead, Detect Evil Intent, Immunity to disease, Cure diseases: 2/week, Lay on Hands: 16 pts, Aura of Protection, Bonded Mount: Bear, Hated Faith: Cyric. Lawful Good Ethos, Magical Item Limit, Wealth Limit, Tithe: 50%, Celibacy, No strongholds or hirelings, Reaction penalty.

Possessions

Medium Shield, Banded Mail, Heavy Horse Lance, Two-Handed Sword, Katana, Battle Axe, Dagger.

Magical Items

Holy Symbol of Torm.

Notes and History

Born in the city of Kront, Rebecca grew up in a small town, unaffected by any of the outside world. That is until about age 15, when a group of Zhentilar decided to use the town as a playground. And destroy the evidence afterward. Violated and hovering near death, Rebecca recieved a vision from Torm. He healed her wounds, and gave her the powers of paladinhood. She has since concentrated on tracking down all of those that had participated, then she plans to go after Cyric's worshippers with no remorse.

Rynad of Bloodstone

Paladin 4th

Human Male

STR 18/87 , DEX 13 , CON 16 , INT 13 , WIS 14 , CHA 17 , COM , PER 15

AC 2, hp 37, MV 12, MR AL Lawful Good, Age 20, Height 5'8", Weight 190 lbs

Skin Tanned, Hair Black, Beard Eyes Brown, Vision Normal, Wealth 20gp

Rynad is stocky in the shoulders, with mid length black hair usually worn freely. He is more at home in the wilderness adventuring than attending formal affairs.

Weapons

Long Sword (sp), Heavy Lance, War Hammer.

Non-Weapons Proficiencies

Read/Write Damara, Speak Central Common, Heraldry, Hunting, Healing, Land Based Riding, Combat Maneuvers: Fast Draw, All around sight, Fall, Iron Skin, Pummel, Mental Resistance, Resist Unconsciousness.

Special abilities

Turn Undead (as 2nd Level Priest), +2 to All Saving Throws, Immune to Non-magical diseases, Lay on Hands (8 hit points), Cure Disease (1 per week), Aura of Protection (-1 to Hit for Evil/Summoned Creatures within 10' radius), Detect precense of Evil within 60'.

Possessions

Backpack, 50' Silk rope (10' section and 40' section), Small Tent, 3 waterskins, Holy Symbol of Tyr, Bullseye Lantern, Oil(1 flask) , Ink (3 vials), Parchment, 6 Map cases, 2 weeks of Rations, 1 loaf of Elven Bread, Travel clothes(breeches, Tunic, Cloak), Formal Court Wear, chalk, Ancient Brass Bound Diary.

Magical Items

Magical Long Sword (unknown - very effective against Lizard men), Orb (floats and glows dimmly) - party mage identified the properties of Abjuration and Necromantic) the orb cured poison from him shortly after it attached itself to Rynad.

Notes and History

Rynad was orphaned during one of the humanoid raids in the Bloodstone Valley. He was taken in by the Priests of Tyr and trained in the worship of Tyr. He toiled to become a Paladin in Tyr's service and has ventured forth to doing Tyr's bidding. Loyalty to friends to a fault, he will go to the point of endangering himself to save them from their own folly.

Seiron Paal

Paladin of Helm (kit:Equerry) 7th Human male
Justicar of Helm, member of Company of the singing sword

STR 18/61 , DEX 17 , CON 17 , INT 16 , WIS 16 , CHA 17 , COM 18, PER

AC -4, hp 90 (98), MV 12, MR 0

AL LG, Age 23, Height 6'4, Weight 179 lbs

Skin Tanned, Hair Black, Beard

Eyes Blue, Vision Normal, Wealth As expected of a Paladin

Young and handsome with a big heart. tries to be polite and nice towards most people, but after all he is a paladin.

Weapons

Longsword+2 nr/attack 2/1 to hit adj +5 dam adj +7 Mace nr/attack 3/2 to hit adj +2 dam adj +5 Lance nr/attack 3/2 to hit adj +2 dam adj +5

Non-Weapons Proficiencies

Riding, Jousting, Oratory, Reading/Writing, Religion, Ancient History, Heraldry, Etiquette, Swimming, Healing, Direction sense, Blind fighting, Necrology.

Special abilities

As a paladin of his experience. He also has a bonded mount 6+6hd with endure cold

Possessions

Standard paladin equipment

Magical Items

Tithing bag Ring of Spellstoring,(2 Cure Critical,1 Flamestrike,1 Bladebarrier) Shield +1 Plate +2 Ring of protection +1, Longsword +2.

Notes and History

Member of the Companions of the Singing Blade. Lately he has been sent on a quest in search for his Holy sword. At the moment Seiron and his companions is on their way to Calimshan to find information about the whereabouts of the sword. Currently they just went through the Cloudy Peaks, on the northern border to Amn. There they were ambushed by Drows and the person who he was guarding was exposed for what he really was; a Balor. After a rather vicious battle where Seiron lost his left arm at the shoulder, Seiron gave the Balor the final blow while crying out for Helm.(More to come after we have played again). Recently Seiron and his companions has helped Rashaman against the evil Theyan army. After successfully destroying the plans for a lich to take control of a demonlord (including killing it) and thereby assisting The Symbol, he and his companions move on to Cormyr in search for clues to the whereabouts of his Holy sword, armor and shield.

Siegfried Schtauffen II

Paladin 3rd Human male
Defender of the Northern Marches; Baron of Silesia

STR 18/92 , DEX 14 , CON 15 , INT 14 , WIS 13 , CHA 18 , COM , PER

AC 0, hp 28, MV 12, MR AL LG, Age 24, Height 6' 10", Weight 163 lbs

Skin White, Hair Blond, Beard none Eyes Green, Vision Normal, Wealth 50000000 gp

Weapons

Tight Group Lances, Zweihander, Dagger, Battle Axe, Warhammer.

Non-Weapons Proficiencies

Riding, Giant Eagle (11), Bottled Shipbuilding (12), Etiquette (18), Jousting (16). Speaks Common and High Draconic. Can Read/Write Common.

Spell casting

9th level will be able to cast as a 1st level priest. Spheres: Protection, Healing, Combat, and Divination.

Special abilities

Turn Undead, Detect evil intent, Immunity to disease, Cure diseases: 1/week, Lay on Hands: 6 pts, Aura of Protection, Bonded Mount: Giant Eagle. Lawful Good Ethos, Magical Item Limit, Wealth Limit, Tithe: 10%.

Possessions

Full plate mail, Medium Shield, Heavy Horse Lance, Jousting Lance, Two-Handed Sword, Dagger, Battle Axe, Warhammer, Holy Symbol of Paladine.

Notes and History

Born in the city of Bolanthus in the Barony of Silesia. At about age 14, was kicked out of the country by his father Baron Siegfried Schtauffen I, who didn't like his son's righteous ways (In no small part, because he had tried himself, and failed). 10 years later, the Third War of the Gods occurred, and Siegfried joined a small party which helped him reclaim his throne, which was soon overrun by the forces of München. About 2 years later, he returned in triumph, and with a wife, Sophitia Alexandra II of Olgte. The war was still going on.

Sir Adon Gallahad

Paladin 8th Human male
Knighted

STR 16, DEX 15, CON 18, INT 15, WIS 15, CHA 15, COM , PER

AC -5, hp 80, MV , MR AL Lawful Good, Age 29, Height 05'09", Weight 160 lbs

Skin Fair, Hair Red, Beard - Eyes Blue, Vision Normal, Wealth 101,486 gp

Weapons

Bastard sword (sp), footman's flail (+3) (sp), javelins of Lightning (sp), javelins of piercing (sp),.

Non-Weapons Proficiencies

Blindfighting, Endurance, Mountaineering, Running, Farmer, Forester.

Spell casting

Can cast ALL 3rd level Priest

Special abilities

As paladin

Possessions

Standard adventurer kit

Magical Items

Greater vestments :true seeing - 3/day, dimension door - 3/day,feather fall, protection from normal missiles,+3 ac, +4 all saves. HOLY AVENGER : magic resistance - 50%, dispel magic @ paladin level - 5' radius+10 dmg to chaotic evil. Helm of brilliance : (x10 Prismatic Spray), (x20 Wall of Fire), (x30 Fireball), (x40 Light). Cube of force, wand of paralization (80 charges), rod of rulership (40 charges), quiver of elhonna, ring of fire resistance, ring of wishes (1 charge), greater vestments, armor of blading (+5), 100' elven rope & grappling hook.

Sir Deguire Destoun

Paladin 7th Human male

STR 17 , DEX 16 , CON 18 , INT 14 , WIS 15 , CHA 18 , COM , PER

AC 0, hp 72, MV 12, MR AL LG, Age 39, Height 6'3", Weight 198 lbs

Skin tan, Hair red and braided, Beard long red moustache Eyes green, Vision normal, Wealth 3000 gp

Weapons

Longsword (sp), flail (P), crossbow (P).

Non-Weapons Proficiencies

Direction sense, riding-landbased, swimming, weather sense, healing, religion, musical instrument, astrology, reading/writing, blind-fighting, endurance, survival, tracking.

Spell casting

As that of a paladin.

Special abilities

Same as paladin

Possessions

Backpack, standard equipment, warhorse named Tardon

Magical Items

Longsword+2, 3 daggers +2, light crossbow of speed, flail +1, tower shield+1, chainmail armor of Comfort (armor+5), 6 healing potions, scrolls of heal, Cloak of Lathander (Ency. Magica pg 304).

Notes and History

A devout follower of Lathander, born in Cormyr, raised in Featherdale. He travels a lot.

Sir Edmond Whiteheart

Knight of Solamnia (Rose) / Cleric 14th / 20th Human Male

High Justice, Imperial Grand Master(Kara Tur) Champion Martial Artist, High Priest of Kiri Jolith,Imperial Man at Arms (Kara Tur)

STR 19, DEX 20, CON 18(20), INT 14, WIS 23, CHA 18, COM 17, PER 18

AC -20, hp 215, MV 18, MR AL L/G, Age 56, Height 6'4", Weight 270 lbs

Skin Tan, Hair Brown, Beard Long Moustach Eyes Pale Blue/Gray, Vision Infra (90'), Wealth 40,356,000 gp 79

A proud man who holds his friends and family above all others. He feels wealth is a thing to be shared, so that the poor do not go hungry. A family man who loves big occasions.

Weapons

Kan Fu (MA) +10Hit +10Dmg (Sp), Bastard Sword +7Hit +14Dmg (Sp), Sword, Axe, sp Heavy Lance +1Hit +2Dmg, Warhammer, Dagger, Staff, sp Bo Stick +2Hit +4 Dmg.

Non-Weapons Proficiencies

Heraldry, herbalism, etiquette, read/write solamnic, common, consume alcohol, flute, dancing, dodge blow, armourer, disarm, weaponsmithing, tumbling, identify forgery, juggling, horse riding, spellcraft.

Spell casting

All spheres of Kiri Jolith, plus protection & elemental.

Special abilities

Only Damaged by a +1 or better magical weapon.

Possessions

Standard equipment, two platinum holy symbols (paladine, Kiri Jolith), signet ring with crest, cumber band with chinese imperial writings & emporers signature, a bottle of chinese rice wine, a bottle of blood wine from Ravenloft (gift from Count Straad), 3 bottles of fine elven wine from qualinost, silver flask of fine dwarven spirits.

Magical Items

Armour of command +5, cude of force, bracers of the brachalar, cloak of aracid, Helm of clearthought, Medium shield +4, hewards handy haversack, 2 bags of holding, Bastard sword blue steel +5 (sheath +2 protection), Reglars Glove, decanter of endless water, boots of water walking, Ring of protection +4, ring of human influence, ring of fire protection, girdle of dwarven kind, dwarven thrower +3, warhammer +2, battle axe of speed +3, diamond of spell storing, pearl of wisdom, Bocobs blessed book of poems, tome of infinite stories, Two ego weapon (power unkown).

Notes and History

Born to a nobal family, edmondwished to follow in his fathers footsteps as a knight of the sword, until his parents were killed in a goblin uprising. Forced to flee for his life he stumbled upon a barbarian camp where a middle aged barbarian with a son of approx the same age as edmond took him in. Here he learned to fight, the boys became like brothers a adventured many times until they found a young girl being attacked by a wolf. On returning her to her family in palanthas emdond saw the knights and felt the call he had felt as a child, Asking his brother to stay with him, he tried to become a knight. He was successful and after many battles and adventures he bistowed an honourary knight hood on this brother, many adventures followed.

Sir Greffen

Pladin 6th

Human, Male

STR 18(89) (Mus 18/Sta 18), DEX 13 (Aim 13/Bal 13), CON 17 (Hea /Fit), INT 11 (Rea 11/Kno 11), WIS 16 (Inn 16/Wil 16), CHA 17 (Lea 15/App 19), COM 18, PER n/a

AC -4, hp 74, MV 12, MR n/a

AL LG, Age 20, Height 6', Weight 181 lbs

Skin Humanskin, Hair Shuolderlong blod, Beard NO!!! Eyes Blue, Vision Normal, Wealth 6000 gp

Weapons

Longsword: 3/2, Shield: 1/1, Lance: 1/1, Horceman's Mace: 1/1.

Non-Weapons Proficiencies

Reading/Writing: Int: +1, 12, Religion: Wiz: +0, 16, Heraldry: Int: +0, 12, Riding, Land-Base: Wiz: +3, 19, Ancient History: Int: -1, 10, Etiquette: Cha: +0, 17, Jousting: Dex: +2, 15, Ancient Languages: Int: +0, 11.

Possessions

Adventurers Kit

Magical Items

Flame Tongue, Lance +2, Platemail +1, Shield of Shattering +5.

Sir Gralim Aumsparin

Paladin 6th Human Male

Holder of town of Unthersham, Knighted by King Ramselous

STR 18/56 , DEX 13 , CON 16 , INT 15 , WIS 15 , CHA 17 , COM , PER

AC 0, hp 61, MV 12, MR 0%

AL LG, Age 23, Height 6'2", Weight 218 lbs

Skin White, Hair Brown, Beard -

Eyes Blue, Vision Normal, Wealth 56,782 gp

Sir Gralim is a tall man around 6'2" and a little over 200 pounds.

He spent his life with his father and brothers in a little outpost called Aumsparin. His father was a noble paladin who sent Gralim on a quest to prove his paladin hood. He is a kind man who helps people in need and plots in his mind against the corrupt King Ramselous.

Weapons

Longsword (+2/+2 vs. Trolls), sp.3 (the speed is about the only reason he carries this weapon), Armor: Platemail+1 (Won in jousting tournament), Shield+1(got from father).

Non-Weapons Proficiencies

Healing, herbalism, read/write common, tracking, land based riding Horse.

Special abilities

Turn undead as cleric 2 levels lower. aura of prot. evil 10' radius, lay on hands 1/day (12hp), cure disease 6/week, immune to all forms of disease

Possessions

Backpack, flint+steel, noble clothing, heavy war horse named chevalier.

Magical Items

His Armor and his Longsword

Notes and History

His history was basically noted under description.

Sir Jaleco Giller

Paladin 10th Human male

STR 18/92 , DEX 11 , CON 16 , INT 11 , WIS 13 , CHA 18 , COM , PER

AC -1 / -2, hp 79, MV 12, MR 0

AL LG, Age 36, Height 5' 9", Weight lbs

Skin , Hair Brown, Beard -

Eyes Green, Vision Normal, Wealth 10 000 gp

He's a Wyrm Slayer (White Dragon). He is a caring person and will never send his companions into danger. But he's got a problem: He's a Wereboar ! So most of the time he's isolated in his home.

Weapons

Longsword, Bardiche, To-Handed Sword , Lance .

Non-Weapons Proficiencies

Healing, reading and writing, etiquette, riding (land), swimming, mountaineering, animal lore, diagnostics, law, oratory, gaming

Spell casting

Same as a paladin

Special abilities

Immune to White Dragons Breath. Immune to White Dragons Spells.

Possessions

Standard adventurer's kit

Magical Items

Tyr's Edge (Hallowed Redeemer) +5, Dragonslayer (White Dragon) +2, Grazimon (Sun Blade) +4 Int: 15.

Notes and History

Jaleco has been travelling around with his friends, but their place of birth is WATERDEEP. The biggest victory Jaleco had was when he killed the Great Wyrms, Frozendeath, in three strikes !

Sir Loran Shieldstar

Knight of the Rose 9th Human male
Prince of Solanthus

STR 18/59, DEX 16, CON 17, INT 11, WIS 15, CHA 13, COM 15, PER 15

AC -5, hp 88, MV 12, MR 0 AL LG, Age 25, Height 5'10", Weight 75kg lbs

Skin Fair, Hair Brown, Beard - Eyes Brown, Vision Normal, Wealth 1125 gp

Weapons

Proficiencies: Bastard sword, Medium Lance, Shield, Weapon and Shield (sp), Bastard sword (sp)

Non-Weapons Proficiencies

Heraldry Law (Solamnic knights) Healing Riding Etiquette

Spell casting

None yet (pre war of the lance)

Possessions

Medium War Horse Saddle, tack and barding Flint and steel Hand axe (for chopping wood) Oil for polishing armor Bucket Silver plated knife and fork Beltknife Medium Lance Padded barding Great helm Chainmail coif Riding boots Belt pouch (large)

Magical Items

Bastard sword 'Solan' (+2/+3 vs evil) Detects evil 3/day Other abilities as yet unknown Fieldplate , rustproof (+0), Shield +1/+2 when mounted Cloak of Solanthus (of prot. +2, +1 reaction rolls, gets dirty) Steel vial (unknown family heirloom)

Notes and History

Sir Loran is the third son of the royal family of Solanthus. Like all the third sons of that family, he joined the knights. Due to his families connections, he rose (no pun intended) through the ranks of the knighthood quickly. He is currently traveling with a group of people who claim to be from offworld. He has also faced (and hit) a dragon, and is anxious to return to the knights and give them his story.

Sir Thomas Rage

Paladin of the great Dragon 12th Human Male
Knight of the Dragon, Eternal Champion

STR 21 , DEX 19 , CON 16 , INT 14 , WIS 15 , CHA 17 , COM , PER

AC -3, hp 120, MV 12, MR

AL LG, Age 41, Height 6'1", Weight 213 lbs

Skin Fair, Hair Blonde, Beard Blonde Eyes Blue, Vision Normal, Wealth 120 gp

Tall fairskinned warrior with a likeable demeanor. His eyes spoke of much past that his lips never would reveal. His expression was always kindly as was his soul.

Weapons

Longsword (high mastery)

Non-Weapons Proficiencies

Religion, survival (woodland), Survival (Plains), Riding horse, Bowyer/Fletcher, Armorer, Blindfighting, direction Sense, Heraldry, Etiquette.

Spell casting

Animal, , Creation, Necromantic, Plant, Summoning.

Special abilities

Immune to disease, Heal 22 hp 3x day, Cure disease 1x week, Protect from evil 3x day, Turn undead as 10th level priest, Warhorse call, 95% immunity to paralyzation.

Possessions

PLate mail, Helm, Backpack, Holy Symbol, Scabbard, Longbow, 38 Sheaf Arrows.

Magical Items

Rod of Ressurrection, Wand of Lightning, Silver rod, Magical armor of Great Dragon- weightless 1/2 damage from norm weapons fire resistant, dragon breath (except for dragons of good), longsword + 4 defender.

Notes and History

Sir Thomas was one of the original Knights of the Dragon. While exploring the Temple of Elemental Evil he was transported to Ravenloft where he deemed himself in an amoral hell. Fearing his God had abandoned him he wandered for many years until a nasty confrontation with Strahd Von Zarovich leaving him deeply wounded and carrying a cursed blade (named Demonsbane) and Strahd helpless temporarily. He traveled away only realizing to late the swords evil intentions as it twisted him almost to the point of being a full fledged vampire. Elves attacked him and staked his body to a tree where he was later found by a group of characters and released to escape with them back to his old world of aierth. He adventured with them eventually freeing himself from the sword and to pursue his old life. He Died fighting Grazzt but it is rumored that his spirit was seen in Vahalla by Octavian another character in the campaign (and on this page)... (Favorite Phrase..."Shouldn't we think about this first. Youth is wasted on the young")

Sonya Falconperch "Shaba"

Paladin [kit: Ex-Patriate] 11th Human Female
Paladin of Torm

STR 19/94, DEX 17, CON 18, INT 12, WIS 17, CHA 17, COM , PER

AC -6, hp 98, MV 12, MR Nil

AL LG, Age 30, Height 5'8", Weight 120 lbs

Skin Light, Hair Reddish Brown, Beard Eyes Blue, Vision Normal, Wealth Given to charity

Medium sized woman, wearing bluish armor. Carries a large sword, keeps mostly to herself.

Weapons

Weapon Proficiencies: Long Sword, Knife, Lance.

Non-Weapons Proficiencies

Light Sleeping, Endurance, Blind Fighting, Riding (Land based).

Spell casting

As per a Paladin of Her Level

Special abilities

As per a paladin of her level

Possessions

Heavy War Horse--Named Tolin, Backpack, Tinder Box, Rope, Survival Kit, sleeping Bag.

Magical Items

Blue Dragon Full Platemail Armor +2--This armor gives her a save for ½ or 1/4 dmg against any type of electrical based attack. Blue Dragon Hide Medium Shield +2--This confers the same benefits as the armor. Holy Sword +3 (Purifier)--This sword allows Shaba to turn undead as if she were a cleric of her level. It also allows here to have 50% magic resistance against spells from evil creatures that are directed at her. Bracers of Blinding Strike--These allow her to attack for 4 rounds at double the amount attacks. Ring of Fire Resistance--gives her bonuses against fire based attacks.

Notes and History

Sonya is a paladin of Torm. She was the protector of a small town outside of Thay. The Red Wizards attacked and destroyed the town and killed most of the people. She put herself into exile and asked for forgiveness from Torm. Torm forgave her, but she feels that she needs to do more to make amends. She started to make attacks against any raiding band of Thayens that came anywhere close to her area or some of the small towns that she quested herself to protect. She eventually met up with a band of adventurers called Might and Magic and they asked her to join. She prayed to Torm and saw a vision of Szass Tam impaled upon her sword. She decided then to join the adventurers to infiltrate Thay and stop the Evil. She has taken it upon herself to kill Szass Tam at all costs.

Sophitia Tormatas

Paladin [kit: Medician] 3rd

Human female

STR 12 , DEX 9 , CON 12 , INT 10 , WIS 16 , CHA 18, COM , PER

AC 3, hp 20, MV 12, MR

AL LG, Age 29, Height 6' 8", Weight 116 lbs

Skin White, Hair Brown, Beard none Eyes Blue, Vision Normal, Wealth 19.25 gp

Weapons

Falchion, Khopesh, Short Bow.

Non-Weapons Proficiencies

Diagnostics (19), Healing (14), Herbalism (8). Speaks and Reads Common.

Spell casting

9th level will be able to cast as a 1st level priest. Spheres: Protection, Healing, Combat, and Divination.

Special abilities

Turn Undead, Detect evil intent, Immunity to disease, Cure diseases: 1/week, Lay on Hands: 6 pts, Aura of Protection, Bonded Mount: Griffon, Proficiency Bonus, Lawful Good Ethos, Magical Item Limit, Wealth Limit, Tithe: 10%, must spend 1d4+1 weeks at a LG institution 1/year.

Possessions

Bronze Plate Mail, Medium Shield, Falchion, Khopesh, Composite Short Bow, 20 Flight Arrows, and Holy Symbol of Athena.

Notes and History

Born in the Duchy of Olgrte, she grew up during the Third Godswar, and saw the destruction it caused. She decided then to pursue a career helping people. Today, she has that chance.

Stephen Abisnes, Member of the Shining Force, an adventuring company

Paladin 20th Human Male
Champion of Volcanon, Hero of Mitula

STR 15 (Mus 14/Sta 14), DEX 16 (Aim 13/Bal 17), CON 16 (Hea 16/Fit 17), INT 15 (Rea 16/Kno 13), WIS 17 (Inn 17/Wil 16), CHA 18 (Lea 18/App 15), COM 15, PER

AC 2, hp 85, MV 12, MR 100 AL LG, Age 25, Height 6' 5", Weight 149 lbs

Skin Light, Hair Blonde, Beard- Eyes Blue, Vision Normal, Wealth 10,000 gp

Bowie looks much like Max, his fellow leader of the Shining Force. He has blonde hair and is fairly tall and muscular.

Weapons

Force Sword (Long Sword +5)

Non-Weapons Proficiencies

Hiding, Survival. All others unimportant.

Spell casting

Bowie casts priest spells of the spheres of Protection, Combaat, and Healing, all as if he were 6th level.

Special abilities

Bowie has the uncanny ability to teleport to the last friendly town he has visited.

Possessions

Standard adventurer's kit

Magical Items

Potions of healing (3), plate mail +2, bag of holding.

Notes and History

Bowie grew up in the small town of Granseal. A great disaster befell his town, and only he and a select few of his fellow townspeople were left alive, including his teacher, Astral, the King, his daughter, and a few guards. The damage was caused by Zeon, the partner of the evil Dark Dragon. He met up with Max, and the Shining force was started. He is a personal friend of Elis, princess of Granseal.

Taglash Cral

Anti-Paladin 4th Drow male
Minor Noble, House Duskryn

STR 16 , DEX 19 , CON 15 , INT 11 , WIS 16 , CHA 10 , COM , PER

AC -1, hp 27, MV 12, MR 56 AL CE, Age 92, Height 5' 11", Weight 87 lbs lbs

Skin Black, Hair White, Beard No Eyes Red, Vision Normal/Infra to 120', Wealth About 500 gp

Cruel, calculating. Doesn't care about the welfare of others unless it suits his goals. Would sooner betray a friend to death than do it himself. Always ready for a battle, always standing victorious.

Weapons

Mist Reaver, Long Sword (Sp), Blurs wielder, as per the spell. Displaces wielder if Blur is dispelled. Treat as Unholy Avenger +4. Phantasmal Killer 1/week, other powers. 2 Long Swords +1. Adamanite Blades, typical Drow Weapons. (Sp). Magic Dagger, treat as small Flame Tongue. (P). Hand Crossbow. No boonuses. (P). 2 Assassin's Daggers. 1 vial will last six hits. Normally filled with Drow Sleep Poison. (P, wrestling). Pair of War Claws. Coated with Drow Poison, worn at all times. (P) (1d6+1 damage).

Non-Weapons Proficiencies

Blind Fighting, two slots, Endurance, two slots, Tracking, two slots.

Spell casting

None as of yet. Gains Clerical Spell Abilities at 7th level.

Special abilities

Turn undead as a 1st level evil cleric. Theiving abilities at 1st level. Backstab as thief of first level. All three will increase with each level as a Cleric/Theif (if that is possible).

Possessions

Excellent Lockpick set, Complete toolkit, Large Shield, 2 assassin's daggers, 100' of silk rope, grappling hook. These at all times, sometimes more.

Magical Items

Unholy Avenger +4, (Mist Reaver). (see above) . 2 Long Swords +1, Adamanite, (see above) . Boots and Cloak of Elvenkind. 4 Fangs and 11 teeth of a Fire Drake. Elven Chain +1. 2 Magic Daggers +1.

Notes and History

A suspicious and mysterious person, always ready to do whatever is needed to get as much gold/glory/gear as possible with as little personal harm as possible. Suspects House Dusktrn's Matron Mother, Matron Bi'nith, of trying to eliminate him and his companions.

Talmon Al'Seric

Paladin of Tyr 9th Human Male
Knight of the Merciful Sword

STR 17 , DEX 15 , CON 16 , INT 14 , WIS 14 , CHA 18 , COM 15, PER

AC -3, hp 81, MV 12, MR 00 AL LG, Age 24, Height 06'01", Weight 195 lbs

Skin Caucasian, Hair Black, Beard None Eyes Green, Vision Normal, Wealth 119,087 gp

Talmon is a tall, very handsome man who seems to always be in deep thought.

Weapons

Heavy Lances, Longswords, Shortswords, Two-handed swords, Bastard Swords, Longbows, Slings. Talmon is proficient in all of the above Weapons.

Non-Weapons Proficiencies

Etiquette, Read/Write Common, Blind-Fighting, Land Riding (Horses), Heraldry, Carpentry, Religion, (Faerunian), Hunting, (Empty Slot).

Spell casting

Casts priest spells as 1st level priest: Spheres of Influence: Law, Combat, Divination, Healing, Protection.

Special abilities

Detect Evil (60') *Laying Upon Hands (2 HP per level / per day). +2 to All Saving Throws. Protection From Evil Aura, 10' Radius. Immune To All Non-Magical Diseases. Cure Disease. Turn Undead (as 7th priest).

Possessions

Large Backpack, Belt Pouch, Torches (2), Sheaf Arrows (17) (usually when hunting), Silver Holy, Symbol of Tyr, Greek Fire (1 vial), Assorted Food, Holy Water (1 vial), Wineskin, Large Pouches (2), Longbow, Quiver, Mallet and Stakes, Sling, Sling Bullets (20), Flint and Steel, Whetstone, Silver Mirror. Large Collection of Swords of Many Types (24), Male Black Heavy Warhorse: TRUEBRINGER : AC 5 (chain mail barding).

Magical Items

Longsword +3, Field Plate +1, Medium Shield +2, Boots of Levitation, Ring of Fire Resistance, Octagonal Amulet (allows wearer Infra, Ultra, true sight, and ESP; 3 times per day as a 12th level wizard).

Notes and History

Talmon was raised in the city of Berdusk, born to upperclass nobles. He was a serious boy who loved to do good deeds for his family and neighbours. He joined the church of Tyr and became a paladin at a very early age. He and a band of adventurers were instrumental in rediscovering and destroying a lost temple of Elemental Evil in Mistedale. He is now home in Berdusk, contemplating his future in the Knighthood of the Merciful Sword. He has become somewhat jaded as to adventuring with those who only care about riches and fame.

Tristan

Paladin 4th

Human Male

STR 18/78 , DEX 18 , CON 15 , INT 14 , WIS 14 , CHA 17 , COM , PER

AC -4, hp 54, MV 12, MR AL LG, Age 19, Height 5'11", Weight 185 lbs

Skin white, Hair none, Beard none Eyes green, Vision normal, Wealth 175 gp

Plate mail armor, brown breeches, brown boots, white cloak. Scar on neck from sword. Very noble, kind but fierce against evil.

Weapons

Longsword +4 dagger shortbow w/sheaf arrows (32).

Non-Weapons Proficiencies

Riding, Land-based, Blindfighting, Weaponsmith.

Special abilities

Turn Undead.

Magical Items

Scroll for griffon bonded mount.

Vincent Steele

Paladin 5th

Human male

Squire of SouthKrpt Garden, and defender of the innocent

STR 19 , DEX 15 , CON 16 , INT 10 , WIS 14 , CHA 18 , COM 14 , PER 12

AC 1, hp 52, MV 12, MR na AL LG, Age 32, Height 6'4", Weight 210 lbs

Skin light tan, Hair black, straight & long, Beard na Eyes Blue, Vision normal, Wealth 250,000 gp

Weapons

Long Sword +2 Red Dragon Slayer, (sp), Horeseman's Flail, Heavy Lance.

Non-Weapons Proficiencies

Heraldry, Religion, Blind Fighting, Healing, Read/Write {common}.

Special abilities

Immune to disease , Lay of Hands 2hp/level once per day, Cure Disease once per week, Call Warhorse, Detect Evil 6' radius, Protection versus Evil 10' radius, Turn Undead as a 3rd level Priest.

Possessions

Castle worth 245,750 gp, Suit of Plate Mail made from Red Dragon Scales, Suit of Scale Mail made from Blue Dragon Scales.

Magical Items

Golden Ring of Sustenance, Long Sword +2, Red Dragon Slayer. Can detect magic once per day.

Notes and History

Vincent started his career as an adventure at the age of 19. He banded together with four companions to adventure with. Their first adventure was to reclaim a castle that use to be owned by an uncle of Vincent's. Hobgoblins had taken over the castle, and slane the last of Vincent's family. During the bloody battle, Vincent's faithful war horse was killed, but the adventuring party reclaimed the castle. Later adventures pertained to Vincent's responsibilities to his land, such as stopping a young blue dragon from destorying a near by village, and stopping the remaining hobgoblins from laying seige to the castle. During these adventures, Vincent slowly fell in love with a female elven priest that was in his adventuring party. He asked her for permission to court her, and after a year, they decided to get married. Vincent decided to use the treasures that they had obtained from their adventures to build a new castle, one in which the marriage ceremony could take place. The castle was finished, and after it was furnished, the wedding took place. All was well for the first year, and after his bride gave birth to a female half elf daughter. Then trouble started. A red dragon moved into the area two monthes after the child's birth. The dragon claimed the area surrounding the new castle for miles in every direction. Vincent and his comrads suited up to deal with this beast. Within a week, they had found the dragon's lair. Being the fair and noble warrior that he was, Vincent decided to parlay with the dragon. The beast invited them in, and feigned to converse with them. As soon as the time was right, the dragon stomped on Vincent adn crushed his armor onto him. It then breathed it's deadly flames onto the rest of the party. Vincent could hear their screams, and force himslef to rip off the armor, and attack the dragon. With his glowing sword, the battle only lasted a few seconds. With the dragon dead, Vincent checked on his wife and friends. He had been too late. They were all dead. He had a suit of armor made for him and his death bride from the creature, and retired from the adventuring life so that he could raise his daughter and govern his lands.

RANGERS

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Adam Bryte

Ranger 10th Human male

STR 16 , DEX 18 , CON 16 , INT 12 , WIS 14 , CHA 16 , COM , PER

AC -1, hp 54, MV 9, MR nil

AL CG, Age 23, Height 5'10", Weight ?? lbs

Skin tan, Hair blond, Beard - Eyes green, Vision normal, Wealth 800 gp

Weapons

All ranged weapons (bow, crossbow) (sp), 2-handed sword (sp), longsword, shortsword

Non-Weapons Proficiencies

swimming, hunting, fishing, horseback riding, first aid, animal training, embroidery, weather sense, rope use, bowyer/fletcher, endurance, running, set snares, survival, tracking

Spell casting

As any ranger abilities

Possessions

General equipments for travel, composite long bow, light crossbow

Magical Items

2-handed sword+2, leather armor+2, Elven boots, Cloak of protection from missiles, 10 arrows+1, 5 arrows+3, 5 bolts+2, ring of regeneration, 2 potions of healing

Airagorn "Balu"

Ranger (Beastmaster) 7th True Werebear

Defender of the Forest

STR 16/19, DEX 18, CON 18, INT 15, WIS 18, CHA 14, COM , PER

AC 0/-2, hp 84, MV 12, MR 35

AL CG, Age 19, Height 6'6", Weight 260 lbs

Skin Tan/Brown, Hair Reddish Brown, Beard None Eyes Brown, Vision Infra 60', Wealth 400 gp

Very tall, strong, and deceptively young individual.

Weapons

Broad sword , knife, bow, hands (claws).

Non-Weapons Proficiencies

Endurance, tracking, leather working, riding (land based), languages spoken:Comman, Alignedmtn, Werebear, Elf,Treant, Voadykin, Psuedo-Dragon.

Spell casting

As per a ranger of his level

Special abilities

HS 73%, MS 80%, Resistance to sleep/charm 90% (From sword Careon-Uroth), summon 1d6 brown bears, heal for 10%-60% of hit points when changing form, magic resistance from Psuedo-Dragon Follower.

Possessions

Backpack, sewing kit, tinder box, breathing tube, rope, survival kit, sleeping bag.

Magical Items

Amulet of Shielding, cloak of the arachnid, broad sword +3 (caeron-uroth-gives elven abilities to wielder), bow+4 (heart seeker--on natural roll of 20, the arrow strikes the targets heart.), belt of the serpent, ring of protection +2, ring of protection from the elements, leather armor +2, quiver of Ehlonia.

Notes and History

Balu` started as a young boy with the ability to change into a bear because his parents were both werebears. He left the den early, because he had a nose for adventure. Unfortunately, he had a nose for trouble also. He found himself in a Green dragons area and as the supper for this same dragon. He fought with the dragon, with the help of his animal friends the best that he could, before some elven hunters saw the fight and helped him fight and kill the dragon. From the dragons treasure, he found the sword Caeron-Uroth and a small medalion. The elven folk taught him to be one with the forest and how to live amongst the wildlife. One day, after careful examination of his amulet, he deciphered a name on it. After saying the name out loud, he found himself transported to the Realm of Ravenloft where he met others that were there. These were Cermak, a svirfneblin; Solonar, a Voadykin; and Jarlaxel, an elf. Together they managed to escape from the vile place and ended up back on the world of Toril. From here, the small adventuring group met up with others and ended up becoming the Company of Hovergill. Presently, Balu` is trying to learn more about his new land and find more like him, while still being with his new family.

Alen Fleetwood

Ranger 12th

Human male

STR 18/01 , DEX 17 , CON 16 , INT 15 , WIS 14 , CHA 15 , COM , PER

AC -3, hp 80, MV 12, MR

AL CG, Age 26, Height 5'11", Weight 160 lbs

Skin Fair, Hair Blonde, Beard - Eyes Blue, Vision Normal, Wealth 646 gp

Wears normal green clothing over his Elven Chain Mail. Has a green cloak with hood (Cloak of Elvenkind) and soft leather boots (Boots of Elvenkind). Has two sword strapped to his back, along with a bow slung around his shoulders. Always wears a necklace made of crystal depicting a dragon claw. Tucked into his boots is a dagger.

Weapons

Has proficiencies in all bows (thanks to Bracers of Archery), dagger, long sword, short sword, spear, whip, bastard sword, and quarterstaff. He normally prefers to fire his bow, but when that's not possible he fights two handed with the long sword and the short sword.

Non-Weapons Proficiencies

Tracking (17), fire-building (13), hunting (13), reading/writing (16), riding, Air (Hippogriff, 12), Spellcraft (13), Swimming (18), Survival (underground, 15), Survival (forest, 15)

Spell casting

Can cast priest spells (2/2/1), all cast at the fifth level. Preferred spells: Entangle, Log of Everburning, Speak with Animal, Charm person or mammal, Tree.

Special abilities

Can change the attitude of trained and untamed animals. Gains a +3 to tracking proficiency. HS 82%, MS 99%, hates trolls, gains a plus +4 to attack roll, Fluent in Common, Drow, Troll, Dwarf.

Possessions

Common adventuring equipment and clothing for a ranger.

Magical Items

Dagger +3, Short Sword +4, Defender, Long Sword +4, Defender, Bow +3 (when the string is pulled a bolt of blue lightning appears, eliminating the need for arrows. It does 1d8/1d8 damage, but can hit creatures that

require a +5. If the bolt hits, they must save vs. spell or take 1d6 electrical damage). Boots of Elvenkind, Cloak of Elvenkind, Medallion of ESP-60' Range, Bracers of Archery, Wand of Frost (w/ 25 charges), Deck of Illusions (one card missing, the red dragon), Ring of Animal Friendship (w/ 27 charges), Crystal Claw Necklace (hasn't figured out magical properties, yet), Elven Chain Mail +5, Stashed away somewhere he has a Stone Horse.

Notes and History

Alen Fleetwood was born in the city of Marsember. His father was a soldier of fortune, who more than earned enough money to support his family. From him, Alen learned the majority of his fighting and persuasive skills. When he was 12, he ran away to the caves of Sunset Mountains. Carrying nothing but a dagger for protection he ventured through the forest south of Cormyr. Getting lost in the forest, he spent a good year trying to get out. While in the forest he stumbled across a pack of trolls, trying to remain silent he watched them for sometime. But as his weight shifted, he snapped a twig and the trolls attacked him. The fight didn't last long, but one of the trolls took his eye and he's had a hatred for them since. He later found out that a patrol of Drow Elves saved from being devoured by the trolls. He decided to remain in the forest until the age of 22. Travelling into the near by city of Suzail, his monthly expedition into the city to pick up some goods, he heard about a sword fight between a master swordsman and his female student. He decided to pay a visit, since it had been sometime since he had any good entertainment. While watching the sword fight, he overheard someone say the Drow Elf Lord's daughter had come up missing and he's blaming the people of the light world for taking her. Seeing his chance to repay the Drow for saving his life, he went and tracked her down. Bringing the princess back to the Drow was quite an unusual adventure for the human ranger. Venturing deep underground, where his wilderness life experience had no use, he returned the drow Princess. Being seen as a hero in the eyes of the Drow, he was greatly repayed with Elven Armor, Elven Boots, and an Elven Cloak (none of which were Drow make, for they knew they would be no use to him if they were) and was revered as a hero to the Drow people. He could now walk among the dark elves and not be harmed. He currently has a small keep (very small) on the edge of the Hermit's Woods in Cormyr.

Alia Arimae

Ranger [kit: Desert Rider(later abandoned)] 25th

Human female

STR 13 , DEX 16 , CON 14 , INT 10 , WIS 15 , CHA 13 , COM , PER

AC 5, hp , MV 12, MR 0

AL CG, Age 50 (deceased), Height 5'10", Weight lbs

Skin Dark, Hair Long, dark brown, Beard

Eyes brown, Vision Normal, Wealth gp

A friendly and motherly figure, however still very quick with her swords and has beaten many an opponent twice her size. Troubled by the actions of her children but wouldn't interfere.

Weapons

Longsword, Light horse lance, Jambiya, Katar, Shortsword

Non-Weapons Proficiencies

Riding, horse specialisation; Tracking; Animal handling; Animal training; Direction sense; Hunting [forest]; Languages, common (zakharran), common (faerunian), elf

Spell casting

Minor sphere: Animal, Plant, Time, Travellers

Special abilities

Hide in Shadows, Move Silently, Two handed weapon use

Notes and History

Member of a desert tribe in Zakhara, as a child fascinated by forests and the stories from the north, however, forbidden by her tribe to leave. During a skirmish with another tribe, most of her family were destroyed and

she fled North to Faerun. There she lived in the forests she dreamt of and began to learn how to live in and with the forest. She befriended a druid who introduced her to Faerunian gods and soon after she began worshipping Mielikki. While travelling, she met another ranger, Kahrran, and while adventuring, fell in love. They set up a home in Tethyr forest and befriended Gortex, a jungle dwarf, although not closely. Soon, Alia became pregnant and gave birth to Mayax. Two years later and Zarich was born. See Zarich for rest. As a mother she didn't want to interfere, but with her death, she maybe have triggered the reuniting of her different children.

Ameon

Ranger Elf Male
Ameon the Untouched

STR 19 , DEX 18 , CON 17 , INT 15 , WIS 14 , CHA 15 , COM N/A, PER N/A

AC -5, hp 65, MV 15, MR 95 AL N, Age ?, Height 6', Weight 130 lbs

Skin Fair, Hair Blonde, Beard None Eyes Blue, Vision Ultra , Wealth 9 gp

He is very large for an elf and is built very strong, He has shoulder length hair that is put up in a pony tail.

Weapons

Weapon's he uses are the long sword (GMST), long bow (sp), dagger.

Non-Weapons Proficiencies

Survival (forest areas), Tracking (15), riding land based, reading/writing, weaponsmith (13), armorer (15).

Special abilities

Has Ambedex. can fight with two weapons of same size no penalty, can talk with all forest animals through empathy. Has Keen Hearing

Possessions

Ameon has Tunic, breeches, vest, boots, cloak, and gloves all his clothing is of either forest green or a brown

Magical Items

Two Long Swords +3, Long Bow +2, Bracers of AC2, ring of protection +3. He has many other magic items stashed in long forgotten tombs.

Notes and History

Ameon was a very young elf when his village exiled him for being so tall. Ameon grew up in the forest making friends of some good traders for letting them stay at his hut (has only one entrance to it. When he let one evil trader stay there as he was sleeping the trader cut his tongue out so he could not tell any other people that he was there. After that tragedy he never again let traders stay there.

Ameon Zoharin

Ranger/Druid 1st, 1st Half-Elf Male

STR 16, DEX 18, CON 16 , INT 9, WIS 15, CHA 14, COM , PER

AC 4, hp 11, MV 12, MR 30 AL NG, Age 16, Height 5'8", Weight 142 lbs

Skin Golden Tan, Hair Blond, Beard Clean Shavin Eyes Green, Vision 60' Infra, Wealth 5 gp

Ameon is dressed in all green has a golden tan. With his good looks he can charm almost anyone. His shoulder length hair is tied up in a pony tail.

Weapons

Ameon uses two long swords (Fights two-handed style no penalties because of Ambidexterity, can use two weapons of equal size no penalties) and a bow (sp, has +3 to hit and +4).

Non-Weapons Proficiencies

Ameon has the Tracking Ability of the ranger, Healing (15), Herbalism (13), Animal Handling (14), Bower/Fletcher (15).

Spell casting

Spheres of Magic, Healing(major),Plant(major), Animal (major), Elemental (major)casts elemental spells one level higher than he is. Curenly casts spells other than elemental at level 1.

Special abilities

Has the Ranger ability to Move Silently, Hide in Shadows, he can at 3rd level pass without trace (Druid Ability). He is imune to all natural diseases, speak with animals, empathy with animals, climbing.

Possessions

Cloak, Boots, Gloves, Tunic,Brechess,Back Pack,Leather, Scabard. All of those in the brown & green color.

Notes and History

Born in the wilderness father was a Ranger Mother was a Druid.

Aranok Greenbow

Ranger 10th

Wild Elf Male

The Green Stalker, Spirit of Theloren, First Brother of Zaen, Sentinel of The Grove

STR 16 , DEX 18 , CON 16 , INT 12 , WIS 14 , CHA 16 , COM , PER

AC 2, hp 65, MV 14, MR 40 (if in the grove) AL Chaotic Good, Age Unknown, Height 6'2", Weight 70kg

Skin Gold, Hair Brown, Beard Eyes Emerald Green, Vision Infra (Elven), Wealth 500 gp

Weapons

Aranok is proficient with all sorts of swords, bows and daggers. He is also proficient with some Kara'Turian weapons. The exact choice is yours, but you should know that this character is copyrighted by Caglar Arts Inc. (my corp) So you can only use him as a NPC in your games.

Possessions

Waterskin, adventurer kit.

Magical Items

Aranok uses two types of weapons, one of them is a duo of longswords +3 named "Storm" and "Fury", he uses them simultaneously. Storm can cast a "lightning bolt" spell any time a day, but the wielder of the sword loses 20 hp with no saving throw. Fury can unleash a "Fireball" spell any time a day, but the wielder of the sword loses one point of dexterity,constitution and strength temporarily (may be healed by resting one full day). The other weapon is a Bow +4 named "Cloaked Stalker" (or just stalker) with 24 magical, +1 arrows. This bow has the special ability to be invisible if the correct sequence of magical words are muttered.

Notes and History

Aranok is a young elf who has sworn to assist the Nature Spirit Zaen (of the Theloren Forest) reform the Brotherhood of Theloren. Aranok is a serious yet creative individual, who finds peace with protecting the wildlife of the Theloren forest. Throughout his life, he has traveled huge distances in Faerun and met legendary individuals, including his former instructor Drizzt Do'Urden and his good friend, Merith Strongbow... Aranok is followed by an interesting denizen of the Theloren Forest. The creature's name is Peo, and is a Crystal Falcon (Fl B, Ac=0, Dmg:1d6/1d6/2d10 or 2d20, thac0 8.. ask me for details)

Ariel Blackthorne

Ranger 14th

STR 18/96 , DEX 17 , CON 17 , INT 16 , WIS 17 , CHA 16 , COM , PER

AC -3, hp 97, MV 12, MR AL NG, Age 24, Height 6' 11", Weight 139 lbs

Skin white, Hair red, Beard none Eyes blue, Vision Normal, Wealth 50000 gp

Weapons

Footman's Pick, Quaterstaff, Broad Group Blades, Tight Group Bows, Javelin.

Non-Weapons Proficiencies

Spellcraft (14), Religion (17), Gem Cutting (15), Tracking (17), Knows languages of Common (C, L), Aelvar (C), Espruar (L), Dethek (L), High Draconic (C). Has learned Strategy and Woodland Survival. Now knows language of Low Brecht (C)

Spell casting

Casts as a 7th level priest Minor Spheres: Animal, Plant, time, travelers

Special abilities

Hide in Shadows: 93%, Move Silently: 99%

Possessions

Studded Leather armor, Long Bow, Broad Sword, Dagger, Quaterstaff, Footman's Pick, Rogue Stone.

Magical Items

Ring of Protection +3, Cloak of Displacement, Red Dragon Slayer Short Sword, 200 Spellstones of Sphere of Ultimate Destruction.

Notes and History

Born in the city of Spandeliyon. At age 12, became one of the first Rangers of Mystra. About 50 years ago, was captured by the red dragon Kossuth's Rage and turned into a statue. She was recently released by the mage Jhannifer, who with her party slew the great dragon. After being freed by Jhannifer, Ariel accompanied the party back to Waterdeep. Along the way, they were ambushed by mysterious forces, and the group decided to track them down. They began by destroying one of the group's outposts on Faerûn, and cleaning out the other, with the help of three boys. They then went to Krynn, where they destroyed that outpost. They then ended up on Erth, where they destroyed another outpost, after two years of fierce fighting. They currently are on the fourth plane, but have no idea where to start looking for this group's outposts. Ariel has been sent out to find out where they are, and to make plans on how to destroy them. She has also begun to gather followers from this world.

Brinn Silkendove

Ranger/Mage 16th /16th
the Angel of Death

Gold elfen female

STR 10 , DEX 19 , CON 12 , INT 18 , WIS 10 , CHA 16 , COM 17, PER

AC -4, hp 82, MV 12, MR 0 AL NG, Age 172, Height 5'5", Weight 122 lbs

Skin Alabaster, Hair Long silky pale blonde, Beard - Eyes Sapphire blue, Vision Infra 60', Wealth lots

Brinn is a small, almost unimposing elf maiden. She wears a skirted tunic of forest green, her armor underneath, knee-high soft leather boots of the same color, and a sapphire blue cloak to match her eyes. She

is fun-loving and spirited, with a deadly wit. Note: If you have seen "Record of Lodoss Wars", you will recognize Brinn as somewhat similar to the elf Deedlit.

Weapons

Longsword (sp), short sword (sp), short bow (sp), quarterstaff, battle axe, dagger. She will almost always be found using archangel and her magic short sword paired together. She also has a magic bow that she will use before jumping into battle, and she has her magic.

Non-Weapons Proficiencies

Blind-fighting, spellcraft, hunting, tracking, endurance, running, swimming, read/write: common, elven.

Spell casting

Effective Casting Level: 16 Spell points: 113

Possessions

She is a princess of a wealthy royal elven family. What she cannot buy, she can have brought to her by various contacts throughout Faerun. She has been known to order Elverquisst from Waterdeep, and numerous Remorhaz body parts from the Icewind Dale area.

Magical Items

Archangel, longsword +5, Fortress, short sword +4, Defender, Elfin Chain Mail +4, Cloak of the Arachnidia, Circlet of Darsham - Globe of Invulnerability 2/day for 10 rounds, Bow of the Silverstar, Grimoire of Ice, Ring of the Silver Wings - great silver wings magically appear and disappear when she wants them to, allowing her to fly at 48" class B.

Notes and History

Princess Brinn Silkendove has led an extraordinary life of adventure and excitement. As the current wielder of Archangel, she has a vast amount of responsibility, and that has led her to be very careful. She has been the target of 12 assassination attempts, and numerous battles, but she has persevered. In one incident, she soared up into the air on her silver wings, and called down the Light of Judgement (see Archangel entry in magic weapons page) upon a Zhentarim tower near Hillsfar. With the sun glinting off her wings and the heavens raining down death, it is no wonder she proudly holds the title "Angel of Death". She is currently in search of several ancient relics to keep them away from the Zhentarim and the Cult of the Dragon, one of which is the Black Runestone, another the Orb of Dragon Kind.

Crispin Blackwater

Ranger 13th Wood Elf Male
Champion of Thunder Keep, Scourge of the Drow

STR 14 (Mus 14/Sta 14), DEX 19 (Aim 17/Bal 21), CON 17, INT 13 (Rea 13/Kno 13), WIS 16 (Inn 14/Wil 18), CHA 11 (Lea 11/App 11), COM, PER

AC -4, hp 86, MV 13, MR 39 AL CG, Age 200, Height 5'6", Weight 130 lbs

Skin tan, Hair light brown, Beard none Eyes deep green, Vision Infra 90', Wealth none (gives it all away)

Typical elven views on all other races, only taken to the extreme. Especially racist of humans. Takes every opportunity to humiliate any human in the group. Prides himself on being the absolute best swordsman in the Realms, and always shows off during combat (ie. acrobatics and fancy swordwork). Often finishes off opponents before others, and then stands there offering to help with his superior skills. Keeps a running tally of how many kills he has currently 200 personal combat kills.

Weapons

Uses two weapons at the same time. A magical longsword (Trollslayer), and a magical short sword (Red Death). Has a weapon mastery in both short, and long swords, and because he is a ranger can fight with two weapons at the same time. Also has a proficiency in knives. Carries five knives on his person at all times.

Non-Weapons Proficiencies

Blindfighting, Acrobatics, Smithing, Horseback Riding, Tracking, Animal Training, Fire building.

Special abilities

90% prowls when alone, Ambidextrous, Elven Magic resistance, Detect hidden doors, Elven prowls, Hates Trolls.

Possessions

Simple forest green tunic, two sword sheaths, black leather belt, and belt pouch, backpack, two small sacks, holy symbol of Elven forest god, and five knives.

Magical Items

TrollSlayer longsword +5/+5 vs. Trolls +5 on initiative when attacking a troll. Trolls do not regenerate damage taken from TrollSlayer. Has simple intelligence, that developed when Crispin went on a vengeance mission into the Troll Swamps and slew over 30 trolls. The intelligence only prods Crispin to attack Trolls it does not force him. Of course Crispin never passes up an opportunity to kill a troll anyway. Red Death shortsword vorpal +5 detect evil 20' radius glows crimson red when evil is detected. never stains with blood. It always evaporates with a hiss. Elven Boots ; only heard on 1 on a 1d10. Elven Cloak ; Invisible while not attacking or casting a spell. Only seen on a 1 on a 1d10. Ring of protection +5, Ring of protection +5, Elven Chain Mail +5, Ioun Stone (2 red, 2 green).

Notes and History

Crispin's parents were killed by a band of trolls when he was only young. Crispin managed to escape into the forest, and learned to live on his own for forty years. When he was a young adult Crispin met an old wood elf ranger who taught Crispin his ways, and how to become a great swordsman. Crispin stayed with his mentor until his death, then went out into the world vowing to slay all trolls. Crispin met up with a party of adventurers who were hired to go beneath the tunnels of WaterDeep to destroy a small party of Drow. They barely escaped with their lives, but with Crispin's help they managed (a party of four adventurers) to kill the thirty drow below the city. Crispin came across his two famed swords in the cavern of an ancient immortal dragon. Crispin and his dwarven friend were the only two who made it out alive of the party of six that went in. After slaying the immortal dragon's mortal form and resurrecting his friends they took the wealth of the Dragon's treasure and went to the forest below Thunder Peak, and scoured the woods for months, clearing it of any evil. Then they pooled their money and built Thunder Keep. Crispin is currently working as a scout for Cormyr against his evil Necromancer cousin, Naturecalls Blackwater who has been attacking Cormyr with a huge army of his own.

Cynthanal Silverwood

Ranger 4th Qualinesti Female
Younger Sister to Salondria Silverwood

STR 18/96 , DEX 19 , CON 16 , INT 18 , WIS 16 , CHA 16 , COM 15, PER

AC 0, hp 38, MV 12, MR

AL CG, Age 112, Height 5'3", Weight 105 lbs

Skin fair, Hair Brown, Beard None

Eyes Blue, Vision Infra 60', Wealth 1872 gp

Young and beautiful Qualinesti (DragonLance High Elf) Elf. Wears Studded Leather, a beautiful Bracier, carries a long sword and a short sword, leather boots and has a green cloak.

Weapons

Long Sword (+2), Short Sword (+2 hit), Long Bow, Sheaf Arrows (25).

Non-Weapons Proficiencies

Survival, Tracking (+1), Fire Building, Hunting, Languages : Common, Qualinesti (High Elven), Animal Handling, Animal Training (Horse), Reading/Writing Qualinesti (High Elven), Riding, Land-Based

Special abilities

Can carry weild a Long and Short Sword without pentality to hit or dmg

Possessions

Standard adventurer's kit.

Magical Items

Regular +2 Long Sword, Regular +2 to hit Short Sword, Regular +3 Studded Leather, Boots of Elvenkind, move with 95-100% silence (conditions allowing), Ring of Water Walking, walk 1 1/2' above water with nomarl MR, Bracer of Archery, +2 hit, +1 dmg to any bow except crossbows), Bag of Holding (actually sister Salondria's, but she can't carry it) weighs 60lbs, can hold 1500lbs in a 250 cu ft area.

Dancing Bear of Clan Black Claws

Ranger 12th Human (plainsman) Male
King of the Land of the Bear. (formerly Abanasinia)

STR 21, DEX 21, CON 14, INT 10, WIS 14, CHA 12, COM , PER

AC -13, hp 102, MV 12, MR nil

AL n.g., Age 37, Height 6' 5", Weight 215 lbs

Skin dark reddish brown, Hair black, Beard - Eyes grey, Vision eye of night 120', Wealth piles an' piles

A Tall Plainsman with many magic items. He is a very careful person and doesn't make friends easy. Dancing Bear hates draconians of all colors. He travels with the minotaur Dar Kothax and the high ogre Wrinstovik Khal-Dulash.

Weapons

Katana (Honor) +3 (sp) artifact. Katana (Glory) +4 (sp) artifact. (4) daggers (sp). Magical claw gloves-+3

Non-Weapons Proficiencies

Common, plainsman, kothian(minotaur), ancient language (istarian), ancient language (ancient elvish), blind fighting, weapon smithing, running, fire making, martial arts, tracking, hunting, animal training, signature, mount, all around attack, inner focus.

Spell casting

Cure light wounds, animal friendship, speak with animals, hold person, water breathing.

Special abilities

Training animals, HS-99%, MS-99%, PP-65%, open lock-92%, four attacks a round (with melee), eight attacks with daggers, gain followers.

Possessions

(3) bed rolls, empty quiver, large woolen cloak, Buckskin boots, Buckskin tunic and pants, two water skins.

Magical Items

Ring of fire protection, ring of wishes, ring of jumping, gloves of missile snaring, gauntlets of dexterity, elven chain mail, firebane cloak black, blue dragon armors, eye of night, katanas sword of nuadah, glove claws of prehistoric power.

Notes and History

As a young boy his village was destroyed by draconians,along wih his family. He took to adventure young and met up with Dar and Wrin. War of the Lance is occuring. War of Sacrament passes. Dancing Bear over rules the plains and part of Qualinesti (he has elven relations-including half elf kids.) He weds silvanesti paladin Ryda Sparklebright.

Delina Silverstream

Ranger [kit: Pathfinder], 9th or 10th Elf Female

STR 13, DEX 18, CON 14, INT 12, WIS 14, CHA 13 COM , PER

AC -1, hp 55, MV 12, MR AL CG, Age 123, Height 5'9", Weight 129

Skin Normal, Hair Golden Blonde Eyes Green, Vision Infra (60"), Wealth 2000 gp

Weapons

Longbow THAC0 9 #AT 2/1, Broadsword THAC0 12 #AT 3/2 , Dagger THAC0 13 #AT 3/2, Thrown THAC0 11 #AT 2/1 , Dart THAC0 11 #AT 3/1 , Shortsword THAC0 10 #AT 3/2, Shortsword of Quickness +2 , Bastardsword THAC0 11 #AT 3/2, Bastardsword +2 , Spear THAC0 13 #AT 3/2.

Non-Weapons Proficiencies

Survival-forest, tracking, swimming, riding-landbased, hunting, set snares, bowyer/fletcher, animal lore, direction sense, raven sign (a sign language developed within my group), common, elvish, reading/writing.

Spell casting

Normal Ranger ability

Special abilities

HS 74%, MS 86%, trail sense: chance of getting lost -10%, when in forrest never >20%. Overland guiding: Finds optimum trail, party moves faster. Marksmanship: Bow +1. Recognize trail hazard: 80% chance of avoiding natural hazard. Home terrain: forrest. Special attack: orcs -4. All other elf abilities. Sharp eyes.

Possessions

Clothes, soft boots, tunic, belt, gloves, cloak, scabbards, leather hose, Winter clothes, Backpack, flint & steel, comb & stuff, pouch, winterblanket, 2 Quivers, 20 sheaf arrows, 15 flight arrows & 5 blunt arrows, Leather armor, weapons: Longbow, 4 daggers. Jewlery. A ridinghorse.

Magical Items

Cloak of elvenkind, easy to hide, Shortsword of quickness, always first in battle, Bracer AC 5, Ring of protection +2, Bastardsword +2, Potion of vitality.

Notes and History

Has been adventuring for about a year. Adventures completed: A few easy low level adventures in Daggerdale and near Waterdeep, Curse of the azure bonds, The avatar trilogy. Knows Elminster, Lhaeo, Kelben Blackstaff, King Azoun IV, Vangerdhast, Melandrach, Alias, Dragonbait, Mystra, Adon, Kelemvor, The prince of lies, Mournngym, The knights of Myth Drannor, The Nameless Bard...

Delm Glebentorc

Ranger [terrain: hill] 5th Loraian Human male
Knight of Aethelweard

STR 16 , DEX 15 , CON 15 , INT 12 , WIS 15 , CHA 13 , COM , PER

AC 2, hp 46, MV 12, MR 0 AL CG, Age 18, Height 5'11", Weight 166 lbs

Skin Caucasian, Hair Brown, Beard None Eyes Green, Vision Infra 60', Wealth 6181 gp

Delm is of an average build but seems to exude power beyond his stature. His long brown hair is tightly pulled into a pony-tail which draw attention to his piercing green eyes and lantern jaw.

Weapons

Frost Brand (Long Sword) "Fortitude" (P), Short Sword (P), Dagger (P), Composite Long Bow +1 (P).

Non-Weapons Proficiencies

Rope Use, Modern Language (Hill Dwarven), Riding (Land Based), Mountaineering, Tracking.

Spell casting

Clerical spells available at level eight.

Special abilities

Animal Empathy, Attract Followers (at 10th level), Species Enemy: Ogres, HS (31%), MS (99%) *Due to Boots of Elvenkind.

Possessions

Cloak of Manticore Skin, Quiver (20 capacity), Adventure's Pack (useful items), Mountaineer's Pack (rope, pitons, etc.).

Magical Items

Frost Brand (Long Sword) "Fortitude", Composite Long Bow +1, Studded Leather +2, Medium Shield +1, Boots of Elvenkind, Potion of Water Breathing, Darkstar Amulet, Ring of Infra (60').

Notes and History

Delm was raised by the Hill Dwarves of Bastion. When he found himself growing uncomfortable being the odd-man-out in the Dwarven community, he bid his adoptive family farewell. Upon venturing out into the world, Delm met up with other similar minded adventures. The group, known as "Stormblade" is now making quite a stir in this part of Bastion. The collective grows in might and wisdom daily. Delm silently scouts out the way.

Denkar Kazgoroth

Ranger 2nd Elf male

Ranger of the goddess Chauntea (earthmother)

STR 18/22 , DEX 13 , CON 18 , INT 13 , WIS 11 , CHA 14 , COM , PER

AC 3, hp 33, MV , MR AL cg, Age 132, Height 5'5', Weight 98 lbs

Skin grey, Hair grey, Beard Eyes amber, Vision normal, 90ft. infra, Wealth not very wealthy

He lets his weapons do the talking. he is also very obedient to his goddess. he goes by all the rules. he takes no crap from anyone. Sometimes he tends to think of himself as the greatest ranger ever, then tries to do a spectacular feat with his katanas, and makes a great flop out of it, but he is widely known in his area from his katanas.

Weapons

He has two katanas that were given to him by a trader. he has bracers that give him the ability to use them without a penalty. he also has a dagger +2

Dragathorn

Ranger 8th Irda (high ogre fom Dragonlance) male

Honorary Knight of the Sword

STR 17 , DEX 20 , CON 14 , INT 13 , WIS 16 , CHA 17 , COM , PER

AC -6, hp 76, MV 12, MR

AL NG, Age 132, Height 6'10, Weight 178 lbs

Skin pale, Hair black, Beard - Eyes blue, Vision Infra 60', Wealth +/- 200,000 gp

A High Ogre wandering ansalon, Dragathorn gained in skill and power along with a small adventuring group including a Knight of Solmania and Kender "handle." Dragathorn currently resides in a fortress with the group. minus the kender (R.I.P)

Weapons

Proficient in all: Sun Blade, knives, composite long bow - sheaf arrows.

Non-Weapons Proficiencies

Standard for a ranger.

Spell casting

Normal ranger spell-casting abilities

Special abilities

Irdas can shapechange at will, into any humanoid form near their size -do to strength, can do 1d10 with and weapons -can make sleep, paralyzation powder bombs

Possessions

Typical adventuring equipment.

Magical Items

Quiver of Elhoa (?), Dearn's Instant Fortress, Sun Blade (bastard sword), cloak of displacement, ring of protection +3, armor from scales of Red Dragon (base AC of 2).

Drakym Goldragon

Ranger 13th / Shaman 17th Human Male

Slayer of the Icedragon, The civilized Barbarian, The Tolerant

STR 17 (Mus 18 (41)/Sta 16), DEX 14 (Aim 14/Bal 14), CON 16, INT 13 (Rea 11/Kno 15), WIS 18 (Inn 18/Wil 18), CHA 15 (Lea 17/App 13), COM, PER

AC 0, hp 159, MV 12 (f24), MR 20

AL LG, Age 27, Height 6'7", Weight 156 lbs

Skin pale white, Hair golden, Beard - Eyes deep blue, Vision normal, Wealth 200800 gp

A Shaman of Nobanion, Drakym started his career as a ranger of the high forest. He learned all he could as a ranger before leaving Mielliki for Nobanion. He is now a respected ranger and shaman throughout the North, known for both his fierce love of nature, cities and evil-battling in the name of Nobanion. He is the leader of the Brotherhood of the Portal. He always wears clothes made of white lion's fur.

Weapons

Longsword +3 "Predator" Expert (in his right hand), short sword +1 "Naturecall" Proficient (in his left hand), Long bow +1 "Roar" Expert, 20 arrows (15 normal, 5 arrows +1).

Non-Weapons Proficiencies

Animal lore (12), animal handling (14), survival (forest), religion of the realms (13), running (9).

Spell casting

Spheres: ALL ANIMAL, astral, combat, CREATION, ELEMENTAL, guardian, HEALING, necromantic, plant, weather.

Special abilities

Turn undead, empathy with animals, HS (85%), MS (99%), Special enemy -White dragon-, detect evil, Summon spirits.

Possessions

Boots,gloves,whistle,signet ring(lion head),cloth bandana,backpack, 1 week of dried food,2 sets of clothes,belt,5 purses,3 pieces of chalk,religious items

Notes and History

Born in waterdeep ,of a drunken father and a poor mother,Drakym left home at a early age. He took refuge in the High forest, after months of travel. There, a ranger of the name of Ransallar took him and taught him the ways of the ranger. He left at the age of 19. During his ranger years,he created a powerful and diverse adventuring company: The Brotherhood of the Portal. He has been a ranger for three years, which allowed him to bring forth a large company. He has been a Shaman for five years now, and during this period no one joined or left. He is experimented and powerful. Good folk respect and love him; evil people hate and fear him and his company. Exploits include: Bringing such a diverse company to adventure (which earned him the nickname of tolerant), loving towns and cities as well as forest, and single handedly slaying a young adult white dragon (quite recent, it has happened in the Year of the Banner (1368)). He`s my favourite character by far.

Elendil

Ranger 7th Elven Male

STR 18 (89), DEX 18, CON 14, INT 11, WIS 16, CHA 11 COM , PER

AC 3, hp 62, MV 12, MR 0

AL chaotic good, Age 112, Height 5'2", Weight 135

Skin fair, Hair sandy brown, Beard - Eyes green, Vision Infra 90', Wealth 45 gp

Weapons

Elendil is double speacialised in the Composite longbow and longsword. He is also proficient in the staff. He owns a magic longsword +2 and a Magic staff that is also +2, among other things.

Non-Weapons Proficiencies

Bowyer/fletcher, singing, blindfighting, endurance, herbalism, healing.

Special abilities

Has the standard ranger abilities:Move silently, hide in shadows, Tracking, identify woodland creatures, etc.

Possessions

Bowyer/fletcher tools, arrows, fine woods(for high quality bows), metal strips(for elven bows), various sundries.

Magical Items

Longsword+2, Staff of Shapeshifter(abilities unknown)+2, Quiver of Ehlona, horseshoes of speed.

Notes and History

Elendil never fit in well in traditional elven society being a slightly dour fellow, always preffering to hunt in the woods as opposed to frolicking in the village. He wandered the woods far from his home when he rescued the life of Lord torin of oakdale, a dashing Swashbuckler Jack of all trades (his lordship was always questionable). The two wandered the world together with the skill of elendils bow becoming almost legendary. It is rumored that while young in life Elendil brought down a manticore out of the air in one minute with three clean bowshots. It is also rumored that a bar fight was quickly disapated after Elendil shattered the chalice in the hand of one of the militants from 20 paces. The last known rumors of elendil have been that he and Torin have been hunting a pair of green dragons that have been stirring up trouble in the southern jungles. Recent rumors of Elendils death have been intermingled with claims of people having seen him roaming the forests wit! He wears a shimmering scaly cape and boots.

Elendur

Ranger 17th Half-elf male

STR 17, DEX 16, CON 20, INT 17, WIS 20, CHA 15, COM , PER

AC , hp 117, MV 12, MR 0

AL CG, Age 20, Height 68", Weight 132 lb.

Skin White, Hair Black, Beard- Eyes Gray, Vision Infra 60', Wealth 1500 gp

Weapons

Long sword, Long bow, Short bow, Punching, Broad Sword, Weapon & shield, Two Weapon style, Dagger

Non-Weapons Proficiencies

Blind fighting, Rope use, Set snares, Running, Tumbling, Riding, Swimming, Tracking (wis +5), Healing, Herbalism, Survival in forest, Leather working, Foraging, Read/write, Direction sense, Common (ancient), Elf (ancient), Common (actual)

Spell casting

Plant,animal.(Casting level 9). Granted power:Cure critical (2 per day).

Special abilities

MS (99%, +10 w.a.), HS (104%, +5 w.a.), Animal Emphaty (S.T. vs. rod -6), 30% magic resistance to sleep and all charm related spells Immunity (wisdom):Cause fear, charm person, command, friends, hypnotism, forget, hold person, ray of enfeeblement, scare, fear.

Notes and History

A long, long ,long history...but the last is that i have returned from the realm of the souls for a inter-planes quest (or something).

Elrond Leafwalker

Ranger 1st Wood elf male

STR 19 (Mus 19/Sta 19), DEX 19 (Aim 19/Bal 19), CON 15 , INT 15 (Rea 15/Kno 15), WIS 16 (Inn 16/Wil 16), CHA 16 (Lea 16/App 16), COM , PER

AC 5, hp 11, MV 12, MR 0% AL CG, Age 110, Height 5'9", Weight 140 lbs

Skin light tan, Hair brown, Beard none

Eyes green, Vision Infra 60', Wealth 104 gp & 1 sp

He has long hair which he keeps in a pony tail, he has a tattoo of a panther on his right forearm, he has striking green eyes that glow with an inner flame when in battle or angered, he is extremely well muscled and attractive.

Weapons

Long swords (p) Weapon of Choice: Long sword Two weapon style (sp)

Non-Weapons Proficiencies

Survival:woodlands & grasslands int,0 endurance con,0 running con,-6 fire-building wis,-1 swimming str,0 weather sense wis,-1 tracking wis,0 Languages Elven Common Centaur Halfling Orcish

Special abilities

Sword bonus heat resistance cold resistance stealth infravision 60ft less sleep climbing 29% detect noise 31% empathy with animals f/r traps 25% hide in shadows 40% move silently 45% tracking weapon specialization followers keen hearing ambidexterity *can use two weapons of equal size without any penalty to attack

Possessions

Breeches, leather vest, leather boots, riding belt cloak, good cloth:forest green small belt pouch flint & steel waterskins dry rations, 1wk 2 long swords small sack winter blanket fishing net, 10sq. ft map case map: western realms knife knife sheath.

Notes and History

Born in the Wood Elf village of Lothlorien, he has always been traveling and exploring the forest in which he lives. Now that he knows the forest like the back of his hand he wants to see what is beyond his isolated world. He has developed a strong hatred for Orcs and all of Goblinskind, he has no problems with halflings, or gnomes(he has not seen many), he has never seen a Dwarf so he is waiting to base his own opinion of them once he meets them, he has a slight distrust of humans for he knows that they only care about wealth.

Elros Fellanar

Ranger 13th Half-Elf Male

STR 17 , DEX 17 , CON 15 , INT 15 , WIS 15 , CHA 13 , COM 18, PER

AC -5, hp 85, MV , MR

AL CG, Age 67, Height 5'8", Weight 148 lbs

Skin pale gold, Hair silver, Beard - Eyes green, Vision normal, 30' Infra, Wealth 0 gp

A very handsome and very vain half-elf. He has a prominent scar on the right side of his neck. Elros' personality is quirky and unpredictable.

Weapons

Elros is proficient in the use of the following weapons: Broad Sword; Battle Axe; Dagger; Long Bow; Long Sword; Spear. Elros specializes in the use of the battle axe and long bow.

Non-Weapons Proficiencies

Direction Sense, Foraging, Horsemanship, Swimming, and Weather Sense.

Spell casting

Elros casts spells as a 7th level magic user and an 8th level druid. The spells he normally carries are: MU-burning hands, magic missile and detect invisible; Druid-detect magic, entangle and heat metal.

Special abilities

Usual half-elf resistance to charm/sleep and chance to spot hidden/secret doors. Ranger special abilities such as tracking, reduced chance of being surprised, and bonuses against giant class opponents.

Possessions

Cloak and Boots of Elvenkind; Dagger +3; Elfin Chainmail +4; Long Bow +2; Ring of Free Action; Ring of Protection +2; Rod of Lordly Might (36); Shield +2.

Notes and History

Elros is an extremely flamboyant ranger lord originally from Aglarond. His parents were both half-elves of noble lineage. Elros grew up with a strong sense of duty towards those of good heart that were being oppressed; as well as a deep love for nature. However, his progress as a ranger was sometimes slow due to his hot temper, vanity, and impetuous nature. On a trip to the Yuirwood, Tatsu Yamantaka (q.v.) met and recruited Elros into the "Savage Seven" adventuring band. Once exposed to the larger world, Elros rethought his position on many subjects and matured into a ranger of exceptional ability and accomplishment. Elros is fearless in combat and would risk anything for those he cares about. Like Tatsu, Elros fell in love with Julia Ravensblood (q.v.) and went as far as interrupting Tatsu and Julia's wedding ceremony to profess his feelings for her. He was stopped only by a hold person spell cast surreptitiously by a quick thinking cleric of Ishtar who happened to be a guest at the ceremony. This incident along with the many practical jokes that Elros played upon Tatsu (which Tatsu took as evidence of a lack of respect), strained the relationship between the two friends. Elros was killed in the epic battle against Tiamat. Tatsu,

using a wish from a ring of wishes, brought Elros back to life. As a lesson in humility (and some sweet revenge), Tatsu is forcing Elros to serve him as scout, bodyguard, and personal servant for an indefinite period of time, until his debt is payed off.

Findorion

Ranger 9th Half-Elf Male

STR 16, DEX 13, CON 14, INT 13, WIS 15, CHA 12 COM 11, PER

AC -2, hp 56, MV 12, MR 0

AL NG, Age 62, Height 5'8, Weight 156 lbs

Skin Tanned, Hair Brown, Beard Brown Eyes Green, Vision Infra 60', Wealth 943 gp

Weapons

Longsword +3 (thac0:9 (mod:+3/+4) p), longbow (thac0:12, p), longsword +2 (thac0:12(mod:0/+3), p), also proficient in: warhammer, battleaxe, dagger, shortsword and shortbow.

Non-Weapons Proficiencies

Bowyer/Fletcher, Animal Handling, Animal Training, Religion, Read&Write.

Spell casting

Effective Casting Level:Priest 1. Bless, Cure light wounds, Summon hairy banana.

Special abilities

As ranger.

Possessions

The normal stuff: Backpack, rope, bowstrings, arrowheads, flint&steel, cooking utensils. That sort of thing

Magical Items

Fur of warmth, Holy Symbol Of E'li(Paladine), Some minor items.

Notes and History

Started as an apprentice ranger (Lvl 1), and worked his way up through the grades, including a couple of visits through the mists to Ravenloft. Finally met his end in the DUNGEON- adventure called 'Mudsorcerers Tomb', when the party's wizard wished for a Deck Of Many Things. The wizard drew the card spilling forth miniature deaths, and Findorion died in an attempt to save the 25hp-wizard. Thus it came to pass, that a glorious career ended.

Gabriel Drachenfyre

Ranger (?) Elf Male

Sir Drachenfyre of Greengable

STR 18(72), DEX 16, CON 17, INT 13, WIS 14, CHA 16, COM 17, PER 13

AC 1, hp 76, MV 6, MR 50

AL ng, Age 129, Height 5'3", Weight 101 lbs

Skin tan (light), Hair brown, Beard - Eyes green, Vision Infra 60', Wealth 10,000 gp

Gabriel is a clean well groomed elf.He is the leader of a local adventuring band, Greengables Foleys. He ventures in the Forgotten Realms but has traveled to other worlds by means of a spelljammer. He loves children and often feels obligated to flip a few silver pieces in their direction. He is a lady's man, but very skilled with the blade.

Weapons

Long sword +3 (sp), med shield +1, dagger +4.

Non-Weapons Proficiencies

Standard

Special abilities

3/2 attacks

Possessions

He carries lots of fine jewelry and some valuable ggems. He also possesses some fine artwork.

Magical Items

These items recently disappeared during an orc raid on the town vault.

Notes and History

He was born in Shadowdale befriending Elminster at an early age. He has no father (he died in a skirmish in a bar). He has been adventuring since he knew how to use a sword.

Gwenevier Bullahrie

Ranger/Bard 7th /9th Half-elf female

STR 17 , DEX 18 , CON 15 , INT 15 , WIS 16 , CHA 16 , COM , PER

AC 4, hp 37, MV 12, MR AL NG, Age 21, Height 5' 0", Weight 105 lbs

Skin White, Hair Blond, Beard Eyes Green, Vision Infra 60', Wealth 15 gp

Weapons

Broad Group Blades, Tight Group Bows, Quarterstaff, Blind-Fighting.

Non-Weapons Proficiencies

Tracking (18), Musical Instrument: Flute (17), Religion (16), Hippogriff Riding (19).Speaks Aelvar and Common. Reads Espruar, Common, and Thorass.

Spell casting

Casts as a 4th level mage @ 8th level will cast as a 1st level priest. Minor Spheres: Animal, Plant

Special abilities

Influence Reactions, Rally Allies, Counter Song, Legend Lore, 30% resistance to charm and slepp spells, 1/6 to find concealed doors, CW: 64%, DN: 63%, PP: 70%, RL: 63%, HS: 58%, MS: 65%

Possessions

Long Bow, Falchion, Khopesh, Quaterstaff, Dagger, 20 Sheaf arrows, and Leather armor

Notes and History

Born in Ordulin, Gwenevier grew up surrounded by the pomp and circumstance of the capital of Sembia. When old enough, she enrolled herself in the bard's college, as they seemed to be the ones' having all the fun. During that stay, she also became very interested in nature, and thus decided to also be a ranger. She currently is looking for work however, as she has fallen upon hard times.

Havin Shi'Llarrin

Ranger 16th / Mage 17th Moon elven male
Guardian of the Light, Knight of the Stones

STR 15 (Mus 14/Sta 16), DEX 19 (Aim 19/Bal 19), CON 16, INT 17(Rea 17/Kno 17), WIS 15 (Inn 14/Wil 16), CHA 17 (Lea 16/App 18), COM, PER

AC -2 to -7, hp 110, MV 15, MR 0 AL NG, Age 107, Height 5'7', Weight 117 lbs

Skin Pale, slight blue tint, Hair Long, shimmering silver, Beard Clean shaven Eyes Sparkling silver, Vision Exceptional normal, infra 60', Wealth 100 gp

Havin is tall and slender, an elven warrior who moves with easy grace. He dresses in finely cut leathers of somber shades, usually deep blues and purples and blacks. There is a feeling of intangible might about him, an aura of confidence and strength.

Weapons

Longsword +3, +6 vs Evil, Undead, and Fantastic. 'Bane' Master. Shortsword +5, Defender. 'Starhue' Master. Dagger +1, fine but nonmagical. Proficient.

Non-Weapons Proficiencies

Tumbling (17), jumping (17), observation (14), alertness (16), dancing (18), singing (18), musical-harp (18), tracking (16), swimming (12), read and write and speak elven, dwarven, and common (18), hunting (16), survival-wilderness (15).

Spell casting

17th level mage, with access to all schools aside from necromancy. A powerful spellcaster whose art is deeply steeped in battle magics. Can cast spells with only one hand in combat, usually when holding one sword, but cannot use the item in hand or any of its special abilities. Cannot cast any priest spells, despite his ranger status. Can cast spells in chainmail armor, but dislikes full chain; prefers hauberks.

Special abilities

Move silently and hide in shadows 99% each. Backstab as equal level thief (*5). Can use two weapons without penalty. Detect magic as ability 9/day.

Possessions

A fine elven harp (7500gp) of incredible workmanship, which he guards jealously. Fine leather backpack, leathers, cloak and boots. Has normal adventuring gear (rope, rations, flint and steel, etc...) in his backpack.

Magical Items

Aside from his swords, a chainmail hauberk +2 that cannot be cut (Leafmail of Alisa, wearable only by himself and his bloodline), an epaulier (shoulderpiece) of mithril and diamond (+1AC and saves, immune to death magics and all related) that marks him as a Guardian of the Light (known as 'Wardsteel'). Silver and gold earring (immune to energy drain and diseases). Enchanted small shield +1, with family crest.

Notes and History

Havin is the last member of a once-powerful moon elven family, which was destroyed in an orc raid. Born and raised in Evereska, his teacher in blades was Kymil Nimesin, and magic was Noram the Toad. Met Nami Sternsilver (dwarf male F12/C14) after leaving Evereska. Adventured for several years, then met Arianne Ravenshade. She was captured by a brotherhood of evil mages; her own twin brother, Airin Nightblood, was a member of the evil group. He found Havin and together they rescued her. They formed the Guardians together, and were granted the Wardsteels. Evil mages captured her again, planning her sacrifice to raise a demon goddess. Havin and Airin attempted a rescue and destroyed the brotherhood, but Arianne did not survive. Airin now hunts Havin for revenge. Havin reunited Nami, continued adventures. In a small town inn, the ghost of Arianne Ravenshade appeared and gifted Havin with the blade Bane (the inn was demolished). Havin later received Starhue from a gold dragon.

Hitchcock

Ranger 7th Human Male

Honored for loyalty to King Herpes for saving his life

STR 16 , DEX 15 , CON 19 , INT 12 , WIS 14 , CHA 17 , COM 16, PER 17

AC 9, hp 65, MV 10, MR 90

AL Chaotic Good, Age 30, Height 6' 2", Weight 200 lbs

Skin Black, Hair Brown, Beard White Eyes Flaming Incandescent Red, Vision Perfect, Wealth 300 gp

A loyal servant to King Herpes, but won't do anything extreme. Can stare any man down. Has a bear and an owl as henchmen. Is muscular. Eyes glow when he is pissed off. A cleric blessed him with this as a way of intimidating enemies.

Weapons

Axe, War Hammer, Long Bow, Short Bow, Spears.

Non-Weapons Proficiencies

Hunting, Tracking, Smithing, Weather Sense, Blind Fighting, Animal Training, Animal Lore.

Spell casting

none (at level 10 to 20: Levels 1 to 3 Cleric Spells)

Special abilities

Tracking

Possessions

Body Shield, Hide Armor, Hand Axe, Long Bow, 20 Flight Arrows, 30 GP, 10 SP, 5 CP.

Magical Items

1 Potion of Healing, 1 Ring of Protection +1, Cloak of Dissapearing, 1 Eye of Charming.

Notes and History

Abandonned at Birth. Found his parents in a grave, they were killed by an Orcish raiding party and their town destroyed. Recently Defeated, with Cleric and Mage, an army of Orcs within their stronghold Killed a would-be assassin of King Herpes.

Janyll Mistari

Ranger [Hunter] 7th Wild elf male

STR 14 , DEX 19 , CON 14 , INT 14 , WIS 16 , CHA 10 , COM 12, PER

AC 4, hp 60, MV 15, MR

AL NG, Age 121, Height 5' 7", Weight 123 lbs

Skin Light brown, Hair Black, Beard None Eyes Black, Vision Infra (60'), Wealth 5000 (mostly on gems) gp

Slim body, tight muscle, light dark skin with a tatto of a wolf on his shoulder. Long raven black hair running wild over his back, and eyes as black as night, that gives only a hint of the fire that burns inside his soul. Quiet in his voice and in his movement. Wise in the ways of the living, with a sharp mind and sometimes with a quick temper. He wears dark leather, and a dark forest green cloak.

Weapons

Short blades tight group (p), Short sword of Speed +3 - expertice, dagger +2 (p), 2 daggers +1 (p), knife (p), long bow (sp).

Non-Weapons Proficiencies

Tracking, alertness, survival (forest), hunting, animal lore, endurance, leatherworking, blind fighting, swimming, language common, bowyer/fletcher.

Spell casting

As rangers

Special abilities

Ranger's special abilities : Ms 85%, Hs 76%, +4 to hit againts drows, Elven special abilities except find and locate secret doors, home terrain: Forests.

Possessions

Soft cloak, soft leather boots and leggings, leather armor, quiver (with 20 flight arrows), pack, flint and steel, sword and dagger scabbards, belt (with a hiding compartement where he hides a knife), small belt pouch, long bow, knife and a winter blanket.

Magical Items

Short sword of speed +3, Jewelled dagger +1 (functions as a Amulet of the species enemy, but those not radiated heat, it has an amethys gem that glows softly), Dagger +2, Dagger +1, Stone of continual light.

Notes and History

Born and raised as a member of the Gray Wolf Tribe in the wild woods of the Elven Court, a hunter of great skill. He doesn't like adventuring, but his twin brother get both of them in one, while making a trade journey to Shadowdale. There were a series of raids to nearby farms, and the town needed a hand on solving the mistery. So, while exploring and mapping the tunnels under the Tower of Ashaba, their group found a force of drows, that were the cause of the raids and were planning an invasion to the town. They group were succesful on stopping the drow plan, cleaning the tunnels of the drow, but Janyll's twin brother, Kianyll, died. From there on, Janyll developed a strong hatred for the drow, that goes beyond the normal of his kind. Now he is in a voyage to the Underdark, and to Menzoberransan, in the search of his twin brother's soul, stolen in the tunnels under the Tower of Ashaba.

Jokar

Ranger[kit:scout] 4th

Elf Male

Honor guard of Shadowdale

STR 16, DEX 15, CON 17, INT 16, WIS 18, CHA 15, COM 18, PER 17

AC -2, hp 39, MV 23, MR 67

AL LG, Age 200, Height 6'10, Weight 120 lbs

Skin bluewhite, Hair green, Beard none Eyes green, Vision Infra 60', Wealth 1900 gp

The fair elf has seen his share of adventures over his 200 yrs. of life it is said that he is the king of elves but gave up his throne to see the world however he denies this.

Weapons

Longsword 1 to hit 2 to damage, Longsword 1 to hit 2 to damage.

Non-Weapons Proficiencies

Survival, hunting, tracking, fishing, plant lore, local lore.

Special abilities

infravision 60'

Possessions

3torches, tinderbox, spare cloak, horse, 2wks. iron rations.

Magical Items

Shadowarmlets user lv. Effect : 01 undead strength, 02 shadowball, 03 darkness 10' radius, 04 call undead, 05 revive, 06 berserk when below 6hp, 07-20 increase darkness radius, elven chain +5.

Notes and History

as I said above Jokar has a mysterious past what is guessed he mostly denies what is known is that he gained the shadow armlets from a particularly evil black dragon after slaying him with the help of his friends.

Kay

Ranger 6th

Swanmay Female

STR 17 , DEX 20 , CON 20 , INT 12 , WIS 14 , CHA 13 , COM , PER

AC 0, hp 57, MV , MR

AL LG, Age 24, Height 5'8", Weight 134 lbs

Skin fair, Hair blond, Beard

Eyes blue, Vision normal, Wealth 4500 gp gp

Very protective of nature and natural things, including birds and avianoid creatures

Weapons

Composite long bow, short sword, dagger, long sword.

Non-Weapons Proficiencies

Blind fighting, ninjitsu, animal training, animal handling, healing, herbalism, bowyer/fletcher.

Possessions

All listed Weapons, long white gown, quiver for arrows.

Magical Items

Sorority of Seven Signet Ring, Ninja Star Emblem, Arrows +2

Kemian Serhias

Ranger 7th

Elven male

STR 13 , DEX 19 , CON 12 , INT 12 , WIS 15 , CHA 12 , COM , PER

AC -5, hp 59, MV 15, MR

AL C-G, Age 122, Height 5'2, Weight 125 lbs

Skin white, Hair blond, Beard

Eyes Blue, Vision Infra 60', Wealth 35000 gp

A fit young handsome elf

Weapons

Scimitar of speed +5, Scimitar +2, Dagger +2, Longbow : all proficient on the top weapons and is also with longsword.

Non-Weapons Proficiencies

Tracking, Ancient language, Swimming, Healing.

Magical Items

Except the weapons he as the following: Bracers of defence ac 3, Ring of protection +4, Ring of fire protection, Boots of elven kind.

Notes and History

He as been on fearun since he was 20 years of age when he crossed the sea from Evermeet with a band of elves who were exiled. He as been adventuring afterwards but shortly after they arrived most of his family and friends were killed by Ogres. Now he is currently with a adventuring group 8 in number who are in the Undermountain (2nd level) and are trying to make it deeper but are facing deaths door at every turn . OOC he as 12 constitution since he died 2 times in the Undermountain.

Khalathas Silver bow

Forest Runner Ranger 13th

High Elven Male

Unofficial Leader of Adventuring Group "The Brotherhood of the Blade", Grand Champion of the Tournament of the Planes. The Silver Shadow

STR (Mus 17/Sta 17), DEX (Aim 17/Bal 19), CON 14 (Hea 12/Fit 16), INT (Rea 14/Kno 14), WIS (Inn 18/Wil 18), CHA (Lea 14/App 14), COM , PER

AC -2, hp 113, MV 12, MR 0

AL NG, Age 129, Height 5'3", Weight 110 lbs. Lbs

Skin White, Hair Chestnut Brown, Beard - Eyes Emerald Green, Vision Normal/Infra 60', Wealth 3126 gp

Khalathas is a slender elf with a confident bearing. He wears his long hair in a ponytail, and dresses in deep green and brown clothing, and wears the Unicorn Holy Symbol of Mielikki over his heart. He wears twin long swords at his belt, within easy reach.

Weapons

Long Sword Mastery, Long Bow, Quarterstaff, Dagger, Single Weapon Style, Bladesong (Long Sword).

Non-Weapons Proficiency

Expert tracker, skilled hunter, speaks five languages (common, elven, firbolg, goblin, and orc.), animal lore, weather sense, direction sense, fire building, reads common, espruar, dethek, and thorass languages, riding land based (horse), set snares, bowyer/fletcher.

Spell casting

Spheres: Animal, Plant, Time, Travelers. Casting Level: 5

Special abilities

Ranger MS and HS, each 99%. Species enemy: Zhentarim warriors. Home terrain: Forest. General Ranger Skills.

Possessions

Standard Wilderness Gear, Personal Journal, Clothing.

Magical Items

Long sword +3, long bow +3 (special family heirloom, "The Silverbow"), long sword of Dancing (Family heirloom), elven chain mail +3 (Family Heirloom), figurine of wondrous power, onyx dog (named Mausoral), ring of health.

Notes and History

Khalathas was orphaned when he was 100 years old by soldiers of the evil Zhentarim. He spent the next two and a half decades searching for the killers. In that time, he and his companions formed the Brotherhood of the Blade, a force for justice and good in the Dalelands. Finally, when he managed to confront the leader of the force which killed his family. In a vicious duel, Khalathas managed to defeat the evil man, recovering his father's swords and armor, and avenging his family's memory. During his most recent adventure, Khalathas was unwittingly entered in the Tournament of the Planes, a great combat bringing together warriors from across the multiverse. At first he fought reluctantly, feeling he had nothing to prove, but his love of single combat soon overcame his reservations, and through the course of a number of grueling one-on-one contests, Khalathas emerged the victor, barely triumphing over his final opponent in the brutal final round. After his victory, Khalathas returned to the realms, where he rejoined the Brotherhood of the Blade. He speaks little of what happened to him during his absence, but his companions note that he walks with a more confident step now. He knows he won the tournament, but has no illusions of being the greatest warrior. He knows that even the mightiest warrior can be brought down by a simple twist of fate. He never relaxes his guard, and always remains vigilant.

Kirim

Ranger 2nd

Kobold Male

Killing a 4th-level doppelganger with one hand.

STR 17 , DEX 15, CON 14 , INT 15, WIS 15, CHA 13, COM 18, PER Excellent

AC 3, hp 17, MV 18, MR 25 AL Chaotic Good, Age 18, Height 4', Weight 89 lbs

Skin dark, Hair none , Beard none

Eyes Brown, Vision Normal, Wealth 10 gp

He is a small little Kobold who is muscular and in good health. A small cute looking Kobold.

Weapons

Longsword 1d10+2 , Spear 1d8, Dagger 1d4+3.

Special abilities

He can find traps real easily and also backstab because of his small size.

Possessions

Leather Boots (Specialy Made), Plate Mail, Bronze Shield, Spear, Helmet.

Magical Items

Longsword+2, Dagger+3, Potion of Invisibility (duration two days.) Sister was in control at time.

Notes and History

He was an ordinary evil Kobold when his king sent him and a whole lot of men to slay a purple room. Kirim was scared and fled from the group, one day he came upon a man named Nah, who said his cousin was coming to his castle and that he could go with them.

Kithias Darklead

Ranger/Mage 9th /10th

Wood elf male

Master of the Woodlands

STR 16 , DEX 20 , CON 15 , INT 15 , WIS 16 , CHA 12 , COM , PER

AC -3, hp 78, MV 12, MR

AL CG, Age 134, Height 6'0, Weight 159 lbs

Skin Dark tan, Hair Dark brown, shoulder length, Beard Eyes Deep blue, Vision Infra 60', Wealth 0 gp

Kithias is a tall, well built elf. He appears rather smart, and seems wise for his few years. He wears an easy smile, and his good nature and excellent manners make him a quick friend. But his graceful movements and sharp eyes show he is no fool when it comes to blades.

Weapons

Longsword +1, +3 vs orcs, "Glimmer", glows a light blue and casts detect evil at will when command word "Zant" is spoken, SmMd/Lg: 1d12/2d8, Spd: 6, Wt: 6lbs. Shortsword +1, +2 vs goblins, "Glitter", glows a light red and casts detect magic once per day when command word "Hant" is spoken, mMd/Lg: 1d8/1d6, Spd: 4, Wt: 3.5lbs. Dagger of Throwing +1, if in sight after a throw will return at will, SmMd/Lg: 1d4/1d3, Spd: 2, Wt: 1lbs. Longswords (sp), Shortswords, Daggers, Longbows, Shortbows, Warhammers.

Non-Weapons Proficiencies

Cooking, firebuilding, swimming, wilderness survival, ,running, blind-fighting, direction sense, weather sense, tracking, hunting.

Spell casting

Mage spells (1st : 4, 2nd : 4, 3rd : 3, 4th : 2, 5th : 2).

Special abilities

+1 w/ long and short swords, and longbows, +4 vs orcs, -4 NPC reaction vs orcs, calm wild animals, spot quality animals, HS (56%), MS (70%), fight w/ 2 weapons no penalty (only while wearing studded leather or lighter), sneak attack if moving quietly (studded only again), notice secret doors, find secret and concealed doors and portals, infravision 60'.

Possessions

Basic clothers, winter clothes, belt and money pouch, flint and steel, 50' of rope, 2 torches, map case, 50 sheets of paper, inkwell and quill pen, 2 waterskins, sharpening stone.

Magical Items

Black studded leather +3 (half damage from all fire based attacks), boots of the north, cloak of elvenkind, ring of free action, ring of sustenance, bracers of archery, 2 potions of extra healing.

Notes and History

Coming soon.

Konk Vallengard

Ranger 9th Human male

STR 16, DEX 17, CON 18, INT 14, WIS 16, CHA 14, COM -, PER good

AC -2, hp 70, MV 12, MR AL CG, Age 23, Height 5'11", Weight 190 lbs

Skin Tanned, Hair Brownw, Beard don't like them Eyes Blue, Vision Above normal, Wealth 150 gp

Always wears black. Often very quiet. Crapy prefers to be left alone on adventures.

Weapons

2-handed Vorpal sword (sp), 4 daggers (P), foot man's flail (P), hand crossbow(P), mace (P), long bow (P).

Non-Weapons Proficiencies

Direction sense, Tracking, Seamanship, Artistic ability (Drawing), survival (forest).

Spell casting

Sphere:Plants, animals level=2

Special abilities

HS= 56%, MS=70%

Possessions

2 black pairs of boots, 4 black shirts, 4 black pants, 2 black gloves, a black backpack, black quiver, black quarrel case, flint and steel and a black blanket

Magical Items

Ring of Regeneration, Bag of Holding, Cloak of Displacement, Gloves of Missile Snaring,

Notes and History

His entire village, including his parents, was destroyed by lizard men.

Kyle Fletcher

Ranger/Druid 11th /11th Human male

Eternal Champion of Fate

STR 19, DEX 16, CON 18, INT 12, WIS 17, CHA 16, COM 14, PER 13

AC 0, hp 95, MV 12, MR AL ng, Age 35, Height 6', Weight 210 lbs

Skin olive, Hair brown, Beard none Eyes grey, Vision normal, Wealth 250,000 gp

Kyle is a tall human who wears brown and green, carries a long bow and two long swords. wears no armor, but wears bracers.

Weapons

Long bow non specialized long sword (sp) daggers short sword.

Non-Weapons Proficiencies

leather working tracking hunting herbalism direction sense cartography animal lore animal training (felines).

Spell casting

Druid spells and clerical 11th level casting ability.

Special abilities

hide in shadows and move silently. Innate levitation. Druid shape change. Home terrain none wanderer.

Magical Items

Long swords are giant slayers that are twins with a ng align. Giants save vs DM At a +2 or be paralyzed. They do triple damage against evil Giants.

Notes and History

Kyle Fletcher believes that what ever happens to people that they are destined. He caused the lives of 5 million people when he unknowingly carried out demons starting the war of myth Drannor. Now he wanders around the world trying to correct the wrong that he did. His brother tristan of Moonshae has banished hi9m fro mthe kingdom.

Laranis Callirr

Ranger [kit: Wilderness Runner] 13th Green Elf male

STR 18/01 , DEX 19 , CON 15 , INT 15 , WIS 15 , CHA 15 , COM , PER

AC 3, hp 73, MV 12, MR AL NG, Age 138, Height 5' 3", Weight 108 lbs

Skin White, Hair Copper, Beard none Eyes Blue, Vision Infra 60', Wealth 1500 gp

Weapons

Broad Group Blades, Long Bow, Quarterstaff, Martial Arts (+4).

Non-Weapons Proficiencies

Endurance (15), Running (9), Set Snares (18), Tracking (21), Hunting (14), Mountaineering, Swimming (18), Fire-Building (14), Fishing (14), Survival (15), and Religion (15). Speak Aelvar, Centaur, Dryad, and Treant. Can Read/Write Espruar.

Spell casting

Casts as a 6th level priest. Minor Spheres: Animal, plant, time, travelers.

Special abilities

Elven charm resistance, +1 Bow, Long Sword, Short Sword Bonus, Move Silently through nature, -4 to opponent's surprise rolls, never runs out of equipment, tolerance to temperatures, Hide in SHadows: 110%, Move Silently 119%, +2 reaction from green elves. Never tries to leave forest, unfriendly, uncomfortable away from nature, never uses mounts, -2 reaction from civilized elves.

Possessions

Long Bow, Quarterstaff, Long Sword, Short Sword, Dagger, Studded Leather armor

Notes and History

Born in the Elven Court on Faerûn, Laranis was one of the first to begin the migration to Evermeet. He got sidetracked however, when he was captured by a group of bandits. After fighting his way out of that mess, he was then captured by a wizard, who locked him in a small tower near the Lake of Steam. He was still in there, when someone blew up the tower. This caused a dimensional rift to form, and he was thrown onto an unknown plane, where he currently is trying to shake out the cobwebs.

Leafland Anawl

Ranger 8th Human male

Ranger/Priest of Mielikki

STR 18 (64) , DEX 19 , CON 16 , INT 15 , WIS 16 , CHA 15 , COM 14, PER

AC -7, hp 88, MV 12, MR nil

AL NG, Age 35, Height 6'2", Weight 192 lbs

Skin Tan, Hair Black, Beard - Eyes purple, Vision Normal, Wealth 2200 gp

A lean and sturdy man in fine dress, the symbol of the unicorn displayed proudly over his heart. He carries on his hip a seemingly harmless stick in the shape of a sword. His prowess in battle is renowned in Waterdeep and his adventures are the stuff of Legends....

Weapon

gSword of Vines +3. This powerful weapon appears to be an ordinary stick due to a permanent illusion placed upon it. It may only be wielded by a NG Ranger. In the hands of a qualified individual it can perform one of the following functions once per day: Detect snares and pits, pass without trace, invisibility to animals, know alignment, tree, speak with plants, commune with nature. The Following powers can be used only upon reaching 8th level. Use of any of the following is the only thing the sword can do for 1 week. Teleport Via Plants, Wall of Thorns.

Non-Weapons Proficiencies

Animal lore, direction sense, hunting, mountaineering, religion, riding land-based, set snares, survival, tracking, weather sense.

Spell casting

One 1st level priest spell; Sphere: Plant an Animal

Special abilities

Analyze Balance at will. Wild or Trained Attack animals must save vs Rods -1 for every 3 exp. levels. Regenerates 1 pt per round (a Ring of Rapid Regeneration was fused to the bone of his finger by means of a Wish.)

Possessions

Hidden in his Bag of Holding is a Remorhaz egg acquired from it's lair. Long Bow.

Magical Items

Ring of rapid regeneration, ring of sustenance, pearl necklace of glittering, bag of holding, rod of many things, cloak of useful items (in bag), potion of agility, potion of acid resistance (in bag), potion of pain suppressant (in bag), solvent of scar removal (in bag), oil of all spice (in bag), potion of singing, boots of tracks, +3 chain mail, +1 cloak of protection, +2 iron shield (+4 vs giant-kin), +3 war hammer, +1 short sword, +2 long sword (in bag), + 3 sword of vines.

Notes and History

From Moonwood forest outside of Silvermoon. He battled the evil wizard Richomere who was bent on the destruction of the Realms.

Lord Adamain Donner of Selourne

Ranger 8th

Human Male

Lord of Selourne, Hero of the Bloody Dawn

STR 18/32 , DEX 16 , CON 15 , INT 11 , WIS 14 , CHA 12 , COM , PER

AC 0 (-3), hp 68, MV 12, MR

AL LG, Age 26, Height 6'3", Weight 220 lbs

Skin darkly tanned caucasian, Hair light brown, Beard full
2000gp; supports town of selourne

Eyes bright green, Vision Normal, Wealth

Adamain is a tall human with bulging muscles, long hair and a full beard, and a hair covering his darkly tanned, leathery skin. He prefers silenced chain mail armor, but wears full plate when he is prepared for pitched battle. He wields a bastard sword and a shield.

Weapons

Bastard Sword +2 (mastery) Elven Longbow of Distance +1 (specialization), received as a gift from the spirit of the Elven King under Donner Keep

Non-Weapons Proficiencies

Bastard sword (mastery), 2handed fighting style (sp), longbow (sp), staff (p), elven language, common language, tracking (5 slots), hunting (2 slots), weathersense, riding (land-based), alertness.

Spell casting

Clerical spell-casting Abilites (as Ranger): 1 first-level spell.

Special abilities

HS: 49%, MS: 62%, special tracking proficiency, auto 2weapon fighting, species enemy: gnashers, adeptness with trained and untrained animals.

Possessions

Adventuring equipment, 10 sheaf arrows, 10 flight arrows.

Magical Items

Bastard sword +2, shield +2 (former owner Sentata), elven of longbow of distance+1, platemail of blending +1, chainmail (silenced) +1.

Notes and History

Adamain was raised just outside the town of Selourne by a kindly old farmer, without knowledge of who his parents were. He became good friends with the druid Amergin and the bard Evan De Lyon, who were raised in the same town. When they came of age they began to adventure together, and soon were joined by the enigmatic mage Arcamean Macpherson. Their adventures took all throughout the Storm Baronies, and eventually brought them into conflict with one of the Damned, The Gblynn Lord Draesin. The Gblynn Lord threatened the destruction of the Storm Baronies, and through perilous adventures and death-defying battles, the Heroes of the Bloody Dawn (as the group came to be known) managed to fulfilled the Prophecy and defeat the Gblynn Lord's armies, losing is close friend Evan in the process. During this long and arduous quest Adamain learned of his true heritage as the son of Selourne's Lord Donner, who was subsequently killed in combat with Draesin. After the war was over, Lord Adamain Donner and the Heroes of the Bloody Dawn went their separate ways, and to this day Lord Donner rules the town of Selourne, trying hard to raise his own army and make his homeland once again prosperous. But recently, troubles have been threatening Selourne's expansion... A hearty tip of my hat to Josh for the best campaign I have

ever been on, and to my fellow adventurers who made the experience a real gas. Long live the Heroes of the Bloody Dawn!!!!!!!!!!!!!!

Lumas Freeman

Ranger [Pathfinder] 8th

Human male

STR 16, DEX 17, CON 15, INT 14, WIS 17, CHA 14, COM , PER

AC 1, hp 70, MV 15, MR 0

AL CG, Age 24, Height 5'10", Weight 150 lbs

Skin White, Hair Brown, Beard sometimes Eyes Hazel, Vision Normal, Wealth Very little if any

Lumas stands proudly, has wavy hair. He typically wears forest greens and browns. He displays the holy symbol of Mielikki at ALL times.

Weapons

Long Sword (sp), all Bows, all Swords, One-handed fighting style

Non-Weapons Proficiencies

Tracking (19), survival, forest (17), direction sense (14), distance sense (13), trail marking (13), trail signs (7), swimming (12), herbalism (12), agriculture (8), endurance (3)

Special abilities

HS 54% in leather armor, 34% in studded, MS 67% leather, 47% studded, +1 th w/long composite bow, +1 th w/any bow (cumulative), animal empathy, trail sense & hazard recognition, limited to chain mail or lighter armor.

Possessions

Long Composite Bow, Flight Arrows (12), Pile Arrows (12). Holy symbol of Mielikki usually a few days of food, some flint & steel, and a wineskin

Magical Items

Studded Leather Armor +2, Bracers of Archery, a Cloak of Comfort, and Ebony (a Sword of the Planes--+1 v. Prime Material opponents, +2 v. Inner Planar opponents, +3 v. Outer Planar opponents, & +4 v. Ethereal and Astral opponents)

Notes and History

Lumas was born to a small farming community on the isle of Snowdown, where he took a liking to the "outdoors." After the deaths of his family members, Lumas set off into the Wilderness a "Free Man". On Gwynneth, Lumas found the sword, Ebony, and eventually killed an rich landlord to save the sylph, Clairra. This caused him to flee the Moonshaes and led him to Waterdeep and a rebellious noble woman named Illada Talmost, who has a knack for being in the wrong place at the right time. After saving Illada from a cult, the two fell in love and have been travelling the Sword Coast ever since.

Mayax Arimae

Ranger 16th

Human male

STR 18/41 , DEX 13 , CON 14 , INT 13 , WIS 14 , CHA 10 , COM , PER

AC 8, hp , MV 12, MR

AL NG, Age 31, Height 5'10", Weight 220 lbs

Skin , Hair Blond, Beard

Eyes Sea-Blue, Vision Normal, Wealth gp

Weapons

Light Crossbow Short Bow Scimitar Dagger Hand Axe.

Non-Weapons Proficiencies

Riding, Landbased [Horse], Bowyer/Fletcher, Animal Handling, Animal Training, Fire Building, Cooking, Tracking.

Spell casting

Minor Sphere: Plant, Travellers, Animal, Time.

Special abilities

+1 Hit vs. Orcs Two weapon use Hide in Shadows Move Silently Befriend animals.

Possessions

Dagger (x4) Sheaf arrows (24) Light Quarrels (16) Quiver Bolt case Knife sheath (x2) Stallion: Lel, Jet black. AC:7 MR:18 HD:3+3 #AT:2 THACo:17 DMG:1d6/1d3 HP:20 Acts wild when not near Mayax Wardog: Thalack. AC:6 MR:12 HD:2 #AT:1 THACo:19 DMG:2d4 HP:16 Chronic snorer. Vicious when Mayax's in trouble. Beloved and loyal (dead weight when asleep).

Magical Items

Crossbow of accuracy Arrow of slaying (Birds).

Notes and History

See Zarich Arimae Mayax is the head Priest of Mielikki in Tethyr forest and has a small but loyal following in that area. He tends to the grave of his mother (although no body was recovered) and helps Ethereal tend to her hidden wounds. Still tries to make Zarich see the error in his ways, but will never take action directly against him or hurt him in any way. Doesn't seem to know that Zarich is completely indifferent to him.

Megan Dragonrose

Ranger/Mage [Bladesinger] 5th/5th

Sylvan Elf Female

STR 16 , DEX 19 , CON 13 , INT 18 , WIS 19 , CHA 25 , COM , PER

AC -4, hp 35, MV 12, MR AL LG, Age 121, Height 4'9, Weight 94 lbs

Skin Tanned with tattoos, Hair Flame Red, Beard not Eyes Jade Green, Vision Infra 60', Wealth unknown

Megan is a flamboyant elf with flame red hair and green eyes. She wears brais with one leg cut up, revealing teasing glimpses of intricately detailed tattoos that run up her legs. Her entire body is tattooed. A golden dragon twists its way down one arm, and a red dragon prowls down the other. Her torso is tattooed with a silver dragon.

Weapons

Megan is a trained bladesinger. She uses a Vorpal long sword (+4). Her preferred missile weapon is her magic bolas (+1) or her compostie longbow (+4). She is proficient in the use of: Long sword, long bow, composite long bow, cutlass, dirk, bolas, compostie short bow, short sword, and horseman's mace.

Non-Weapons Proficiencies

Megan speaks half a dozen languages fluently. She also is proficient in the following areas: Dancing, etiquette, gaming, read/write, singing, spellcraft, swimming blind fighting, musical instrument (various).

Spell casting

Can cast spells as a fifth level mage.

Special abilities

Typical ranger and blade singer special abilities. See background for more information.

Possessions

Brais, and a surcoat.

Magical Items

Vorpall sword (+4), Bolas (+1) x2, Elven Chain Mail (+5), Several potions of healing and extra healing.

Notes and History

Megan was created by a collaboration of gods. The elven goddess of beauty and the great dragon Ao created wished to bring a rare figure into the world. To create such a figure, they gathered tears from a nymph, scales from dragons, and blood from the very world itself. When they were finished, they set Megan in the heart of a sylvan elf encampment. Granted the beauty of a nymph, though not the deadly powers, Megan grew in wonder of the natural talents she already possessed. Megan began adventuring soon after her fiftieth birthday. Her skills and abilities carried her far, but her beauty influenced even the most stubborn of men who stood against her. When the orcs on her home world rose up en masse, she joined a party of elves to find and destroy the cause of the hordes. She has since made contact with Ao, and he willingly takes her to whichever planet, plane, etc. that she wished to investigate.

Moshala Dragoon

Ranger 12th Drow male
Saving Shadowdale from Archlord Kopesh

STR 16 (Mus 16/Sta 15), DEX 18 (Aim 18/Bal 18), CON 17 (Hea 16/Fit 17), INT 15 (Rea 13/Kno 14), WIS 13 (Inn 13/Wil 13), CHA 15 (Lea 15/App 14), COM 13, PER 14

AC -6/-10, hp 208, MV 12, MR 80

AL chaotic good, Age 365, Height 5'6", Weight 145 lbs

Skin black, Hair white, Beard- Eyes light blue, Vision 125' infra, Wealth 2,000 gp

A perfectly toned Drow Elf

Weapons

+3/+6 frostbrand (scimitar), long bow, +5 defender (scimitar), dagger.

Non-Weapons Proficiencies

Reading writing, Blind fighting, set snares, tracking, hunting, riding land based.

Spell casting

Entangle, pass w/out trace, summon insects

Special abilities

Globe of darkness, dancing lights, faerie fire.

Possessions

Common clothes, cloak, soft boots, sword and arrow scabbards.

Magical Items

Ring of protection +4, mask of disguise, potion of invisibility, potion of extra healing, black astro panther.

Myta Cylan of Eilistraee

Ranger 10th /Priestess 11th /Blade-(bard variant)12th
Of the Azure Bonds Drow, Female

STR 13, DEX 18, CON 15, INT 17, WIS 16, CHA 18, COM 18, PER

AC 6, hp 69, MV 12, MR 0

AL NG, Age 135, Height 5'5", Weight 113 lbs

Skin Jet Black, Hair Silvered White Eyes Green, Vision 120' Infra, Wealth 2000 gp

Silvered white hair long and wild, her eyes seem to almost « Glow Green » . Almost always smiling

Weapons

Ranger/swords (broad group), medium lance, longbow, katana(sp), two handed weapon style (sp), priestess/drow bladesong style with katana (+2), light crossbow, blade/daggers & knives (tight group), long composite bow, naginata. Weapon Proficiencies

Non-Weapons Proficiencies

Cooking, singing, dancing, local history(the north), blind fighting, juggling, hunting, healing, herbalism, agriculture, swimming, direction sense, weather sense, play flute, tracking, survival(woods), riding unicorn, veterinary healing, training unicorns, tumbling, craft musical instruments(wind), weaponsmith (oriental), poetry, musical composition, firebuilding, speaks common, drow, silent tongue of the underdark, elvish read and writes common, drow, elvish. Note: The large number of proficiencies are due to the fact that in the game that Myta is in allows that if your class has to pay for the experience then you get all the benefits, including the Proficiencies, that is why it takes so long to gain experience. Its just the way its done in this campaign.

Spell casting

Priestess Shperes of access(11th lvl). Major :all, combat, creation, guardian, healing, necromatic, protection, sun, weather, Wards Minor :animal, Charm, divination, plant, summoning, travellers.

Special abilities

90% MR to sleep and charm(as per normal elves), 120' Infravision, Detect Secret and concealed doors, Turn Undead 2x/day, Magic missile (4 missiles) 3x/day, Enchanted Weapon (+2 for 7rds). Spell Turning as per ring of...1x/day-fearful fire, dancing lights, darkness, levitate. Bonded mount : Unicorn "Xuxa" Influence animal reactions (ranger). All Blade abilities ;MS :93%, HS :83%, PP :90%, DN :75%, CW :85%, RL :50%, Conjure moonfire 11x/day, Excellent eyesight- never surprised (abilities from Hawk Familiar). All Master Harper abilities (will update later).

Possessions

Elven Chain mail halter Silk loin and tail cloth Baldric with Scabbard for Katana Small pouch with 2 x 500 gp gems 5 x 100 gp gems 20 pp Satchel= Spell components, Drow swimwear, Sandals, flint and steel, some Iron rations Quiver of Sheaf arrows 4 x 100 gp bracelets

Magical Items

Boots of the North Katana of Sharpness potion of vitality Comb of Beauty(+2 cha/com) Elven Longbow +2(double damage and range vs Giant class creatures as per 1st Edition ranger).

Notes and History

Myta Cylan was born on the surface to two drow exiles 135 years ago. During the Blessing ceremony Eilistraee came in Avatar form and blessed Little Myta. From then on Myta has become what is known as the chosen of Eilistraee. Much like Mystra has her chosen, Eilistraee has her and Myta is one of them. (Has the abilities of a Master Harper) Myta at all times has a Cheery personality save in serious combat. Her Eyes are almost always aglow with a mischievous look or that of an Innocent child. As once said by a certain old mage from Shadowdale. "When Shes a smiling ye have nothin to fear, but when the smile fades and her eyes narrow ye best hope that you were rather facing the likes of that Drizzt fellow, For ye have a better chance of surviving to see the light of day. Take not my words to mean that she is evil, nay the lass has a heart of gold to all but those committing evil, there is not a kinder heart in all of the Realms, nor a more gentler soul, for yes even though she is a Dark elf she does ride a Unicorn, and any one with a bit of knowledge in their heads knows that Unicorns only serve of their own free-will." One unusual feature of Myta's is her right arm. It is a Construct of Adamantium. She had lost the arm to The Tarrasque in her earlier adventuring career. Her Enclave of outcast drow which she lived with did not have a priestess of sufficient power to regenerate her arm, but they did have a craftsman who did replace her arm. The arm functions as a normal arm would and has no special abilities, other than it is treated as a magic weapon to hit creatures who require one to be hit. It has no bonuses. Her Left arm has Azure bonds which are very much like those that Alias bears. All though Myta received hers from a Red Wizard of Thay which found the means to create his own. Needless to

say that Red Wizard is no longer around For when Myta broke the control, she sought out the man who caused her to commit evil. Myta had gone through a rather lengthy quest in the interest of the Goddess Eilistraee and Mystra, to right the wrongs and to atone for the things that the Red Wizard of Thay made her do. Myta has long been absolved by the Two goddesses for those that she did under the control of the Red Wizard.

Orion Fraust

Ranger 13th Human male
Lord of the Tundra, Slayer of Kilngandernius the Red

STR 14 , DEX 15 , CON 17 , INT 13 , WIS 14 , CHA 13 , COM 13, PER

AC -2, hp 110, MV , MR n/a AL ng, Age 43, Height 6'0", Weight 235 lbs

Skin bronze, Hair, Beard white Eyes GRAY, Vision NORMAL, Wealth 25,000 gp

Orion is a tall well built man who is stoic and observant in both speech and action. a known counselor (sp) for young adventurers.

Weapons

Long-bow (p), scimitar (p), longsword (p), dagger (p), crossbow (p), spear(p).

Non-Weapons Proficiencies

Animal handling, animal training, fire building, swimming, riding, land Based (horse, bear), blind fighting, bowyer fletcher, survival (tundra, forest), tracking.

Spell casting

Clerical spells level one selection and level two mainly takes healing spells.

Special abilities

+4 vs giantkin(hated enemy) also takes no penalties when fighting on Ice or slippery terrain.

Possessions

Basic clothes, winter survival gear and one set of very fine attire.

Magical Items

+3 frost brand (fraustbite) int weapon (17) with det metal 10'rad and Det magic 10'rad and heal 1 per week, Girdle of frost giant str(worn only in known giant territories. Bracers of ac 2 and a ring of pro +3.

Notes and History

Born in glister of faerun and traveller of the great glacier currently. Seeks the city of feldspar.

Orofarne the Stonethrower

Fighter [kit:Myrmidon] 6th Firbolg male

STR 19 , DEX 15 , CON 17 , INT 11 , WIS 10 , CHA 9 , COM , PER

AC -3, hp 70, MV , MR 15 AL CG, Age 45, Height 10'5", Weight 810 lbs

Skin Sunburnt, Hair Blond, Beard Blond Eyes Green, Vision Normal, Wealth 10000 gp

Weapons

(sp) Giant Kin Sword (his favorite weapon) 3att/2turns. Thaco 11, (sp) Giant Kin Warhammer 2att./turn. Thaco 11, (sp) Giant Kin Bow 3att./turn. Thaco 11, (P) with Giant Kin Mace 1att./turn. Thaco 10.

Non-Weapons Proficiencies

During his youth Orofarne learned the skills of Fire building, Swimming and Endurance from his people. During his service as a professional soldier he has picked up the knowledge of Ancient Military History. He realized that his lack of infavision would be a severe hinderance, especially when fighting at night so he learned a skill that would be helpful in low and no light situations-Blindfighting. The very large bow and arrows that he uses are very hard to come by outside of his homeland. He had to lay in special orders with local craftsmen which often produced inferior products as well as making them very expensive so he learned to make them on his own.-Bowyer/Fletcher.

Special abilities

Can swat away incoming missiles (6 or better on a d20). Can Detect Magic, Can cast Dimunition on Himself.

Possessions

Backpack with: 10 Torches 100ft of Hemp Rope Whetstone Flint and Steel 10 Vials of Greek Ol Traveling Clothes Riding Boots Weeks Ration of Perishable Food (bread, meat and cheese) Weeks Iron Rations (Hardtack and Jerky)

Magical Items

Ring of Protection +1 Bracers of Defense AC5 Cloak of Displacement (+2 save vs. spell, gaze, spitting and breath weapons) 1 Potion of Invulnerability "Headsmasher" Firbolg Warhammer +3 (2d4+2vs.s/m; 2d4vs.l) "Rodnabba" Giant Kin Two handed Sword +4 (2d10vs.s/m; 6d6vs.l)

Panthian Merlith

Ranger 8th

Moon Elf Male

Defender of Aglarond, Harper, Honorary Knight of Myth Drannor

STR 13, DEX 18, CON 11, INT 17, WIS 18, CHA 16, COM 16, PER

AC 0(-4), hp 55, MV 12, MR

AL Chaotic Good, Age 95, Height 5'4", Weight 125 lbs

Skin Fair with Blue Highlights, Hair Midnight Blue, Beard none Eyes Emerald Green, Vision Normal/Infra up to 90', Wealth 537gp

An attractive but cloaked elf in the prime of his life. Who wears black clothing over elven chain ,swathed in a foorest green clauk worn with the hood.He carries two swords one long the other short both obviously valuable but one appearing to be ancient.The only other visible adornment is a large multifaceted emerald worn on a silver chain.

Weapons

Long sword (p), Short sword (p), 5 daggers secreated about his body in strateigic locations (p), longbow (p), spear (p).

Non-Weapons Proficiencies

Blindfighting, Tracking, Riding LB, Rope Use, Tumbling, Tightrope Walking, Animal Handling

Spell casting

As ranger

Special abilities

HS-95%, MS-95%

Possessions

Normal Camping essentailsEmerald NecklaceClothes one set all black the other forest garb

Magical Items

Eleven Chain-Longsword of Shadow Death, conveys the ability to slay shadows and shape shifters added on to the normal +4 bonus -Shortsword of Sharpness-Boots of Elvenkind-Cloak of the Bat, Dagger +2, Dagger +3.

Notes and History

Panthian was one of two twin brothers born unto a rich noblewoman of Evereska he was meant to be brought up as a true nobleman from the start but that was not meant to be. Although he has earned the right on his own to be called Tel'Quissuer he chooses not to be acknowledged in that sense instead preferring the life of a wander. At the early age of 65 he left home to seek out Dove Falconhand the famed human ranger. When he found her he received more than he bargained for being wipped into one adventure after another some where along the lines becoming a harper and Knight of Myth Drannor. On one of his most recent Harper assigned missions he saved Aglarond and Rashamen from what could have been the last Thayan invasion earning his title as Defender of Aglarond. Currently he is working with a band of heroes known as the Rangers Three. Slaughtering and defending the realms from a mysterious clan of shopshifters known as the Malugrym.

Pelick

Ranger 15th

Elven Male

Ruler of Arendale

STR 23 , DEX 17 , CON 14 , INT 14 , WIS 16 , CHA 15 , COM , PER

AC 0, hp 130, MV 14, MR 0 AL NG, Age 146, Height 5' 10", Weight 126 lbs

Skin Tan, Hair Reddish-Brown, Beard Shaven Eyes Green, Vision Infra 60', Wealth No Personal Money

Pelick is the hero and leader of Arendale. His face gives no hint of royalty but the people all know him. The type who hates authority and being tied down by it. He'd rather be off on his own back to his daring life before he was taken in by his title. Although he commands them well, he'd like to lose the whole lot of them. Out in the woods looking for trouble is where you can find him if you're lucky. Two swords strapped to his sides and a pack over his back with what he needs to survive is all he carries. To cover himself from dangers he wears a suit of enchanted leather. To cover himself from his people he might wear a thick robe with long sleeves and a big hood.

Weapons

2 long sword defenders +4 Grand Mastery skill level.

Non-Weapons Proficiencies

Tracking, survival, navigation, fishing, hunting, firebuilding, blind-fighting, rope use.

Spell casting

Doesn't like using magic.

Special abilities

None, besides the magic swords. HS 70%, MS 76%.

Possessions

Standard adventurer kit.

Magical Items

2 long sword defender +4, leather +2, ioun stone dusty rose, magic rope of swinging, potion of flying, potion of healing.

Notes and History

Orphaned in the burning of his village but found by other survivors. Everyone learned to live off the land including Pelick. He grew up to be a ranger.

Pryvel

Ranger 4th Human male
He-who- talks-with- squirrels

STR 14 , DEX 14 , CON 14 , INT 11 , WIS 12 , CHA 16 , COM , PER

AC 8, hp 29, MV 12, MR AL NG, Age 18, Height 5'7", Weight 170 lbs

Skin , Hair black, Beard- Eyes hazel, Vision normal, Wealth 40 gp

Pryvel is a handsome young man with curly black hair. His hazel eyes are filled with deep compassion. He seeks to bring the inner peace he feels to the rest of the world. He has a tattoo of Eldath's holy symbol on his right cheek. Pryvel is always dressed in green and brown. He prefers talking to combat except when priests of evil gods are involved. In such a case he is likely to attempt slaying the being on sight. Pryvel can often be found sleeping under a shade tree or talking to squirrels. He knows much about goings on in an area through these conversations. He is currently in love with Teelan of the Daughters of Battle. Given a chance he would do almost anything to earn her love or even her notice. The adventures in question considers him beneath her notice.

Weapons

Longsword, longbow, shortsword, dagger, 24 flight arrows, wpn group sword, wpn group bow, missile (sp).

Non-Weapons Proficiencies

Tracking (9) animal lore (7), blindfighting, bowyer/fletcher (7), herbalism (6), animal noise (5) ,camouflage (6), trailmarking (6), trail signs (6), hunting (7), common elven squirrel.

Special abilities

Current CP: 11 standard Ranger, speak with animal 1/day.

Possessions

Quiver, bedroll boots, cloak, holy symbol provision bag waterskin extra
bowstrings sword care kit 40gp.

Magical Items

Ring of direction sense.

Notes and History

Pryvel is the first born son of Arthur Treedragon and Whisper Peaceknot, a priestess of Eldath. His birth was kept secret from Arthur. Peaceknot raised Pryvel in the hidden Grove of the druid/mage Grodiron. When his mother died of the wasting fever, Pryvel set off to find adventure. He joined the Sons to battle the plague priest Maligor. It was his blade that slew the evil priest. Current XP: 15456 next level: 18,000.

Questor Zacchari

Ranger 8th Elven Male
Adventurer Extraordinaire

STR 17, DEX 15, CON 16, INT 10, WIS 18, CHA 16, COM , PER

AC -2, hp 66, MV 12, MR AL CG, Age 127, Height 5'2", Weight 81 lbs

Skin Brownish, Hair Blond, Beard None Eyes Blue, Vision Infra (60'), Wealth 4000 gp

Questor is wiry, not overmuscled, his skin is browned by the sun and is weatherbeaten. He has the wisdom of ages and is single. He is ambidextrous and has the extensive knowledge of the forest that only a seasoned adventuring Elf would have. He has been on many adventures, has had many friends, among them some are actually Dwarves. He lives in a hut on the edge of a forest resting and waiting for another chance to adventure.

Weapons

Long bow, long sword, short sword, bastard sword, claymore, paired weapon specialization.

Non-Weapons Proficiencies

Blind fighting, hunting, tracking, cooking, survival in habitat (forests), mountaineering, fire-building.

Spell casting

Just gained ability to cast clerical spells. plant animal gaurdian

Special abilities

Only used in forests, hiding in shadows move silently.

Possessions

Backpack Spare Clothes Rations(2 weeks) Oil Lamp Dog Pepper Whetstone 2 Wineskins Pouch(money) Tent (2 man), Arrows (Sheaf, Armor Peircing, Stone Biter, Fire) Snare Wire 200'.

Magical Items

Long Sword +2 Short Sword +2 Enhanced Long Bow Bastard Sword +1 Claymore +3 Ring of Protection +2 Magical Elven Chainmail Necklace of Forgetfulness (in seperate pouch) 6 Potions of Cure Serious1 potion of InvisibilityBalm of Heroism (6 uses left)Pryapt of Wound Closure

Notes and History

Ambidextrous Foes - Drows and Driders Favoured Race - Elves.

Salic

*Ranger [falconer]*8th Elf male

STR 13 , DEX 17 , CON 16 , INT 12 , WIS 16 , CHA 12 , COM , PER

AC 2, hp 60, MV 12, MR nil AL Chaotic good, Age 140, Height 5'6", Weight 120 lbs

Skin fair, Hair red, Beard - Eyes blue, Vision 60ft Infra, Wealth 5000 gp

Missing his little finger on his right hand triangle scar on his chest

Weapons

Longsword (sp), dagger, longbow, shortsword.

Non-Weapons Proficiencies

Healing, rope use, blind fighting, falconry, tracking, hunting, survival, crude weaponsmithing, swimming, elvish, common.

Spell casting

Nornal ranger spell abilities.

Special abilities

Attuned falcon follower, animal empathy, species enemy: hobgoblin.

Possessions

Backpack, bedroll, 50 ft rope, 2 large beltpouches, wilderness harness, sharpening stone, flint & steel, falconers training equipment, matched set of longswords: one has a black blade with silver runes, the other is silver with black runes.

Magical Items

Ring of ac 2, necklace of adaptation (the clasp is wizard locked, Salic cannot take it off), bag of tricks type a, long sword of quickness +2, bag of holding, ring of magic missiles.

Notes and History

Salic is the unofficial leader of his company, the rest of the members think him arrogant. He merely does what he thinks is best, without consulting the rest of the group. If the rest of them follow, so be it. No one has ever lost their lives (except himself) as the result of his decisions, so he hasn't seen reason to change anything. He lost his finger when he was captured by his enemies and tortured. Finally he was alert enough to realize that they had left his ring of magic missiles on him. Salic used the ring to kill his captors, nearly exhausting the ring. When he escaped, and limped back to the rest of the group he discovered that his enemies had carved a pentagram on his chest. The party cleric was able to remove most of the symbol, however, the triangle still remains. Salic has died once as the result of mummy rot, but the group had him raised. His favorite tactic in battle is to have his falcon follower "bomb" his foes, while Salic fights on the ground. This is a great surprise attack, and often serves to confuse his enemies.

Sarien Fire-Bird

Ranger 5th

Elven male

STR 13 (Mus 13/Sta 13), DEX 14 (Aim 12/Bal 16), CON 14, INT 12 (Rea 12/Kno 12), WIS 14 (Inn 12/Wil 16), CHA 8 (Lea 8/App 8), COM, PER

AC 4, hp 38, MV 12, MR AL LG, Age 118, Height 5'4", Weight 107 lbs

Skin Golden tan, Hair Silver, long, Beard Eyes Ice blue, Vision Normal Infra, Wealth 200gp

Sarien has a phoenix-like tattoo surrounding his left eye. He is very enigmatic about where he received it and what it is signifying. He is very trustworthy, a pillar of morality in the chaotic adventuring band called The Seekers of Justice. He is very confused over the feelings he is beginning to have for Tamina Wands, the group's mage. Deadly in battle with paired scimitars flashing, Sarien is, nevertheless, a friendly and open person, in many instances serving as the group's spokesman and leader.

Weapons

Scimitar (Expertise) Trident (Prof) Sickle (Prof) Dagger (Prof) Bow broad group (Prof).

Non-Weapons Proficiencies

Tracking Fire-building Riding, Land based Animal handling Survival, Forest.

Spell casting

Sarien is unable to cast spells yet.

Special abilities

Sarien has very keen hearing, granting him a DN of 66%. He has the ranger abilities of HS 41%, and MS 45%. His ranger enemies are goblins.

Possessions

Sarien travels light. A simple pack of provisions, his scimitars, bow and quiver of arrows are usually enough for the ranger to get by on.

Magical Items

"Evil-bane" Scimitar +2. Detects evil in a 60' radius. Longbow +2 4 arrows +4 10 arrows+1 2 potions of extra-healing.

Notes and History

Sarien was once the guardian of an elven site very near Myth Drannor. He failed in his task and saw his charge fall to the forces of evil. Now he roams the Waterdeep area and has found a new home in the sleepy town of Amphail. Along with the Seekers of Justice, he works for good in the hopes of regaining his honor. The phoenix around his eye symbolizes his rise from the ashes of his past to a bright future.

Sarzec Grey

Ranger/Druid 5th /6th [Mielikki shadoweir] Half elf male

STR 13 , DEX 18 , CON 15 , INT 14 , WIS 18 , CHA 15 , COM , PER

AC 3, hp 41, MV 12, MR 0 AL C/E, Age 17, Height 6'2, Weight 150 lbs

Skin light (bluish), Hair Black, Beard Eyes grey, Vision Infra 90', Wealth 600 gp

Weapons

Scimitar ((sp) + local fighting style +1att) Longbow Dagger, Ambidextreous 2-weapon style *2

Non-Weapons Proficiencies

Survival, Tracking, direction sense, spelunking, Animal lore, Monster lore, Herbalism, swimming, Ambidextreous

Special abilities

Analyze balance in woodland Normal ranger and druid powers

Magical Items

Ring of warmth The starbow (long bow +3/+3, -1 speedfactor, glitterdust 3/day, -2AC & double range).

Seona Dusk

Ranger [kit: Swanmay] 2nd

Human female

STR 12 , DEX 15 , CON 14 , INT 17 , WIS 15 , CHA 17 , COM , PER

AC 6, hp 16/16, MV 12, MR 0 AL Neutral Good, Age 19, Height 5'6", Weight 120 lbs

Skin fair, Hair Blonde, Beard Eyes Green, Vision normal, Wealth 321 gp

She's extremely blunt. Hates sexists. Hates orcs and their kin. Thinks of herself more as an elf than a human.

Weapons

Dagger, long bow, short sword, quarterstaff.

Non-Weapons Proficiencies

Singing, animal lore, tracking, animal handling, swimming, healing, navigation, mountainering, (languages) Common and Wood elf.

Special abilities

Knows Elven (wood) lore. HS-15% when in forests MS- 30% when in forests.

Possessions

Horse (golden bay), saddle w/blankets, saddle bags, 50' rope, grappling hook, tinderbox, 1 week dry rations, 3 dadders, long bow w/30 arrows, staff, Trained falcon, small tent, backpack, blankets, 2 wine skins.

Magical Items

Swan ring Cloak of Elven kind

Notes and History

Parents and twin sister killed when she was 6 by orcs. Taken in by a family of Wood elves. Went on her own at age 16 when second family was killed for no apparent reason.

Shimmergloom

Ranger 10th Elf male
Prince of Drasina

STR 15 , DEX 19 , CON 15 , INT 14 , WIS 15 , CHA 13 , COM , PER

AC -4, hp 88, MV 12(24), MR AL CG, Age 210, Height 4' 9'', Weight 92 lbs

Skin light, Hair blonde Eyes purple, Vision , Wealth about 100,000 gp

Weapons

The main used weapon are dual wielded scimitars, one a scimitar of speed +5 from a Black dragon's horde, the other a Frostband from a white Dragon's horde. Also used at times are a long bow +1 and a wand of fire.

Non-Weapons Proficiencies

Most non-weap profs are languages, but has the main ranger traits about him...

Spell casting

At effective lvl 3, Cure light wounds, Faerie fire x 2, charm person.

Special abilities

HS : 63%, MS :78%

Possessions

Shimmergloom is the ruler of his own castle now, and is at war with 2 other kingdoms, bout has alliances with 2 more, so we'll have to wait and see how it works out. Other then that he has normal adventuring EQ.

Magical Items

Other then the aforementioned Weapons, He owns Elvin Chain +2 that is intelligent(VERY intelligent), boots of speed, cloak and boots of elvenkind, and a ring of spell turning.

Notes and History

Shommergloom grew up as the bored younger prince of the Kingdom of Drasina. Drasina crumbled though, so he fled and joined up with a group of adventurers to keep his anonimity. He adventured with this group for over 3 years, eventually getting permission to build his own castle with his earnings. Once that happened, the Unseen Guard(the elite guards of Drasina) came into contact with him to inform him where the rest of the royal family had fled to. They also said that he is to Stay on this contenent to Regain the power, and get revenge on those that overthrew them. So now his mission is to find out who did it, why, and how to defeat them.

Sleegar

Ranger 6th Hobgoblin male

STR 17 , DEX 17 , CON 16 , INT 12 , WIS 13 , CHA 7 , COM , PER

AC 6 (10), hp , MV , MR 0

AL CG, Age , Height 6'1", Weight lbs

Skin pale green, hair black, long, beard Eyes dark brown/green, vision , wealth none

Sleegar is a Hobgoblin ranger which may seem a strange thing , especially due to his low charisma, but the truth is Sleegar was cast out of his tribe for having 'ideals' and not wanting to kill ever enemy he came across. Sleegar became ranger in order to survive but during this solitude he went a little mad, in fact the best way to describe him is "he ain't all there", his insanity shows itself in the way he slinks around like a lizard man and that he has painted his scale mail armour green like lizard man flesh. Except for this minor peculiarity Sleegar is 'normal'. Sleegar is a member of a mostly humanoid group known as (K)Night's Beacon, which was collected together by a plane travelling Cambion known as A'Zrael, who was one those freak births retaining the Good alignment of his mother. This group is currently involved in a seek and destroy mission against slavers.

Weapons

Sleegar favours the bastard sword due to his height and is proficient both single handed and 2-handed. He also uses a longbow (P) that was made for him by a human ranger whom he saved from death.

Non-Weapons Proficiencies

Sleegar is an excellent tracker and is accomplished at sneaking up on people and disguise/camouflage are amongst many of his talents.

Special abilities

Unknown other than racial and basic ranger abilities.

Snow

Ranger 4th half dwarven, half human female
Lady of the Mountains

STR 16 , DEX 18 , CON 18 , INT 15 , WIS 15 , CHA 17 , COM , PER

AC 4, hp 45, MV 12, MR AL Chaotic Good, Age 19, Height 5'5", Weight 125 lbs lbs

Skin fair, Hair white blonde, Beard none Eyes pale blue, Vision normal, Wealth 1100 gp

Tough girl, she always wear white or colors of the like. A little bit rough when it comes to what is lady like and what isn't.

Weapons

Long bow, Bastard sword, Quarterstaff, dagger, Light crossbow.

Non-Weapons Proficiencies

Mountaineering, swimming, navigation, fire-building, endurance, riding, tracking, survival.

Spell casting

Priest spheres- healing, plants, animals.

Special abilities

MS-20%, HS-20%, speaks common and dwarven, knows Dwarven lore.

Possessions

White Horse(riden bare back), 50' silk rope, grappling hook, water skin, flint & steel, 4 daggers, bastard sword, long bow w/30 arrows, crossbow w/ 35 quarrel.

Magical Items

Owl token ring- can change into a snowy owl at will(3x's/day) - can understand snowy owls.

Notes and History

Was raised in the mountains by her grandfather(a dwarf). He died when she was 13. She traveled to the nearest town and left as soon as she realized that she hated most people.

Solaufein Cormrael

Ranger 8th

Dark Elf male

STR 17, DEX 19, CON 15, INT 14, WIS 16, CHA 14, COM , PER

AC -1, hp 72, MV 12, MR

AL NG, Age 84, Height 4'10", Weight 76 lbs

Skin pale white (albino), Hair stark white, Beard Eyes red, Vision Infra 120', Wealth 400 gp

Solaufein is an albino drow who despised the ways of other drow and now travels the forest of Cormanthor, protecting the woodlans in the name of Shaundakul, the Windrider. His hated enemies are goblinoids.

Weapons

Longsword of Speed +3 (similar to a scimitar of speed) Longsword +2/+4 vs. Goblinoids (specialized in both longswords and two-weapon style). Proficient in all other blades.

Non-Weapons Proficiencies

Tracking, survival:underdark, weather sense, fire-building, blindfighting , speaking / reading / writing : common, elven, drow.

Spell casting

Solaufein can cast the following once per day as all drow can: Faerie Fire, Darkness, Dancing Lights.

Special abilities

Solaufein has all normal drow abilities (find secret doors, detect sliding/shifting walls, etc.)

Possessions

Solaufein normally carries food for a week, a bedroll, and other essential items.

Magical Items

Elven Chain Mail +2, Bracers of the Blinding Strike

Notes and History

Solaufein had to flee from the Drow city of Rilauven after he slew a matron mother. On the surface, he befriended the people of Mistedale, and now acts as a guardian for the dale and the Elven Forest.

Tailisyn

Ranger 22nd

Drow Female

Member of the Deathbringers, DEAD

STR 22 , DEX 20 , CON 16 , INT 17 , WIS 19 , CHA 18 , COM , PER

AC -11, hp 185, MV 12, MR 59

AL N/E, Age 350, Height 6', Weight 150 lbs

Skin Black, Hair White, Beard

Eyes Purple, Vision Infra 120', Wealth 112,000 gp

Decievingly delicate looking, a cold heart is behind those purple eyes.

Weapons

Long Bow Specialization +4/+5 Double Sword Combat +3/+3

Non-Weapons Proficiencies

Tracking x2, Endurance, Running, Blind Fighting, Herbalism, Languages, Drow, Drow Sign, Elven, Realms Common, Goblin, Kobold.

Spell casting

Cast Spells as a 22 Ranger

Special abilities

Hide in Shaodws 99%, Move Silently 99%, Fearie Fire 1/day, Globe of Darkness 1/day, Dispel Magic 1/day, Detect Undead 1/day, Detect Magic 1/day.

Magical Items

Black Chain of Death, Rings:Ornate's Ring of Healing, Protection +5, Invisiblity, Regeneration, Cloak of Elven Kind, Long Bow +5, 2 +5 Swords, Quiver of Neverending +4 Arrows,2 +3 Daggers, Gloves of Missile Snaring, Slippers of Spider Climbing, Periphat Proof Against Poison.

Notes and History

Tailisyn was a daughter of a male noble and female slave. The father wanted the daughter and had the mother killed. Tailisyn escaped her father and fled the drow city. She managed to survive the underdark by meeting a underdark druid. This druid taught her about the dangers of the underdark and how the knowledge could be used to survive and kill you enemies. From there she taveled to the sur face for the first time and ran into the Deathbringers. She joined up with them so she could gain her revenge on the drow and Lloth. The party traveled to the 66th layer of the Abyss to gain a magic item. The gate from the Abyss brought them to her home city. They then stopped a grand prayer to Lloth and she was able to kill the drow who killed her mother. The others fought the other drow and discrased the alter to Lloth. In the battle with the Cult of the Dragon and Cyric, Tailisyn was killed in the explosion that destroyed Alanis' safe hold and the mountain. She is now being tortured by Lloth herself in her home in the 66th Layer of the Abyss.

Tal'Ronen Knightshade

Ranger (falconer) 2nd /cleric 3rd

Drow male

"The Honored One"

STR 18(28) , DEX 19 , CON 17 , INT 13 , WIS 17 , CHA 9 , COM , PER

AC 3, hp 29, MV , MR 90

AL NG, Age 93, Height 5'2", Weight 113 lbs

Skin ebony, Hair ivory, Beard - Eyes blue, Vision Infra 90', Wealth unknown

A quiet drow from the fallen House of Menzoberranzan, he left the ruined house to see the World Above. On his left hand there's a missing last finger, due to a battle with his rival house years before. When in the Underdark, he dresses a simple tunic overall (stole from a human near Waterdeep) with the drow cloak (piwafwi). While traveling in the World Above, chain mail with green cape is what he usually wears.

Weapons

Any blades (sp), dagger, sling.

Non-Weapons Proficiencies

Etiquette, animal handling, animal training, artistic ability, dancing, direction sense, Drow language, Common, Kobold, gnomish (deep gnome), dwarven, orcish, rope se, religion, spellcraft, reading/writing, healing, endurance, tracking, survival.

Special abilities

Can cast darkness, dancing lights, faerie fire 1/day each. Animal empathy, pass without trace, wizardly priest -- can cast one extra wizard spell a day, can speak with mammals 1/day.

Possessions

Backpack, small belt pouch (for herbs and ingredients), rope, sling.

Magical Items

2 potions of Healing, holy symbol of Eilistraee, elven boots, longsword+1, dagger+1.

Notes and History

Nothing much except he is the last survivor of the 38th House of Menzoberranzan, and currently he travels alone in the outskirts of Waterdeep, Undermountain, and sneaks the dark alleys of the city. Occasionally he travels into the High Forest to meet his animal friends.

Talus Falconseek

Ranger 8th Centaur Male
Scout Captain of Suzail

STR 16 , DEX 13 , CON 19 , INT 13 , WIS 16 , CHA 14 , COM , PER

AC 0, hp 118, MV 15, MR 0 AL CG, Age 42, Height 11'1", Weight 1070 lbs

Skin White, Hair Black, Beard Small, trimmed, black Eyes Grey, Vision Normal, Wealth unknown

Centaur. Male. Lives in the forest near Suzail in Cormyr. Kind man. Can climb ladders. Cool. Nice guy to be around and his good spirit spreads to others around him.

Weapons

Used- Long Sword (p), Long Bow +2 (sp), 35 flight arrows +1, dagger (sp).

Non-Weapons Proficiencies

Languages- Common, Centaur, animal training, animal handling, animal lore, tracking, reading/writing.

Spell casting

Access to: Plant and Animal Sphere. Casting level: 1st - 1 spell.

Special abilities

HS 49% MS 62% May attack with hooves in each round for 1d6 per hoof, plus the arm attack (7th level 2 attacks each 3 rounds).

Possessions

Dagger, plus normal traveling gear.

Magical Items

Longsword +2, Longbow +2, 35 Flight arrows +1, leather armor +2, 2 potions of Animal growth, 4 potions of Plant Growth, 5 potions of Healing, 1 potion of Extra Healing, ring of protection +1.

Notes and History

Member of the Freesville Twelve; Abandoned at birth taken in by a scout in charge of training other scouts in Suzail, Talus was trained in the way of the woods, and the way of the animals. When the Freesville twelve was formed, he saw his chance to prove that he was the greatest scout in the area. He met all his friends in his travels, and received his set of arrows from Nulin. He is the group's scout.

Terenis Silvermain

Ranger 6th

Elven Male

STR 17 (Mus 16/Sta 18/91), DEX 19 (Aim 19/Bal 19), CON 14 , INT 16 (Rea 17/Kno 15), WIS 15 (Inn 15/Wil 15), CHA 16 (Lea 16/App 16), COM , PER

AC -3, hp 53, MV , MR

AL CG, Age 130, Height 5'4", Weight 125 lbs

Skin moon elf, Hair silver, Beard - Eyes dark blue, Vision Infra 60', Wealth 214 gp

Weapons

Choice (long sword), Expertise (long sword) , Special (long sword), Two Handed fighting style.

Non-Weapons Proficiencies

Fire Building, Tracking, Survival, Riding Land, Reading Writing, Blind Fighting.

Special abilities

Keen eye sight (+1 missile weapons), Photographic Memory, Ambidexterity, Phobia of the Undead.

Possessions

1 Longsword, 1 Shortsword, 2 Daggers, 1 Comp. Longbow with 30 flight arrows.

Magical Items

3 Potion of extra healing, 1 Potion of Flight, 1 Potion of Invisibility.

Notes and History

He is from the forests around Silverymoon and worships the god Milikki. He comes from a common family of elves and has 1 sibling.

Terminus

Ranger 20th

Half-elf male

STR 18/00 , DEX 19 , CON 16 , INT 13 , WIS 17 , CHA 16 , COM 14, PER 17

AC -8, hp 110, MV 12, MR 0

AL NG, Age 3000+, Height 6'3", Weight 180 lbs

Skin Tan, Hair Brown, Beard None

Eyes Brown, Vision Normal, Nightvision 100', Wealth enough.

Terminus the Ranger has been alive so long that he has forgotten nearly everything he has ever learned except that he is a ranger and he has become ever vigilant against the forces of evil. His greatest friends are Flynnaland Featherfoot and Olan Dire.

Weapons

Longsword, Longbow, Mountain Pick, and many others.

Non-Weapons Proficiencies

Survival (most terrains), Fire building, Tracking, Swimming, Fishing, etc... (He's a Ranger).

Spell casting

As a Ranger of 20th level

Possessions

Longsword +5 Defender, Pickaxe +5, he uses one in each hand..

Magical Items

Bracers of Archery, Black Dragon Armour and others...

Notes and History

Terminus does a lot of wandering. He seeks out evil where ever it may be. He and Flynn have had many adventures together. Olan Dire learned his skills from Terminus.

Thomas Sullivan

Ranger 5th Kagonesti Elf Male
Magus Slaye

STR 18(45) , DEX 19 , CON 15 , INT 10 , WIS 14 , CHA 13 , COM , PER

AC 3, hp 43, MV 12, MR 0 AL cg, Age 80, Height 4'8", Weight 99lbs lbs

Skin Deep Tan, Hair Jet, Beard - Eyes Hazel, Vision Infra (90ft), Wealth 68 gp

Weapons

Long Sword (Master)

Non-Weapons Proficiencies

Tracking (15), animal lore (10), brewing (10), hunting (13), set snares (18).

Special abilities

90% Resist Sleep and Charm related spells. +1 to hit with bows, excluding crossbows. +1 to hit with long and short swords. Surprise Bonus, HS 36%, MS 40%, Two-Handed fighting style, +4 to hit Baaz Draconians.

Possessions

Studded leather armor, Backpack, Flint/Steel, 50ft Silk Rope, 2 Wineskins, Habbakuk's Holy Symbol, 2 Sets of Clothing.

Magical Items

Two Long Swords +1.

Thyl Alont

Ranger 5th Sylvan Elf male

STR 17, DEX 18, CON 17, INT 12, WIS 17, CHA 12, COM , PER

AC 0, hp 13, MV 12, MR 0 AL CG, Age 121, Height 5'11", Weight 106 lbs

Skin light, Hair Blonde, Beard- Eyes Blue, Vision Infra 120", Wealth 145gp

This charcter lives and dies by his weapons. he loves his Scimitars. He feels his duty in life is to kill all kobolds.

Weapons

Scimitar (sp), quarterstaff, dagger.

Non-Weapons Proficiencies

Riding, land, Swimming, tracking, tumbling.

Special abilities

Afraid of Heights, Tongue Tied, Artistic Ability, Animal Empathy, HS : 10%, MS : 15%.

Possessions

2 Scimitars (Ann, Marie), quarterstaff, dagger, bearskin cloak, surcoat, 60' twine, flint and steel, oilskin, poncho.

Magical Items

Magical elven chain mail.

Notes and History

His parents were killed by kobolds.

Torin BladeRunner

Ranger [kit: Forest Runner] 7th

Human Male

Slayer of the white dragon Frostkin, freer of the oppressed in Lorn, member of the elite Dragon Slayers, etc

STR 18/93, DEX 17, CON 15, INT 13, WIS 13, CHA 12, COM 12, PER 15

AC 3, hp 68, MV, MR

AL CG, Age 25, Height 6'1", Weight 191 lbs

Skin white, Hair long brown, Beard - Eyes deep green, Vision normal, Wealth 150 gp

A strong, slender young man with striking green eyes and long brown hair pulled back in a pony tail. With a dark green cloak and a quiver of arrows on his back, he looks ready to tackle any menace.

Weapons

Proficient in : +1 Longbow with 40 shaft arrows and 8 +2 shaft arrows, longsword (twin), dagger, spear +3, battle-axe.

Non-Weapons Proficiencies

Bowyer/Fletcher, Cooking, Firebuilding, Hunting, Tracking, Wilderness Survival (Forest).

Special abilities

Hide 60%, Sneak 70%.

Possessions

Standard Equipment...Rope and grapple, backpack, rations, torches, scrolls cases, bandages, canteen.

Magical Items

+1 Longbow (Composite) inherited from father, +3 Spear Found in the lair on the white dragon, +2 Bastard Sword broken against the white dragon, Ring of Jumping, +1 Studded Leather.

Notes and History

First created in a Forgotten Realms setting, he has met all sorts of famous NPCs as well as high level PCs of friends. He has encountered Drizzt Do'urden (whom embarrassed him), Elminster the Mage, Dove Falconhand, Lady Alustriel, and others, as well when he ventured to Krynn he encountered Rastlin Majere while he was a Red Robe.

Twig of the Forest of Ashes

Ranger 8th

Human male

Guardian of the Whispering Groves, Patron of Wolves.

STR 16 (Mus 17/Sta 15), DEX 14 (Aim 12/Bal 18), CON 16, INT 10 (Rea 10/Kno 10), WIS 13 (Inn 13/Wil 13), CHA 14 (Lea 16/App 12), COM, PER

AC 2, hp 72, MV 12, MR

AL NG, Age 38, Height 6'1", Weight 190 lbs

Skin Deep tan, Hair Black, worn long, Beard Eyes Green, Vision Normal (see below), Wealth 73 gp

Tall and worn by the weather, Twig is an imposing figure with a mane of dark hair and animal-like green eyes that gleam with an ill-disguised ferocity. His right hand is the claw of some sort of beast.

Weapons

Longsword Longbow Hand-axe Dagger Shortsword

Non-Weapons Proficiencies

Tracking, Riding, land-based Riding, airborne, Hunting, Survival, (Forests, Mountains, and Plains), Seamanship, Rope use, Mountaineering.

Special abilities

Twig is blessed with Ultra to the full range of his day vision. His senses of hearing and smell have been raised to the level of a wolfs. He may hide in shadows as a ranger of his level and move silently as if he were 2 levels higher. He is able to speak with wolves and to shapechange into one while the moon is full. Once changed, however, he can not regain human form until dawn.

Possessions

Twig travels lightly, living off the land whenever possible. His standard equipment includes his Weapons, clothing and a few spices for the game he hunts on the trail.

Magical Items

The Sword of Wolves: A longsword +1 that gains +1 for each week of the moon's course through the night sky. It is +1 on a new moon, +2 waxing, +3 Full, and +2 waning. Long exposure to the sword's essence has given Twig his senses, clawed hand, and ability to transform. The Sword of Defense: An elven longsword that is a +0/+4 defender. Twig has found that the blade passes through living flesh without harming it while it acts as a longsword +2 against corporeal undead.

Notes and History

Twig is an exile from his people, the Delrei plainsman of the Marelands. His home became the unknown depths of the Forest of Ashes. Here he honed his skills and was chosen by the moon goddess Cereina as one of her mortal champions. In a fierce battle against a demonic creature sent by shamans of the twisted Goblin-kin, Twig was mortally wounded and merged his soul with that of the Sword of wolves to save his life. Now, Twig travels with an adventuring band known as the Thorns of the Rose. His legend continues ...

Tyr'ion Yean

Ranger 19th Assassin 13rd Elven Male (Lothlorien)
Lord of the Lothlorien Protectors for the Elven Nations Guild

STR 21 , DEX 20 , CON 19 , INT 25 , WIS 19 , CHA 21 , COM 25, PER

AC -5, hp 98437, MV +3, MR 99 AL Chaotic Neutral, Age 1289, Height 7' 6", Weight 165 lbs

Skin Creamy White, Hair Silver, Beard - Eyes silver, Vision normal 180' Infra 180' Ultra 180', Wealth 12,345,229 gp

Tyr'ion is an very tall lothlorien elf ,he has been the protector of the lothlorien elves for 700 years . His skin is a creamy white lighter than most elves of his kind, His eyes are solid silver

Weapons

A set of twin Elven swords, Elven crossbow , 30 arrows, +3 elven dagger, two handed swordsmanship.

Non-Weapons Proficiencies

Oriental fighting, Styles Ty chi ninja

Spell casting

Ranger spells 9 all

Special abilities

Find traps, concealment ,move silent

Possessions

Food, large castle, underground lair with 3456 P.P.

Magical Items

A suit of Mithril armour made BY AN ELVEN high mage +5 AC fits to skin like abody suit.

Notes and History

has been traveling in the Orient with an Elven Prince as his bodyguard for 300 years.

Uthor FierceClaw

Ranger, 22th

Gold Elf, Male

Guardian of Myth Drannor, The Felion Tamer, Harper

STR 18/00 , DEX 16 , CON 16 , INT 14 , WIS 16 , CHA 14 , COM , PER

AC -6 normally, hp 104, MV 12/12, MR 25 AL Chaotic Good, Age 1500, Height 5'4", Weight 124 lbs

Skin Tan, Hair Black, Beard none Eyes Green, Vision Normal, Infra of a Elf, Wealth Plenty

Normally dressed in the armor of Aslyferund and covered by a green, well kept cloak. He is armed with two Battle Cat Claws and a white glowing sword. He usually is accompied by Jade SilverStar (his wife), Unlucky (Elf, Fighter/Mage), or Sparticus (Half-Giant, Gladiator). He is one of the four "lords" of Myth Drannor now that he and others have fought so hard to rebuild it. The other "lords" are Alf (24 Elf Mage), Trick (18 Elf Fighter), and Nobody (19 Kinder Thief).

Valerion Davidov

Ranger 3rd

Human male

Exiled Lord of Maurgen

STR 13 , DEX 12 , CON 14 , INT 15 , WIS 14 , CHA 16 , COM , PER

AC , hp 17, MV , MR AL CG, Age 17, Height 5'10", Weight 160 lbs

Skin light brown, Hair dark brown, Beard none Eyes greyish green, Vision normal, Wealth 2000 gp

Weapons

Sword, bow.

Possessions

Sword, set of velvet clothing, horse silverback, cat lantern, signet ring.

Velcro Plainsman

Ranger [stalker] 9th

Half Orc, male

STR 18/66 , DEX 16 , CON 18 , INT 14 , WIS 14 , CHA 10 , COM 15, PER

AC -5 (-2), hp 92, MV 12, MR 0 AL CG, Age 24, Height 5'9", Weight 180 lbs

Skin dark tan, Hair Black and short, Beard None Eyes Blue, Vision 60' infra, Wealth 100,000 gp

Velcro is a broad and formidable appearing half-orc who retains more of his human characteristics than is usual in half-breeds and accounts for his unusually high comeliness. He has the power of his orcish heritage however and has considerable strength in his solid frame. Like most of his fellow "Flying Half-Cocks," Velcro enjoys spending his money on expensive clothes, bespoke weapons and unusual equipment. He is regarded as the diplomat within the party (a relative term only: the group is renowned for the havoc it leaves in its trail) but relishes a bloody battle.

Weapons

Longsword/crossbow/dagger/hand axe

Non-Weapons Proficiencies

Alertness/camouflage/survival, woodland/riding, land based/rope use/endurance/set snares/miuntains/seaman.

Special abilities

Nature lore/animal empathy/Species enemy: Frost giant

Possessions

Field glasses in padded and waterproof leather casing/chalk (it is not known why he carries this but it can always be found about his person)/compass with treated needle that glows in the dark.

Magical Items

Longsword +2 "Bladethirst"/belt of Quannor (enables the wearer to become invisible, ethereal or hasted for short, limited durations each day)/cloak of displacement +5/bracers of defense AC 5/dagger +4/automated crossbow +1 (a unique bespoke item conceived by Velcro and build by Drow of Menzoberranzon) /hand axe +1.

Notes and History

Velcro is one of four brothers (Velcro himself, Zipper, Toggle and Flies being the others) and was brought up in Poonlar. At a very young age he and his brothers were seconded into the Zentil Keep's city guard where they fell under the brutal regime of a frost giant called named "Harsh." After much ill-treatment Velcro and his closest brother Zipper fled but Zipper was captured and executed at the giant's own hands for desertion. Soon after this Velcro fell into the hands of the "Cult of Janus" where he met up with the "Flying Half-Cocks," a mercenary group widely regarded to be mad as a tree-house full of hyenas but feared for their undoubted skills. Whilst with them he took part in the Marsember Games jousting tournament and despite his youth and relative inexperience among a field of hardened warriors, ranked second in the tournament. His celebrations were short lived though as he and his "Half-Cock" friends fled from the city after the attempted assassination of a Sembian diplomat (an act that led the two nations of Sembia and Cormyr to the brink of war). He gained his nom-de-plume after an improbable plane-hopping incident that by all rights should have taken his life. He now travels with the "Half-Cocks" fleeing the numerous authorities, individuals and associations that are hunting them and as their fame has spread so has his one utmost vow: to kill the frost giant named Harsh and revenge his brother's death. A studious man, he keeps a ledger of all the foes, creatures and individuals the "Half-Cocks" have slain. This list is rumoured now to have expanded to tome-like proportions. Velcro is plagued with ill-luck and before any risky situation he calls his lucky chant, "Ninety lots!"

Wilhem Rodelovisk

Ranger 8th Human male
Specialty Priest of Miellikki (Needle)

STR 18/96 , DEX 16 , CON 18 , INT 15 , WIS 17 , CHA 16 , COM , PER

AC 5, hp 76, MV 12, MR

AL LG, Age 20, Height 7' 0", Weight 200 lbs

Skin White, Hair Red, Beard Red

Eyes Blue, Vision Normal, Wealth 40 gp

Weapons

Tight Group Bows, Broad Group Blades, Quarterstaff.

Non-Weapons Proficiencies

Tracking (19), Woodland Survival (15), Hunting (16), Set Snares (15), Animal Lore (15), Religion (17), Bowyer/Fletcher (15), Blind-fighting. Speaks Common and Aelvar. Reads Common, Espruar, and Thorass.

Spell casting

Casts as an 8th level ranger Minor Spheres: Animal, plant, time, travelers

Special abilities

HS: 49%, MS: 62%.

Possessions

Long Bow, Sabre, Khopesh, Quarterstaff, Dagger, 20 Sheaf arrows, Studded Leather.

Magical Items

Holy Symbol of Mielikki

Notes and History

Born in Arabel, Wilhem grew to like nature at a young age. Plus at about 10, he was badly injured when he slipped on some rocks in a stream, and was healed by local druids. Currently he is trying to protect the wildlife of the area, from encroaching settlements.

Yara Youngblood

Ranger / Bard 8th / 11th Half-elf female

Yara (and the Wanderes of Toril) and considered heroes in the Sword Coast and Aglarond.

STR 13, DEX 17, CON 17, INT 15, WIS 14, CHA 16, COM , PER

AC 5, hp 68, MV 12, MR 0

AL NG, Age 32, Height 5' 8", Weight 133 lbs

Skin Fair, Hair Light brown, Beard - Eyes Hazel, Vision Normal, Infra 60', Wealth 765 gp

Yara is a beautiful and intelligent woman. Despite being a skilled warrior, she is very kind, patient and merciful. She has a great love for all the animals and plants.

Weapons

Yara is proficient in the use of all swords, long bow, footman's mace and daggers. She is specialized in the use of the long sword and enjoy bonuses to use long and short swords (racial) and all bows except crossbows (racial and kit).

Non-Weapons Proficiencies

Dancing, musical instrument(harp), orienteering, land-based riding, singing, swimming, appraising, disguise, jumping, bowyer/fletcher, hunting, survival(forest), tracking, reading/writing(common), Spellcraft

Spell casting

Yara is a 11th level bard. She can cast spells from all the schools of magic, but preffers those from the schools of Enchantment/Charm, Evocation/Evocation, Illusion/Phantasm and Alteration.

Special abilities

As a half-elf she has the following benefits: bow bonus; infravision; less sleep; sword bonus. As a ranger she has the following benefits: empathy with animals; HS; MS; special enemy (the Zhentarin); tracking proficiency; two-weapon style; weapon specialization.

Possessions

Leather armor, Long bow, 12 sheaf arrows, 2 daggers, dry rations(one tenday), spellbook, 50' of rope, 2 waterskins, backpack, small tent, blanket.

Magical Items

Rod of Alertness, Rod of Cancellation, Long sword +4, Ring of Protection +1, Necklace of Adaption, Ring of Free Action, stone with Continual Light spell.

Notes and History

Yara is the older sister of Scott Youngblood. She joined the Wanderers of Toril during the Time of Troubles for a short period, when she and her brother died in a battle against drow elves. Both were later resurrected by Mystra/Midnight. Disoriented, she wandered through Faerûn for two years. She rejoined the party in Myth Drannor during the Quest for the Seven Stones and remained with the group ever since. She fell in love with Jimi (hm male, f13, NG) when the WT were exploring the Undermountain. After an "incident" in which his brother was murdered by a traitorous dwarf, Yara has left the group. She believes money and power has transformed the Wanderers in greedy, evil people. She now seeks to join another party of adventurers.

FIGHTERS

Adriana Firestone

Fighter / Mage 1st / 1st
Last of the Nordel Elves

Elf Female

STR 18.00 (Mus 16/Sta 14), DEX 15 (Aim 13/Bal 17), CON 14, INT 18 (Rea 18/Kno 18), WIS 13 (Inn 12/Wil 14), CHA 19 (Lea 16/App 19), COM 17, PER 18

AC 4, hp 16, MV 12, MR 45

AL NG, Age 24, Height 4' 6", Weight 154 lbs

Skin Tan, Hair Blond, Beard none

Eyes Blue, Vision Infra 75', Wealth 438 gp

Adriana is very beautiful and has been known to effectively get what she wants without even trying. She is 4' 6" tall, but is exceptionally strong. Adriana has also been known to beat the strongest men in the world.

Weapons

Two handed sword (p), Composite Long Bow (p), Dagger, Quarterstaff.

Non-Weapons Proficiencies

Riding - Land Based, Etiquette, Endurance.

Spell casting

Level 1 – 4, Level 2 – 3, Level 3 – 2, Level 4 – 1. Adriana received a Ring of Wizardry from her father. The ring does not give her the ability to cast the other spells, she can cast only one spell at the moment.

Special abilities

Tracking, Telepathy, Detect Ambush, Healing - 2/day.

Possessions

Backpack, pictures of family, locket - really a locket of true love, 5 flasks of water, bag of 2 months rations.

Notes and History

Adriana's village was attacked by 5 dragons. Everyone died except for her, her parents and her uncle. The dragons then went on to gather more forces and obliterated the rest of Adriana's kind. Adriana's parents and her Uncle then taught her what they knew, just in case her parents didn't have any more children. Alas, her mother died when Adriana was 16, but before she died she gave Adriana the Locket, but died before she could tell Adriana the power of the Locket. Short after, Adriana's father lay dying in their cottage and he gave her the Ring of Wizardry. Then, Adriana and her Uncle set out for a more friendlier place when they were ambushed. Adriana escaped, though her Uncle died. So, Adriana has been alone, but know she is adventuring with a party in Lorithgourg in the Lorithbourg campaign.

Agony

Fighter [kit: Martial Artist] 2nd Human male

STR 14, DEX 15, CON 10, INT 14, WIS 6, CHA 11, COM, PER 13

AC 3, hp 17, MV 12, MR 0

AL LE, Age 18, Height 1;85m, Weight 160 lbs

Skin White, Hair Black, Beard None

Eyes Blue, Vision Normal, Wealth 51 gp

Agony has long black hair, tied in a ponytail. He always walks in his school's dresses. That contains a tunic, which colours are black and red. He is always ready to fight, if somebody starts provoking him, and if nobody does that, he starts pick up a fight himself.

Weapons

Quarterstaff (p), Aikido (sp), Martial art's maneuvers (taken from Complete Ninja's): Throw:1,2,3, Lock:1,2,3,4, Mental:1, Block:1,2,3

Non-Weapons Proficiencies

Tumbling and jumping.

Special abilities

He gets additional attacks and damage, when he reaches 4th level. You can find the table under: www.worldchat.com/public/stephmc/main.htm. Then choose Kits and classes and then Streetfighter.

Possessions

The standard equipment, including 20 mouth-darts and 2 greek fires.

Notes and History

Agony has trained aikido as long as he can remember, and when his teacher died, he decided to join an adventure group, who were in the city at that time. He has been on any adventures yet, but he is looking forward to become the finest warrior in the realms.

Aieron Redhand

Fighter / Mage 14th / 15th Half-Elven Male
Honorary Knight of The Rose

STR 22 , DEX 18 , CON 15 , INT 17 , WIS 14 , CHA 17 , COM , PER

AC -3 to-11, hp 120, MV 12, MR AL Neutral, Age 160, Height 5'9", Weight 120 lbs

Skin Tan, Hair Black, Beard none Eyes Black, Vision 60' Infra, Wealth 14,309 gp

Evil looking. Doesn't smile ever. Scar along hairline from a battle with a ogre. (made by a sharp tree branch on the log the ogre was using).

Weapons

+1 Flame Tongue 1hd. Bastard (GMST), Dagger of Throwing (p), +5 Defender 1hd. Bastard (GMST).

Non-Weapons Proficiencies

Spellcraft, ancient history, riding airborne (dragon), herbalism, tracking, reading/ writing, riding land based (horse), ambidextrous, quickness, blind fighting.

Spell casting

ALL/ Level 15.

Special abilities

60% Magic Resistance.

Possessions

Backpack, Mirror, 2 Scabbards.

Magical Items

Girdle of fire giant strength, ring of protection +6 / +1 to saving throws, ring of flying, ring of regeneration, ring of spell turning, cloak of displacement, elixer of madness, elixer of health, amulet of the Test.

Notes and History

Rides a 1,000 yr. old Blue Dragon named RAINFIRE. Background unknown.

Akilah

Fighter/Thief 6th/6th

Halfling female

Member of Aelvinnwode Raiders

STR 16 , DEX 20 , CON 16 , INT 16 , WIS 18 , CHA 16 , COM , PER

AC -1, hp 39, MV 6, MR

AL CN, Age 31, Height 2' 11", Weight 61 lbs

Skin White, Hair Red, Beard none

Eyes Blue, Vision Normal, Wealth 20000 gp

Weapons

Broad Group Blades, Light Crossbow, Short Bow, Sling.

Non-Weapons Proficiencies

Intrigue (18), Weaponsmithing (13), Tightrope Walking (20), Speaks Basarji, Anuirean, Low Brecht, Rjuven, and Vos. Reads Basarji.

Special abilities

Bloodline: Major Brenna 29, Long Life (Major), Resistance (Major), Heightened Ability (Minor); +1 Sling, Thrown Weapon Bonus, -4 to opponent's surprise, can see into the Shadow World, can detect evil, detect undead, and detect magic (necromancy) 75%, can dimension door or shadow walk 3/week, PP: 95%, OL 95%, F/RT: 45%, MS: 95%, HS: 95%, DN: 40%, CW: 55%, Backstab X 3.

Possessions

Sling, 12 Sling Bullets, Short Bow, 12 flight arrows, Light Crossbow, 12 light quarrels, 12 daggers, 3 sets of very small clothing.

Magical Items

Bracers of Protection (AC 3)

Notes and History

Akilah was born in a small halfling colony on the island of Suiriene. She grew up and took the path which she is currently on. She is currently ranked second in command, behind Sinead, of the Aelvinnwode Raiders. Note: Though the shortest member, do not make her mad. She has a way of making the term "Revenge is a dish best served cold," very true.

Alarrain Leafwalker

Fighter/Mage 1/1 [kit:War Wizard]

Elven Male

STR 18/82 , DEX 17 , CON 17 , INT 15 , WIS 13 , CHA 12 , COM , PER 13

AC 5, hp 10, MV 12, MR NA

AL LG, Age 110, Height 5' 11", Weight 140 lbs

Skin Pale close to white, Hair black w/blueish tint, Beard - Eyes blue, Vision normal, 60'Infra, Wealth 10 gp

Intergate tattoo over left eye. Tattoo explains family lineage to other Elves of my tribe.

Weapons

Long Sword, expertise, weapon of choice, Long Bow, Short Sword.

Non-Weapons Proficiencies

Tactican, reading/writing (elvish,common) (16), spellcraft (13), survival (wilderness) (15), blindfighting (na), riding (horse) (16), firebuilding (12), rope use (17), common (15), bowyer/fletcher (16), dancing, harp.

Spell casting

Effective casting Level = 1

Special abilities

Specialized in two-weapon fighting style, Specialized in missile style, Expertise in Long Sword.

Possessions

General equipment, Suit of Leather & Chain mail, Long Sword, Long Bow, Short Sword, 2 Quivers w/20 Sheaf arrows & 20 Flight arrows.

Alcides Ironbeard

Fighter [Dragon Slayer] 10th Male Dwarf

Proconsul to King Azoun

STR 18/78 , DEX 17 , CON 19 , INT 12 , WIS 7 , CHA 18 , COM , PER

AC -6, hp 117, MV 18, MR 0 AL CG, Age 65, Height 3'4", Weight 150 lbs

Skin Dark, Hair Fire Red, Beard Fire Red Eyes Blue, Vision Infra 120', Wealth 35000 gp

Alcides was born to a poor family killed by Dragons. He trained to gain vengeance for this.

Weapons

Grand Master of Long Swords +1 Long Bow.

Non-Weapons Proficiencie

sSwimming, Climbing, Survival, Healing.

Special abilities

Dragon Slayer kit in Council of Wyrms Boxed Set .

Possessions

Standard Adventuring .

Magical Items

+ 2 Long Sword of Copper Dragon Slaying, Teleport 1/day, + 3 Copper Dragon Armour, Boots of Speed, Alchemy Jug, Ring of Jumping, Gauntlets of Swimming and Climbing.

Alexzander

Fighter 13th High Elven Male

The Wandering Arrowmaster

STR 15, DEX 19, CON 14, INT 16, WIS 16, CHA 17, COM 20, PER N/A

AC -2, hp 89, MV 12, MR 85 (elf, vs charms ...) AL CG, Age 121-130, Height 5'11", Weight 120 lbs

Skin As normal High Elf, Hair Gold/Blond, Beard - Eyes Blue, Vision Infra 90', Wealth About 1million (includes gp and gems, but not Homes)

A very good looking man of the Elven race that seems to differ from most of his kind. He darker in complexion then most elves and has more "meat" on his bones as well. If approached he is a kind, quiet person who will not say as much as he communicates. His description is widely known as he is very famous for his travels. Most older men of towns would know of his tales, which are great. These tales however are not on him alone, they include his old friends...

Weapons

Bow+6 to hit/+2 to damage = this bow is like no other, and works for no other. This bow is proof of a legend, that spreads through adventures and townspeople alike. That somewhere there is a weapon that is perfect for you, and was made only for you. = it has a faint orange glow which shines from it.

(56) Normal Arrows (see below for damage), (25) +1 Arrows (see below for damage), (15) +2 Arrows (see below for damage), (9) +3 Arrows (see below for damage), (4) +4 Arrows (see below for damage). One of each arrow of Slaying = Dragons, Thieves, Paladins, Mammals[excluding humans], Rangers, Titans, Mages, Clerics, Beholders, Reptiles, Giants, Orcs, Birds, Bards, Gargantuan's, Mercenaries, Assassins, Remorhaz, Elementals, Multi-Classes. This weapon has a saving throw against death. Long Sword +2 = +3 to hit (elf bonus) = 1d8+2/1d12+2, Katana +1 = 1d10+1/1d12+1. w/arrows - To Hit +1 (elf bonus) +2 (Grand Mastery bonus) +6 (bow bonus) For a total of +9 to hit before magic arrows. And +3 more if within 30' (+12 all together). For damage 1d10+2/1d10+2 (Grand Mastery bonus +Magic Bow bonus) and an extra +3 (+5 all together) if within 30'. He is also proficient in the Jousting Lance but no longer uses one.

Non-Weapons Proficiencies

Bowyer/fletcher, weapon smith, blind fighting, extra lang.- oriental (wa/kara tur), tracking, ancient language, riding, land based.

Special abilities

I put my attacks here because he has no Special abilities and there is nowhere else to put attacks. Attacks: Bow-4/1, Long Sword & Katana-5/2.

Possessions

4 sets of Northern winter cloths, 3 sets of Summer cloths, Houses in Wa, Evermeet, Waterdeep, Arabel, Impiltur, Rashamen, and Calimport. A small 3" statuette of a Drow elf holding two scimitars. Another slightly shorter statuette of an oriental samurai (statuettes of old friends).

Magical Items

Bow, Long Sword, Katana, and arrows. Quiver of Elohn, Cloak of the Bat, Boots of Elvenkind.

Notes and History

Alexzander is a man of long standing with the great archers. He is often noted as THE greatest Archer in all of Toril. His skills have been trained and fine tuned by not only some of the greatest archers in the world but also by way of adventuring. He has in his lifetime been many places and done things. Once he dragged his adventuring group into trouble by cutting open a bag of holding. This led them into a land of vastness and darkness. Fortunately his friends were able to get them out by recovering a lost artifact within. Once the group found the artifact which was a Holy Symbol (and defeated the golems that protected it) they were teleported free of the domain. They found themselves in the temple of the god of Holy Symbol (artifact). The main priest granted them all a divine favor. He asked to be given a Charm of Favor so that one day he may claim this gift when he needed it most... ..Another time he was traveling with his nameless adventuring company, when they came across a great serpent. They slain the serpent and in such gained his most powerful venom. This was near the time Alexzander started to gain favor in his fighting ability. With the killing of the snake a nearby Goblinoid/Barbarian tribe came near. They also slain the enemy search party, but they found that the barbarian shaman was not a simple priest, but a most powerful enemy. He pushed them all from their own plain to another, where they found themselves wandering to Lankhmar...

...Lankhmar to who know it not, is a large and bustling city that is near the size of Waterdeep, but of the land of Greyhawk. There some of the group found their own way home and hadn't the time to help him, his drow and his oriental friends. There was a great tournament to be held here and he joined. His oriental friend told him of how this was a pitiful tournament compared to the great tournament that was to be held in his homeland. One takes place only every 100 years and brings the greatest warriors in all the world to compete for the titles (see below for details). In the Lankhmar tourney his Drow friend won the hand fighting competition, and his oriental friend won the swordsmanship competition. He, himself joined the Archery and Jousting competitions. He won the Jousting competition by a hair, but he only placed 3rd in the archery competition. Though he didn't win he gained time with the winner's teacher. But it was earlier that week that his 1st great feat was accomplished, saving his friends for the 1st time. ...By winning the Competitions, they would gain a meeting with the king and maybe even a way home from the king.

Unfortunately Alexzander was challenged into a bar fight, and he took it outside. His fight however was not a fair one, it was him vs. the gang of the bar. They didn't like to play punchy punchy either. They drew swords at their 1st chance. Alex pulled forward his bow and defended himself. In the end however the numbers were too much for him, and he was beaten unconscious. He surely would have died if his friends didn't intervene. A friendly peasant pulled him into an alley and hid his weapons within his own home. The City Guard eventually took his friends to jail, until a trial was to be held. When Alexzander awoke and heard this he gladly thanked the peasant, gave him much gold and left with his things. That night he used his Cloak of the bat to climb down a wall after melting the bars above with acid he gained from a Spell Component shop. After pulling them out of their cells, he helped them get back their things. This stood as the standing point for him as a much needed ally or a bumbling sidekick... ...The next morn the Tourney went well, and after they won such prizes they were granted audiences with the King. They told of their story and the king pulled his Archmages' together to send them home. Upon their return three things began to come near, new friends searching for adventure, the Grand Tourney in the Samurai's homeland, and an old enemy of the his drow friend. They all decided to enter the tourney, and many odd things began to happen. It became the setting of their greatest adventure ever... ...The Drow friend had crossed a Great Wyrms Dragon and his Drow cult followers. They were hot on his trail and awaited him at the Grand Tourney. There at the tourney in the land of Wa was a great Wu-Jen, or wizard. He sensed the large power of evil and the great potential of the three warriors and lured them to his small home in the main city. Before he could reach them though, Alexzander and his Drow friend were attacked by afar with arrows. The time was night and actions quick so he could not return fire. Like all those from his city the drow had telepathy and communicated with his enemies. They told him of his eventual death, and puny nature. As the ran off Alexzander caught a glimpse of them and described them as drow ninja's. The Wu-Jen found them and pulled them in his home. There lied many weapons of a glowing power. He told that there is a perfect weapon for each person made in every detail for them. He said that each man had one for speed, one for power, and one for accuracy. He also told of how he is one of the protectors of these weapons built by the gods themselves. To his oriental friend he gave him his perfect weapon of power (katana), to his drow friend his perfect weapon of speed (Scimitar), and to Alexzander his perfect weapon of accuracy, his bow. This was supposed to prepare them for what was to come, and it helped greatly. The entire adventuring group joined the tourney, mostly in the brawling and hand to hand combat events. They all lost quickly. Alexzander even without his new bow won the first day of Archery hitting the center of the bullseye each time. Terror stuck the group when the drow was framed for murder. In the grand tourney their was not a death in their swordfighting event for a millennium, due to 1)the standing of clerics and other healer near by and 2) the ruling out of magic weapons 3) honor. The drow was told to trade his weapons in for the non-magic, and so he thought he did. He was tricked into using scimitars of Berserking however and he killed his opponent. After being arrested he escaped during a riot of a mad crowd calling for his death. When Alexzander heard of this he tracked and trailed his friend until he saw drow ninja attack him. He managed to kill the two that he saw and knew that his friend was in grave danger. He followed his trail for a whole day until he went below the ground to find a drow city. There he found that his friend could still communicate telepathically and had been taken prisoner by the great wyrms. He also learned that his friend had just begun to escape. Together they managed to find each other and fight their way out of the full attack of drow citizens. They fled back to the town. It was that night that the entire cult of drow ninja attacked the three men. If it had not been for the weapons they possessed then they surely would have perished. As they waited Alex took high perch, as his friends took the center. When the attack came the two great swordsmen fought bravely, but could not have won if not for the help of Alexzanders distant bow which slowed the lines of the enemy. At one point they sent ten of their men to stop Alexzander and he cut all of them down save the last before they reached him. It seemed that the dragon had given them all magic powers for they were stronger then most drow. Nonetheless he struck down the last of the approaching drow ninja with his own sword in open blade combat. In the end they had struck down the warriors of the enemy cult, and killed the dragon at the great wall the next morning. Alexzander had the pleasure of firing the last blow against the mighty beast. In the end the drow was set free of his charges. Alexzander himself went on to win the archery event as well. Though the drow did not win the swordfighting event the Samurai did. The Wu-Jen took back the weapons and they each had to go their own way to find their weapons again. Now Alexzander has found his bow and only wishes to find his friends again... ...Over time Alexzander gained credit with his archery skills by winning every and all major archery contests. At last he went back to Wa and asked for his weapon and it was given to him. Now he searches mainly for his friends but also for his other two weapons. And as for further adventure? It seem to be the cobblestones that make his road...

Alia Tombslayer

Fighter 7th

Human female

STR 17 , DEX 15 , CON 14 , INT 16 , WIS 15 , CHA 17 , COM , PER

AC 2, hp 48, MV 12, MR

AL CG, Age 26, Height 5' 10", Weight 132 lbs

Skin fair w/ dark tan and faint freckles, Hair long, straight blond, Beard - Eyes blue, Vision normal, Wealth 6000gp in cash, a 1000gp Octel, and a 100gp Pearl

Alia is a seasoned warrior, and has the scars to prove it, though her face is still alluring in a tomboyish sort of way. Her muscles are hard, her breasts small, and her nails short. She wears Ring Mail desert-fashion (no helmet, arms & legs bare, pleated skirt w/ single row of rings on each strap, leather scoured to the lightest possible color). Her feet are protected with sandals laced almost to the knee, and she wears her scimitar on her back.

Weapons

Scimitar +2/+4 vs. Undead (Sp), Jambiyah +1 (P). Axe of Hurling +2 (P) if target is struck with a natural 20 on a throw, he must save vs. PPDM or lose lunch (hurl) for 2 rounds. Axe returns at start of next round after each throw. Also proficient in blades group and short bow.

Non-Weapons Proficiencies

Blind Fighting, Desert Survival (16), Dancing (15), Display Weapon Prowess (15), Direction Sense (16), Speaks and Reads Rauric (native), speaks Aelvar and Halfling.

Spell casting

Alia owns a Book of Infinite Spells, with a 50gp Bela note (worthless paper money) marking her place, about halfway through, at Protection from Evil (cleric version).

Special abilities

Claims Home Terrain advantage in the deep desert .

Possessions

Sand tent, Camel named "Cruiser", Holy Symbol of Isis (not blessed), white silk shirt, leather thong & sandals, 50' snare wire, 100' rope & padded grapnel, 16 pitons, climbing hammer, sand mask & hood, dried meat & hard tack, firebow, blanket.

Magical Items

Scimitar +2/+4 vs. undead, book of infinite spells (see spellcasting), axe of hurling +2 (see weapons), ring mail +4, potion of fire giant strength, potion of healing.

Notes and History

Alia was born and raised in eastern Mulhorand, the daughter of a harem slave. When adventurers rescued her (i.e. "Cleared the area") she went with them to Lurien, where she was bored out of her skull. Stealing a sword and a suit of ringmail, she ran off to the east, finding her way to Raurin. She's been there nearly 5 years, cleaning out undead infested tombs and spending her loot at the bazaar in Bralizzar.

Amanda Nightingale

Fighter 17th

Human Female

Former Princess of Myst Keep

STR 14 , DEX 18 , CON 15 , INT 16 , WIS 13 , CHA 19 , COM , PER

AC -1, hp 102, MV 12, MR 0

AL , Age 352, Height 5' 6", Weight 116 lbs

Skin White, Hair Golden Blonde, Beard None Eyes Blue, Vision Normal, Wealth 1200 gp

Amanda is a quick, light-hearted girl who fights for herself and steals only from those who can afford it. Although she's not a thief, she has her ways of breaking into places (Open window, breaking locked doors). She is powerfully beautiful (dispire her age, she appears only 15) for her age and has attracted many men who are later angered to find out her attraction to females.

Weapons

2 +2 longswords, Two-Hander Proficiency, dagger (Thrown and wielded).

Non-Weapons Proficiencies

Cooking, Blind-Fighting, Survival (Forest), Languages (Elf, Gnome).

Special abilities

50% resistant to Charm spells because of her willpower.

Possessions

2 +2 Longswords, 3 vials of holy water, Amanda can get her hands on virtually any common object as she still has ties to her royal family.

Magical Items

Only her 2 +2 Longswords.

Notes and History

Amanda was a normal girl before she was cursed with immortality. Her mother, jealous of her daughter's beauty, attempted to cast a spell on her that would make her hideous and die in a mere week. The spell backfired and had an opposite effect. She became enormously beautiful (CHR 19) and is cursed to live forever. Unfortunately, her father banished her from the kingdom because she found herself becoming attracted to other girls. Her curse only allows her to experience a certain amount (Max: LV 20 in any class) and she can never fall in love with a man.

Anarax

*Fighter 3rd [Berserker] Human male
Chosen warrior of his wolf totem.*

STR 17 (Mus 19/Sta 15), DEX 15 (Aim 13/Bal 17), CON 16 , INT 15 (Rea 13/Kno 17), WIS 10 (Inn 8/Wil 12),CHA 11 (Lea 11/App 11), COM 11, PER

AC 0, hp 39, MV 12, MR nil AL C-N, Age 18, Height 6'2, Weight 210 lbs

Skin tan, Hair black, uncombed, Beard nil Eyes dark brown, Vision normal, Wealth 0.48 gp

Quiet, unpredictable (especially in combat), not the typical 'dumb barbarian' but his random acts make others believe otherwise. He cares little for wealth, laws or women. He follows a spirit wolf (that pops up on the horizon now and then) to accomplish a quest for his totem (he doesn't know what) so that he may himself become a spirit wolf like his ancestors and guide the next chosen warrior.

Weapons

Highly specialized in the two-handed sword and the two-handed style, and is learning the art of axe throwing. (2 slots empty)

Non-Weapons Proficiencies

Endurance, Horse handling, Horse training, Direction sense, Fire-building, Horse riding, Tracking, Weather sense (1 slot empty). Anarax also speaks the common tongue. He has been practicing jogging, so he's not far away from getting the Running proficiency.

Spell casting

No spells, but he has immunities when BERZERK (see the Fighter's Handbook for details).

Special abilities

After ten rounds of psyching up, Anarax goes berzerk, gaining +1 to attack, +3 damage, and +5 hit points. He also gains tons of spell immunities and saving throw bonuses. There are disadvantages to berzerking, however, such as: if a friend shoves Anarax out of the way of a lightning bolt spell or something, he will consider this an attack, thus making a new target. He must also fight until all enemies are down (no retreat!). For more details, check out the Fighter's Handbook.

Possessions

One shiny new two-handed sword, an equally new set of plate mail, and a fancy throwing axe. He wears a fur cloak, brown leather shirt and pants, a belt and shoulder-strap for his sword, and fur boots. Note: none of the furs are wolf furs. He also has a few wineskins, a whetstone and a backpack.

Magical Items

None presently, because he doesn't like magic that much, but he is expecting a two-handed sword +1 from a merchant in Waterdeep. The merchant assured him that it was just a 'really good sword'.

Notes and History

He was chosen as the tribe's Wolf Warrior, and set out in honor of his totem on a quest for their glory. His judgement is lead sometimes by a mystical wolf that howls in the night, always watching over the promising young fighter, but never engaging in battle. All Fate occurrences are blamed on the wolf spirit, and it was indeed Fate that this northman began adventuring with Wink the halfling thief, Elvanith the half-elf fighter/mage, and Slim the elven thief. Presently, they are all sweating under the strict rulings of Waterdeep's highest council.

Angus MacDonald

Fighter [kit:Clansman] 9th Human male

STR 11 , DEX 9 , CON 8 , INT 12 , WIS 15 , CHA 12 ,COM , PER

AC 7, hp 45, MV 12, MR AL LN, Age 20, Height 6' 5", Weight 155 lbs

Skin White, Hair Red, Beard Red Eyes Blue, Vision Normal, Wealth 12 gp

Weapons

Long Bow, Claymore, Dirk, Awl Pike, Morning Star, Mancatcher, Javelin, Blind-fighting.

Non-Weapons Proficiencies

Endurance (8), Gaming (12) Speaks Gaelic and Common. Can write Gaelic

Special abilities

+2 on saving throws vs. PPDM, must pay double for literacy, triple for etiquette, Superstitious: -2 on all saving throws against anything supernatural, Must wager 1gp/month.

Possessions

Studded Leather armor, Long Bow, Claymore, Dirk, Morning Star, Awl Pike, dice

Notes and History

Born on the island of MacLeod in the Great Western Sea, Angus didn't see much action until the Third Godswar broke out, and the island was attacked. Currently, he is fighting in the Allied forces, and has taken many heads.

Anthony Slingshot

Fighter/Thief 7th/9th

Hafling, Male

The snekiest thief in Mystara

STR 18 (Mus 19/Sta 17), DEX 18 (Aim 18/Bal 18), CON 17, INT 12 (Rea 12/Kno 12), WIS 13 (Inn 13/Wil 13), CHA 15 (Lea 15/App 15), COM 17, PER n/a

AC 0, hp 72, MV 6, MR n/a AL NG, Age 36, Height 4'2", Weight 82 lbs

Skin sunburnd, Hair NO, Beard NO Eyes Blue, Vision Normal, Wealth 8795 gp

Weapons

Shortsword: 2/1, Spear: 1/1, Punch: 5/1.

Non-Weapons Proficiencies

Tumbling: Dex:+0, 18, Looting: Dex:+0, 18, Appraising "GEMS": Int:+0, 12, Blind-Fighting: N/A, Thief Chant: Int: +0, 12, Reading: Int:+0, 12.

Special abilities

PP: 65%, OL: 55%, F/RT: 55%, MS: 80%, HIS: 80%, DN: 55%, CW: 65%, RL: 30%, Backstab:*5, Drewl over "BIG" jewels: 75%.

Possessions

Adventurer Kit

Magical Items

Ring of Protection +4, Amulet of Protection +2, Elvenshortsword +1, Shortsword of Defense +4, Spear +4, Shortsword of Frostbrand +3/+6, Bag of Tricks, Ring of Telekenise, Clock of Invisibility.

Aries

Fighter [kit:Samurai] 13th

Minotaur male

Patriarch of all good minotaurs

STR 14 (Mus 12/Sta 16), DEX 15 (Aim 13/Bal 17), CON 15, INT 14, WIS 13, CHA 3, COM, PER

AC 4, hp 145, MV 12, MR AL LG, Age 35, Height 7' 8", Weight 425 lbs

Skin Red, Hair Red, Beard Red Eyes Ice Blue, Vision Infra 60', Wealth pennies, he normally gives everything to charity

Weapons

Katana (Sp), Wakizachi, Daikyu (Sp), No-dachi, Shuriken, Tanto, Martial Arts (+5), Two-Handed, Ambidextrous

Non-Weapons Proficiencies

Running, Seamanship. Speaks Minotaur and Common.

Special abilities

Horns: 6d4 from a charge, Track 50% by smell, +3 to morale, +2 to surprise, immunity to maze spells.

Possessions

Katana, wakizachi, Daikyu, No-dachi, Tanto, 10 Shuriken, and Leather armor

Magical Items

4 potions of healing, oil of impact, potion of growth (like he needs it), 100 Sheaf arrows +2, Magical Horncaps:

Left: +5 to INT, Right: +4 to WIS (given to him after discovery that original DM did not know the requirements for the kit).

Notes and History

Born on the island of Mithas on Krynn, he had many an adventure trying to right the wrongs of his kind. His CHR of 3 is a result of a fight between him and his brother, Loki. They became bitter enemies. After ten years of adventuring on Krynn, Aries accidentally tipped into the plane of Erth. Settling on the island of Mailliw, he raised a small family, until the coming of the Third Godswar. His part in that war consisted of many battles, including a final one with his brother. At the end of the war, he was elevated to godhood, and given the portfolio of honor and justice for the minotaurs of the plane.

Angrif Bouldersoulder

Fighter 5th Psionicist 5th Dwarf male
'Suicide'

STR 18 (92) , DEX 13 , CON 19 , INT 11 , WIS 15 , CHA 8 , COM , PER

AC -3, hp 62, MV 8, MR 0

AL ng, Age 105, Height 4'6", Weight 167 lbs

Skin tan, Hair fiery red, Beard fiery red

Eyes green, Vision Infra 60', Wealth doesn't care

Angrif is large and compact. In battle he is stalwart and sturdy. Also he has managed to earn the nickname "Suicide" due to a stunt he pulled where he fell 60' out of a dimension door on top of an enemy, completely squashing the poor bastard. He travels with a troupe of battleragers and in battle is nearly as psychotic as they are. He is one of the only known creatures able to quaff a gallon of gutshaker in one round. But despite all this, he is still able to control his mind to some extent as is proven by his psionic capabilities. He is extremely built for a dwarf, hence his name "Bouldersoulder". Although Angrif may seem crazy at times, he has an unmatched taste for adventure and uncomparable loyalty to his companions.

Weapons

Angrif has expertise in the battle axe because he can't specialize due to the restrictions of multi-class. He loves to charge into battle roaring and throwing his hand axe. Following this, he pulls out his battle axe and shield. He will sometimes use an exceptionally-crafted weighted sword. His battle axe is made of pure mithral with adamantite swirls and the haft is made of adamantite studded with gems.

Non-Weapons Proficiencies

Angrif is an accomplished weaponsmith and armorer of mithral. He travels a lot and as a result has developed a wide array of survival abilities. When he was younger he recieved minimal formal training and as a resalt only knows how to read and write his own language.

Possessions

Backpack, battle axe, medium shield, leather breaches, green shirt, mithral full plate armor +2, hand axe, horned helmet.

Notes and History

His family died by a band of lizards and so he is forever hunting there scrawny little ass's!

Arnach Ironhand

Fighter 10th Sueloise Human male
Lord Arnach Drauglach the Ironhand, Arnach the Jackal, Tyrant Ironhand

STR 18 (56) , DEX 15 , CON 15 , INT 12 , WIS 17 , CHA 18 , COM 16, PER

AC -6, hp 98, MV 9, MR

AL LE, Age 61, Height 6'4", Weight 210 lbs

Skin Pale ivory, Hair Silver, Beard Clean Shaven

Eyes Grey, Vision Ultra 60', Wealth 538,000 gp

Lord Arnach appears similar to an near albino human of advancing years. Though time has done little to hamper his fighting prowess, he is still tall and muscular. Arnach is the picture of a well seasoned, grim and haughty warrior. Clad in his black plate armor which is emblazoned with a scarlet sign on the breastplate. His evil nature is cruel and he is very much the tyrant. His most notable feature however is the black iron claw which he wears over his left hand.

Weapons

Two handed broadsword, Longbow, Warclaw, and Daggers - all of which he is specialized.

Non-Weapons Proficiencies

Blind fighting, Endurance, Reading, Tracking +1, Horsemanship, Military History, Fletching, Hunting, Etiquette.

Special abilities

Ultravision 60 ft. +3 vs. mind affecting spells. Immunity to poison..

Possessions

Plate mail, Great helm with red plume, high boots, sable cloak, great ox horn, backpack, bedroll, tinder box, 5 belladonna sprigs, waterskin, 3 weeks rations, 6 flasks of oil, quiver of 20 arrows, small chest of grooming items, whetstone, and a trained grey Samphari warhorse named Beast.

Magical Items

Stone Giant girdle of strength, +3 two handed broadsword, 20 +2arrows, Unicorn horn - proof against poison, +4 plate mail-allows 9 movement, Ring of free action, +3 ring of protection, Amulet against location, scarab of venom - coats weapon 2/day at -4 to victim's save, Brooch of healing, +2 Long Bow, and a decanter of endless water.

Notes and History

Arnach was born in the city of Kro-Terlep (World of Greyhawk). The second son of Lord Avraig the Hunter and the witch Babd Catha. He left home when he become of age and pursued the life a slaver in the port of Rel Astra. During this time Arnach was careless with a halfling slave and was seriously bitten, forever maiming his left hand. To this day Arnach wears an iron gauntlet to support his injured hand. Soon however the slave ring was crushed by the efforts a local paladin, Prince Raynor. Arnach managed to eluded capture and fell in with a group of outlaws. Because of his natural leadership qualities Arnach soon took control of these desperate men and they began a bloody campaign to extract revenge on the city and its surrounding countryside. With each skirmish the outlaws grew more and more bold until Prince Raynor and his personal followers was forced into action and began their own campaign to hunt down every last outlaw. For over three years Prince Raynor pursued them until at last Arnach was betrayed by one of his own men and was captured. Arnach received no mercy and was sentenced to rot in Raynor's dungeons as punishment for his numerous crimes. In the gloom of a dark and dank cell Arnach survived for 35 years despite harsh and horrible conditions, and developed ultravision in the continual blackness of the subterrean dungeons. While incarcerated Arnach met a fellow prisoner, an elven illusionist named Recluse and together they plotted a successful escape from the Prince's prison. Once the pair obtained their freedom they took up adventuring with a new group of brigands and wanted men. After a successful five years, Arnach and Recluse returned to Rel Astra to settle their old score with Prince Raynor. They secretly infiltrated the peasant community and somehow managed to stir up a large scale revolt against the Prince. It is believed that Syrul the goddess of deception and lies aided them for she also had a long festering vendetta against the paladin. Raynor and his men were taken totally by suprised and were overthrown. Arnach beheaded the prince in single combat and took control of the city, becoming the new Overlord of Rel Astra. With the Illusionist Recluse by his side, Arnach Ironhand began his tyrantical reign. After only a year on the throne the peasants again revolted during the Greyhawk Wars. Arnach and Recluse barely managed to escape and only with few of their treasured belongings. With little hope of recouping their loses, they decided to flee this world altogether. They fled to the outskirts of town of Ountcy where they knew of a magical portal that they discovered during their adventuring days. Not knowing exactly where this gate would lead but

figuring it to be a world ripe for the pickings they passed though. Unwittingly they arrived somewhere in the Forgotten Realms.

Arnold RavenShade

Fighter/thief 1st/1st [kit: Shadowblade (Dragon no.214)] Half-drow male
Ruthless killer with a sense of honor

STR 17 (Mus 17/Sta 17), DEX 18 (Aim 18/Bal 18), CON 14, INT 10 (Rea 9/Kno 11), WIS 15 (Inn 14/Wil 16),
CHA 12 (Lea 10/App 14), COM, PER

AC 3, hp 8, MV 12, MR 0

AL L.N, Age 23, Height 6'1, Weight 160 lbs

Skin Pale gray, Hair Black, Beard none

Eyes Blue, Vision Infra 60', Wealth 10 gp

Lean dark man drest in dark clothing (blue & black). A walking shadow

Weapons

Long bow, Daggers (close & thrown), Bastard sword (Sp.)

Non-Weapons Proficiencies

History (drow,modern), Riding (horse), Swimming, Read&write (common), Information gathering,
Intimidate, Lang: common, drow, thieves chant.

Special abilities

PP 15%, OL 20%, F/RT 5%, MS 15%, HS 50%, DN 20%, CW 75%, RL 0%. Resist charm 30%, Notice S. dorrs,
+2 Reaction bonus on thieves, -2/4 Reaction bonus on none thieves/law enforcers

Possessions

Standard thieves/adventurer gear, Black leather armor (AC 8), Black shield.

Notes and HistoryHis father was a drow raider and his mother a wictem left for dead after a raid on a human miner comunity. His mother died when he was 10 and he was let do fend for him self. He started "workin" for a drow sage in exchange for teatsing on drows and languages. They had a short but deadly argument reasently and RavenShade left the dead shage and went into the world looking for his father (to kill him).

Aryt Myrztt

Drow Elf Blademaster 20th Drow Elf Male

STR 18/78, DEX 20, CON 16, INT 15, WIS 17, CHA 14 COM 17, PER

AC -6, hp 121, MV 12, MR 80

AL CG, Age 120, Height 4'7", Weight 117

Skin Black, Hair None, Beard None

Eyes Silver, Vision Infra 90', Wealth Lots

Weapons

Alaranith (+5 Longsword Defender), Ustelghinn (+6 Longsword of Speed), Hand Crosbow of Accuracy,
Longsword Mastery, Two-Hander Style Spec., Weapon and Shield Spec., Two-Weapon Spec., Hand
Crossbow Proficiency, Dart Proficiency, Long Blades.

Non-Weapons Proficiencies

Blind Fighting, Bowyer / Fletcher, Armorer, Hunting, Weaponsmithing, Endurance, Running, Set Snares,
Survival, Ambidexterity, Alertness, Danger Sense.

Spell casting

None. All lost due to sunlight.

Special abilities

Aryt has memorized most of the underdark. MS 90%, HS 85%, CW 90%, DN 90%, Double Bladed attack (counts as one attack) will instantly kill (save vs. Death) an opponent on a natural 20.

Magical Items

Alaranith (+5 Defender, Int:16, Align: CG, Languages: Drow, Under Common, Common, Grey Elf/p Detect Secret Doors 10', Strength 1/day), Ustelghinn (Longsword of Speed +6), hand crossbow of accuracy, piwafwi (magical properties made permanent), drow chain +4 (magical properties made permanent), deathlance (magical properties made permanent), ring of invisibility, ring of mind shielding, ring of vampiric regeneration, potion of fire breath, bag of holding (1,000 lbs wt.), helm of teleportation, quiver of Ehlonna.

Notes and History

Aryt was raised on the surface world by a Priestess of Elstraee, when his parents were murdered by a Drow raiding party. The priestess raised Aryt up to when he was 65. From there Aryt met with Renegade Drow Elf by the name of Crishlarian who began teaching him the art of blade mastery. One day a Handmaiden sent by the ever vengeful Lloth slayed his mentor when he was about 87. From there on he has vowed to fight Lloth and her minions.

Aumif Rereg

Fighter 6th

Halfling Male

STR 12 , DEX 18 , CON 16 , INT 17 , WIS 14 , CHA 16 , COM , PER

AC -1, hp 37, MV 60, MR 12

AL LG, Age 61, Height 3'1", Weight 59 lbs lbs

Skin Fair, Hair Blond, Beard none

Eyes Green, Vision Infra 30', Wealth 13 gp

Aumif Rereg is A very handsome Halfling. In Halfling years he would be about 24. He has a scar in the shape of a star on his left Knee. he wears his armour so that all can see the scar.

Weapons

+1 Falchion

Non-Weapons Proficiencies

Knowledge of history Great Knowledge of Animals Infra to 30 ft

Special abilities

Infra To 30ft Can move silently to surprise opponents

Possessions

All of Aumif Rereg's possessions are magical

Magical Items

+1 Falchion +1 Banded mail

Notes and History

Aumif Rereg was born to a simple farming family 61 years ago. He took on to a life of adventure at a very young age. He has two failings. They are that he cannot understand anything made out of satone and that he is gullible.

Averil Graben

Fighter 10th Brecht (Human) male
Heir to the throne of Grabentod

STR 17 , DEX 17 , CON 15 , INT 14 , WIS 12 , CHA 14 , COM , PER

AC -1, hp 67, MV 12, MR

AL NE, Age 16, Height 6' 9", Weight 119 lbs

Skin White, Hair Black, Beard Black Eyes Black, Vision Normal, Wealth 200000 gp

Weapons

Broad Group Blades, Halberd (Sp.), Trident, Harpoon

Non-Weapons Proficiencies

Blind-fighting, Fishing (10), Cooking (14), Charioteering (19), Seamanship (18), Speaks Low Brecht, Vos, Anuirean, Basarji, & Rjuven.

Special abilities

Bloodline: Minor Andurias 14, Persuasion (Minor).

Possessions

Half Plate Armor, several sets of clothing, Cutlass, Rapier, 10 Daggers.

Magical Items

Ring of Protection +2, Harpoon +1, +2 vs. whales, Trident +2, +4 vs. elves, +6 vs. neutral, +8 vs. thieves, Halberd +1, +2 vs. Azrai-blooded scions, +4 vs. evil, +6 vs. wizards.

Notes and History

One of the many sons, Albrecht Graben had with many women, Averil has grown up knowing the only way to catch his father's attention, was to become one of the best pirates around. He is currently attempting such.

Avron of the North

Dragon Knight 15th Human Male
King of the Bloodlands

STR 18/60, DEX 17, CON 16, INT 18, WIS 14, CHA 18, COM , PER

AC -1, hp 118, MV 16, MR

AL LG, Age 30, Height 6'5", Weight 270 lbs

Skin White, Hair Blonde, Beard Eyes Green, Vision Normal, Wealth King's Ransom

Has a gruff no nonsense personality. He takes being king of his land very seriously, and is driven to improve the standard of living for his people after the 500 year barbarian occupation and the recent cataclysm.

Weapons

Specialized in the claymore also uses: battle axe, dragon lance, composite short bow, and the morningstar. Specialized in the 2-hand style, and has proficiency with plate mail armor

Non-Weapons Proficiencies

Speaks Common, Elf, and Barbic, airborne riding (dragon), land-based riding (horse), street fighting , blindfighting, armorer, read/write (common), ancient history (bloodlands), leadership , diplomacy, heraldry, etiquette.

Spell casting

Cast Wizard Spells: 5,5,5,4,4,2 Effective Casting Level: Current Level

Possessions

Anything needed.

Magical Items

Plate Mail of Presence +2 to morale of all troops in 120 yrd. Radius "Dekarr" (Decapitator) Intelligent Vorpall Claymore Align: NG Int: 16 Ego: 15 Lang: Common, Elf Can read languages/maps Powers Detect Evil 10' R Detect Magic 10' R Telepathy 2/Day 180' R Special Purpose: Defeat Evil Power: +2 to all saves, -1 per Dmg die Vorpall Power Opponent is Roll(+3 only) Normal/ Armored 20-23 Larger than Man 21-23 Solid Metal/Stone 22-23.

Notes and History

Avron, along with his three cousins Karm, Jalmak, and Nalem; with help from other (now) famous personages (Rastar Blitzkreig, Rax (now) the Grey, and The Dark One) overthrew the 500 year reign of the Barbic invaders to reestablish the lineage of AlkaBeth on the Bloodlands throne.

Ayelborne of Welkwood

Fighter 25th

Human male

Knight of the Hart (Furyondy)

STR 18:74 , DEX 16 , CON 13 , INT 17 , WIS 13 , CHA 18 , COM , PER

AC -7, hp 100, MV , MR

AL LG, Age 54, Height 6' 2", Weight 180 lbs

Skin White, Hair Brown, Beard Eyes Grey/blue, Vision , Wealth

A woodsman-ranger (though not in the formal sense). Tall man with a clean and slightly weathered face. Dressed in silvan garb with a long hooded cloak of grey. Also travels by the name of Trefayne.

Weapons

His principal weapon is his longbow of Welkwood yew. He also bears a longsword similar in character to a late Viking sword. Though he wears a hunting knife, Ayelborne seldom uses this to fight. He is, however, proficient in its use. His proficiencies include: longbow, long sword, spear, dagger, mounted melee, mounted shooting, linear formations, block formations, and throwing dagger.

Non-Weapons Proficiencies

Ayelborne's upbringing as a woodsman and his later service as a soldier and knight provided him valuable experience in the development of a number of useful abilities. These include: woodlore, hunting, herb and plant-lore, tracking, healing, alertness, bowyer/fletcher, direction sense, and blind-fighting.

Possessions

Apart from his weapons, Ayelborne carries a quiver of 40 arrows and a hunting knife. His belt contains a small leather pouch in which he holds several small containers of liquids. These are mostly healing potions. He wears a medium pack under his grey cloak as well. In this he keeps several of his own healing salves, spare fletching, arrow-heads, and thread. Besides a water bottle, he carries few other possessions other than those he considers most important: a small leather-bound book, a pen, and a bottle of ink. Ayelborne has always captured the tales, descriptions, and thoughts on his adventures and those of his companions.

Magical Items

Longbow (+3), longsword (+5), arrows (+1 and +3), ever-full quiver, ring of protection +5, cloak of protection +3, silver horn of valhalla, an Iron Flask (with a demi-liche inside), Ring of Spell-storing, Gem of seeing, cube of force.

Notes and History

He was born to a family of woodsmen in the Welkwood Forest. After being raised as a ranger of the wild in the woodland fashion, he studied with Lindar Gelwing of Celene (Elven-kingdom) and learned much of healing and of lands beyond the woods. He later joined the Furyondian Archers and fought at Emridy Meadows against the horde of the Temple of Elemental Evil. For his deeds during and after the battle, where he saved the lives of hundreds of fallen, he was made a Knight of the Hart. He still swears allegiance to that noble order. After many journeys to the East, Ayelborne came to the small forested isle of Pelenore with several friends and was instrumental in defeating the dragon that terrorized the south. He was heralded as the return of the dormant-kingdom's ruling line. Despite his misgivings, Ayelborne was persuaded to remain after Orcs attacked the island's towns. He was made King of Pelenore by its grateful inhabitants. His arms included the colors of Pelenore and the device of the Order of the Hart: Gold antlers upon a field of red. His reign was eventful and saw Pelenore thrive. But there were dark periods of war as well; and Ayelborne's own powerful enemies sought to do Pelenore harm. After ten years as king, Ayelborne abdicated his throne and returned to the Welkwood. He continues to venture with his band of close friends (known only as the Company) and as a servant to the King of Furyondy and the Elven realm of Celene. He shares a long friendship with Koran of Lendore and Tellion Steele. Their alliance, together with the Company of men and elves with whom they adventure, has been beneficial to the cause against evil. (Please e-mail Ayelborn@aol.com for further information).

Azure Calben

Fighter/Priest 13th/15th Gold Elf male
Lord of Mysteries, Joint Lord of Serpentsdale

STR 18/74 , DEX 19 , CON 16 , INT 14 , WIS 18 , CHA 14 , COM , PER

AC 0, hp 106, MV 12, MR AL NG, Age 156, Height 5'10", Weight 176 lbs

Skin Tanned, Hair Gold, Beard - Eyes Sky Blue, Vision Normal, Infra 60ft, Wealth 3,234,870 gp

Weapons

All blades, long sword (sp.); long bow (sp.) all clubbing weapons, footman's mace (sp); Martial Arts

Non-Weapons Proficiencies

Land Based Ridding; Weather Sence; Etiquite; Rope Use; Fire Building; Tumbling; Swimming; Animal Training; Spellcraft;Astrology

Spell casting

ALL, animal, ASTRAL, CHAOS, COMBAT, CREATION, DIVINATION, ELEMENTAL, GUARDIAN, HEALING, LAW, NECROMANTIC, NUMBERS, plant, PROTECTION, SUMMONING, sun, THOUGHT, TIME, TRAVELERS, WARDS, weather Effective casting Level=15

Special abilities

Turning Undead; Psionics (Disentigrate, Soften)

Possessions

Any thing that he needs in reason.

Magical Items

Long Sword of Sharpness, +2; Footman's Mace, + 3; Dagger, +3; Elven Chain Mail, +1; Bag of Holding; Potions of Healing x 11; Potions of Extra Healing x 5; Bracers of Archery; Cloak of Elvenking; Boots of Levitation

Notes and History

Azure was born in Zhentil Keep and was forced into thievery by the guild. He was rescued by a traveling priest of Mystra who showed him the true way. He spent many years traveling and adventuring in Faerun. He eventually met up with a mage who followed Mystra named Kain Clearwater. Together they formed the

Company of the Weave. They spent several years in the Shadowdale area and for their heroics defending an attempted drow invasion they were named the lords of a small community at Serpent Bridge on the Ashaba River. Together they built it up into a strong and well defended city.

Badger

Fighter/thief (ROUGE)
Badger the Master Rouge

Human Male

STR 20 (Mus 17/Sta 15), DEX 15 (Aim 16/Bal 20), CON 16, INT 15 (Rea 17/Kno 20), WIS 17 (Inn 16/Wil20), CHA 16 (Lea 20/App 15), COM 17, PER 18

AC 10, hp 30, MV 10, MR 20

AL true neutral, Age 28, Height , Weight lbs

Skin light brown, Hair short & black, Beard - Eyes brown, Vision nightvision 10, Wealth 1000 (4000 in jewels) gp

Badger (being of average human height with short black hair, a sparse, no beard, brown eyes, and a light brown tone to his skin) has donned himself the name "Master Rogue." He has claimed for many years that the god of rogues blessed him with that name because of a great task he performed in duty of the deity. However, his friends (how ironically numerous they are) know that Badger tends to appreciate himself more than others do, having gone through many titles including "King of Thieves," "RogueLord," and "Sultan of Stealth." Although he can be viewed as arrogant, he's not all that bad. Being widely known by both peasants and royalty as a great rogue of the 9th level, he is quite skilled at barding and raising the morale level of a party in any situation. He always tends to correct any ill feelings toward himself with either a song or simple kind words, which is probably why his friends keep him around instead of stranding him in the Spiderhaunt Woods. He wears the battlements of a true rogue, including Rogue's Armor, a Rogue's Cloak, a Rogue's Belt, Rogue's Gloves, and Rogue's boots. He carries two knives that were blessed by his friend Eleonorita the Priestess, giving him a +4 to attack rolls and 2 attacks per round. (Many have tried to kill Badger in his thirty long years but have failed due to these deadly knives.) In addition to weaponry, Badger carries a variety of lock picks, 1000 gold pieces (plus 4000 in gems,) and a "lucky" coin. (He won't reveal why the coin is so lucky to him, but it is rumored that it was the first coin he ever stole; Badger would deny such a claim.) On a final note: Badger is an excellent haggler. He can talk almost any merchant down to 50% of his opening price (a trade quite useful when a party is in dire need of rations.)

Weapons

Two Knives Blessed by the priest Eleonorita (4+ attack each).

ROUGE KNIFES

Rogue Knives possessed by badger is a tiny weapon of only about 6 inches. Though it is extremely small (it is made that way to be easily concealed by a thief,) this weapon can cause massive damage. Due to its finely hammered blade and tempered steel, the Rogue's Knife can cause 4d6 damage to small targets and 5d10 to medium or large targets. It has a speed of 17 and a true neutral alignment. This weapon works best in the hands of a rogue. Anyone other than a rogue who attempts to use this blade will find that the damage inflicted is halved after the roll with fractions rounded down. (For instance, roll 4d6 to get a 17, then halve that to 8.5, and finally round the fraction down to 8.) The Rogue's Knife is a most difficult weapon to run across and can seldomly be bought from merchants. In addition, only a rogue could know the true nature of such a weapon.

Non-Weapons Proficiencies

Many...

Special abilities

Hide in shadows , thief abilities , Fighting with Knives , morale raising, fast attack

Possessions

Rogue leather armor , Rouge Cloak , Rouge gloves , Rouge boots, Rouge belt , Lock picks (24) , Lucky coin (kept for personal reason).

Magical Items

ROUGE'S ARMOR : The Rogue's Armor is a rarity known by every rogue in the land, but only a handful possess it. (See Badger.) Made from simple leather, this armor is fashioned in a way that makes it lighter and more flexible, allowing the rogue to move with better ease and agility. This armor provides the wearer with a +2 on attack rolls and a +3 to speed. However, the armor is so flimsy, it offers only an AC of 9. The darkness of the leather (comparable to pitch) along with the said flexibility of the armor gives a +5% to all physical abilities of a rogue. (Physical includes climbing walls, moving silently, and the like but not reading languages.) Rogue's Armor can only be bought if the amount of gold offered outweighs the benefits of the armor to the rogue who possesses it (this rarely occurs.) Otherwise, it can only be found or stolen. (Be warned, though; a thief who has had his precious armor stolen can be quite difficult to deal with.).

ROUGE'S CLOAK : Having no weight, the Rogue's Cloak serves as the rogue's best friend. Like many items specific to the rogue, this cloak is also difficult to find. Due to its unnatural weightlessness, it allows the rogue to move very fast while giving him an AC of 3. If combined with another armor of a less beneficial AC, however, the wearer suffers a -2 to his armor class, but if the other armor is of a better AC, the cloak is basically worthless. For instance, if the bearer of the Rogue's Cloak also dons a suit of Dwarvight Armor (AC 4,) then the rogue only sustains an AC of 5. (Some armors just don't work well with this cloak.) However, if the bearer of the cloak wears Gorath's Mail (AC -3,) then the cloak just doesn't work at all. Unlike most items specific to the the rogue, this cloak can be used by anyone.

ROUGE'S BELT : This belt is specially designed to carry a rogue's knives. There are two plainly visible sheaths for daggers or dirks and five hidden sheaths for backup security. There is also a purse built into the belt for gold and gems and a hidden purse for stolen goods. These belts are normally made to fit medium-sized creatures, but some rare dwarf and halfling size have been found (probably made specifically by the owner.) The buckle of this belt is so complex that it takes 5 rounds to undo it. This is a security measure to keep other thieves from stealing such a valued item.

ROUGE'S GLOVES : These gloves (much like their boot counterparts) give no bonuses to AC. They are made from a soft leather that is specifically preferred by most rogues. Rogue's Gloves are quite common and can be found almost anywhere. They give no special abilities or bonuses whatsoever, but no true rogue would call himself a rogue if he did not own a pair of these gauntlets. The one feature of these gloves is a small pouch on the inside of the index finger. Any number of small items can be secretly stored in these pouches: picks, string, wax, etc. Each pouch (one in each glove) can only hold two small items, both of which must be removed from the glove at the same time; there is no way to take one out without the other following. The best of rogues can move his hand in such a way as to allow the contents of the pouch to slip out of the glove and into his palm. A dexterity check must be made in order to insure that the rogue does not drop the items. These gloves are greatly valued and can be found on the market for an expensive price.

ROUGE'S BOOTS : Made from a sturdy leather, the Rogue's Boots are the natural attire of any "professional" rogue. They are quite light and padded on the bottom, giving the rogue a +10% chance to his move silently ability. A uniqueness to these boots is that any person other than a rogue who acquires them attains the ability to move silently with a 2% chance per level. These are found more frequently than other rogue-specific attire and can be purchased on the open market, although they cost quite a bit. They give no bonuses to AC.

Notes and History

Badger is a Master rouge every true thief bard and rouge know him Badger has many friends he have friends in the pleasant people even in the royal family. But he is a thief many enemies has trying to kill him but failed he is defending him self with his two knives blessed by his friend Eleonorita the priest.

Balin Demonslayer

Fighter 18th

Dwarf male

Lord of pinnacal mountain, smasher of giants

STR 22 , DEX 16 , CON 15 , INT 13 , WIS 11 , CHA 14 , COM 15, PER

AC -8, hp 124, MV 12, MR 0 AL C/N, Age 59, Height 4'02, Weight 175 lbs

Skin Tanned, Hair Brown, Beard Brown

Eyes Gray, Vision Infra 60', Wealth 1000 gp

Large nose, small eyes, just pretty funny looking

Weapons

War Hammer x4 hand crossbow x2.

Non-Weapons Proficiencies

Fire Building, running, set snares, tracking, endurance.

Possessions

Hammer of dwarf +2+5, crossbow +3+3, necklace of adaptation, bracers of -1ac, leather armor ac2, coif, helm of under water action, gauntlets, 2 rings of protection -2ac, 10 slot belt, girdle of giant strength 22, boots of speed, flask of holding, 2 iron rations, back pack.

Notes and History

Parents were killed by demons.

Balin Oakenshield

Fighter 5th Dwarven Male
The Giant Slayer

STR 18/00, DEX 16, CON 19, INT 15, WIS 14, CHA 15, COM, PER

AC, hp 85, MV 6, MR

AL CG, Age 65, Height 4'10", Weight 190 lbs

Skin light brown, Hair grey, Beard yes

Eyes blue, Vision infra: 60', Wealth 500 gp

Weapons

Dwarven Battle Axe (sp), Bastard Sword (sp), Footman's Mace (p).

Non-Weapons Proficiencies

Weaponsmithing Survival: Mtns. Fire building

Special abilities

Mtn. Dwarf Abilities 1d12 for Hit Points

Possessions

Plate mail closed faced helm Dwarven battle Axe Bastard Sword Backpack 50' hemp rope grappling hook winter blanket 3 wineskins 4wk iron rations 1 suit of clothing

Magical Items

Horn of Collapsing, Ring of Featherfalling.

Notes and History

Born in Ironforge, has 2 brothers and 1 sister. Hates Orcs, Evil Giants, Evil Dragons, goblins and their kin, and hates the Drow. he loves to drink ale, and when he drinks he drinks a lot.

Balreg Gallowglar

Fighter/Priest [kit:Dwarven Champion] 5th/6th Shield-Dwarf Male
Clanggedin's Rake, Warrior-Blessed of Clanggedin, Darkenbane of Clan Gallowglar

STR 18/92, DEX 17, CON 16, INT 12, WIS 17, CHA 14, COM 09, PER

AC -1, hp 52, MV 6, MR 00

AL LG, Age 65, Height 04' 03", Weight 178 lbs

Skin Ruddy Brown, Hair Bright Red, Beard Bright Red

Eyes Blue, Vision Infra 60', Wealth 23,222 gp

Balreg is a fairly plain looking blue eyed, fire red-head shield-dwarf, (Forgotten Realms Mountain Dwarf) who walks with a slight limp. He is self concious of this and will quickly ire if it is pointed out by strangers. He received a terrible fall during a mountain hike with his kinsman when he was just 20 winters old. Being known for his amazing agileness during his chlidhood, his limp became a horrible self-concious impediment. However, even though Balreg limps slightly, he is quite dextrous and in battle, one would not fathom that he was handicapped in any way.

Weapons

2Hand Battle-Axe (Sp), Battle-Axe (P), Glove Nails (P) *See "Complete Dwarven Handbook/TSR"*, Warhammer (P), Maul (P).

Non-Weapons Proficiencies

Endurance, Intimidation, Religion (Faerunian/Dwarven), Alertness, Read/Write Common, Read/Write, Dethek, Gaming, Armourer, Weaponsmith, Healing, Blind-Fighting.

Spell casting

--Casts Spells as 6th level Priest. Priestly Spheres of Influence: Major: All, Combat, Guardian, Protection, Sun, Law, War, Healing. Minor: Charm, Creation, Divination, Elemental (Earth), Necromantic, Wards

Special abilities

+1 to hit goblinoid creatures, +4 AC vs. giant-size creatures, +2 to hit undead (blessing from his deity), Cast spell "command" 2/per day (in combat only), detect underground passages, rooms, traps, pits, walls, underground depth preception

Possessions

large backpack, flint/steel, rope, silk (10'), iron rations/various foodstuffs, silver holy symbol (round silver disc depicting raised crossed battleaxes), vials of holy water (2), pitons, chisel, mallet, wineskin, assorted clothing, 2 small sacks, ivory throwing bones, silver and red dice.

Magical Items

2Hand Battle-Axe +1, Potion of Teleportation, Potion of Treasure Finding, Ring of Amasis -- gives wearer constant "detect lie" and "detect alignment abilities--, Warhammer +1, Pouch of Protection, Dwarven plate mail +1. Despite his natural dwarven "ability" to be resistant to magic, the Ring of Amasis works perfectly for Balreg. He doesn't plan to rely much on magic-items, save his trusty axe, however he does know the value of such items to others.....

Notes and History

Balreg was born and reared in the Savage Frontier, near Mirabar and Silverymoon in the North. Somewhat gruff, but happy-go-lucky for a dwarf, he gets along well with humans, elves and the other goodly non-dwarven races he encounters. He tries to be non-judgmental when it comes to other creatures, unlike the rest of his race. He has cultivated this philosophy by associating with non-dwarven creatures for such a long time. He however, has a strong hatred against hill giants and will attack them on sight. Others have questioned him on this "un-Balreg like" behaviour, but he will firmly refuse to speak about it. Balreg downplays his priestly abilites around newly met non-dwarven beings, but utters Claggedin's (the dwarven deity of battle) name often. He is staunch defender of his religion and pantheon, but prefers to not let it be known that he is a priest. He prefers the title "Warrior Blessed of Claggedin" when noisy beings inquire of his profession. When Balreg discovered his calling from Claggedin, he discovered that he was chosen, by Claggedin, to be his clan's "Darkenbane". Darkenbanes are the special warrior/priests of Claggedin's clergy that are blessed with the enimity with undead. They are champions of Claggedin to defend their clan (and all dwarves) against the evil scourges of undead creatures. Only one appears in any given clan and only then about every other generation. Though Claggedin does not allow his clergy to turn undead, his Darkenbanes are blessed with the ability to be more effective against undead in battle. Balreg loves games of chance especially skullbones and knows many dice games. He likes card playing but is not very adept at it. Balreg and his allies, The Grey Owl Company (see also Benegar Highwish detailed in the human (N)PC section, another member of the Grey Owl Company), uncovered a fiendish plot in Arabel in which a member of the famous Thond Trading family was impersonated by an evil wizardess who

planned to use the Thond's mercantile influence to form a power base in the Cormyrean city. As of late, with the help of the church of Tymora (goddess of luck and adventure) in Arabel, Balreg and the Grey Owl Comapny have foiled the resurrection of a lost temple near the Storm Horns, dedicated to Beshaba (goddess of misfortunes).

Balrium Farethian Windsong

Fighter/mage 15th /15th Half-elf male
Chosen of Tempus, Chosen of Mystra

STR 18/95 , DEX 15 , CON 18 , INT 17 , WIS 12 , CHA 15 , COM 16, PER --

AC -4, hp 90, MV 12, MR 25 AL Neutral good, Age 25, Height 6'1", Weight 165 lbs

Skin pale-average, Hair brown w/ silver, Beard - Eyes Brown w/ green highlights, Vision infra 60',
Wealth 25000 gp

As the human servitor of two seperate gods, he is often torn in his missions and his feelings, he has learned to cope with this, and is very powerful as a result of this. He hates evil mages, and slavers.

Weapons

Longsword (sp), quarterstaff, long bow, dagger, thrown, dagger, wielded, Martial arts Specialization +4,+4,+4, Battle axe.

Non-Weapons Proficiencies

Weaponsmithing Int+0, Spellcraft Int+0, Engineering int+0.

Spell casting

Spell casting as a 15th lvl. mage, but has access to elven high magic.

Special abilities

Immune to rot grubs and polymorphing

Possessions

12 daggers, standard adventuring equipment, Small House, Several ships.

Magical Items

Spelljamming helm, Moonblade +4, Elven platemail +3, Robe of the Archmagi, several pouches of Dust of rusting.

Notes and History

Has served his lords well, and has slain many creatures that have defiled their temples. He has also prevented a mighty mage from killing a group of innocents by the simple casting of an anti-magic aura spell.

Bane Ironfist

Fighter/Theif 23rd /19th Half-Elf Male
The Gallant Shadow, The Noble Slayer, The Spine of BSO

STR 18(45) , DEX 18 , CON 20 , INT 16 , WIS 14 , CHA 15 , COM , PER

AC -3, hp 175, MV 12, MR AL LG, Age 54, Height 7' 2", Weight 301 lbs

Skin Dark and Hardened, Hair Black (long and braided), Beard Black (thick and well kept) Eyes Green,
Vision Infra 45', Wealth 25,000 gp

Excellently skilled, Bane will not enter a battle without provocation, and never without mercy.

Weapons

Proficient in all manner of swords (any size). Able to use a long bow with proficient skill.

Non-Weapons Proficiencies

Tracker, Astrologer, Alchemist.

Special abilities

Theives' abilities, Infravision gained from living underground for two years.

Possessions

White warhorse – Banzaii, Lockpicks, Black Boots, White Tunic, Dark Blue Pants, Satchel, Small House in Untraveled Woods.

Magical Items

Plate Armor of Reflect Normal Missles - any normal missles fired at the wearer will bounce off and return directly at the firer. Sword of Might - Increases Strength and Constitution Permanately, Helm +2, Shield of Resist Fire, Stone of Heat - small stone that provides enough heat to protect user from freezing to death in snow or ice. Compass of Questing - Points directly to goal of the quest you speak of while holding it. It does not warn of any danger between you and the goal.

Notes and History

Having left his former Companions, Bane discovered Thundar and Tawl (both soon to be listed) as they tried to organize BSO. Seeing that, unlike his former friends, these two intended only good he decided to help. His superior strength and skill helped give the organization backbone which attracted many followers. The numbers and names shifted, leaving today's company. Of all the present companions he is the only one that is accepting of Hoggelbit, the groups resident Kender.

Beef de' Gory

Fighter/mage 7th /4th
Undead killer

Minotaur male

STR 20 , DEX 10 , CON 18 , INT 17 , WIS 14 , CHA 9 , COM , PER

AC 1, hp 73, MV , MR 0

AL CN, Age 21, Height 7'10", Weight 300 lbs

Skin , Hair red, Beard

Eyes red, Vision normal, Wealth 500,000 gp

Scar on right cheek. Honorable. Hates knolls.

Weapons

Ale's drinker (two-handed sword enchanted with vampiric touch.) Great axe Staff spear

Non-Weapons Proficiencies

Swimming

Spell casting

Magic missle, vampiric touch, fire ball, magic mirror.

Magical Items

Horn of collapsing, boots of flying.

Notes and History

Captured and tortured by knolls when he was young. Best friend is a Alighi named Grizzlor.

Begbie

Fighter/Thief 9th /4th

Human Male

STR 15 , DEX 17 , CON 18 , INT 9 , WIS 7 , CHA 14 ,COM 10, PER

AC 0, hp 84, MV 12, MR

AL c/n, Age 29, Height 5'8, Weight 160 lbs

Skin pale, Hair brown, Beard

Eyes brown, Vision normal, Wealth 4000 gp

Begbie is a psychopath he is a very good friend to have but he doesn't take shit and you better take his. Begbie is a lover of fighting to him that is the best high and if he needs a fix he will pick it with anyone indiscriminately. He is a very bad scam artist and cannot tell the difference between glass and diamonds if it looks nice he will try to steal it any means necessary.

Weapons

Clubs, maces, flails (P) pummeling (master) swords (P)...short group(sp)

Non-Weapons Proficiencies

Endurance, survival(city), Tracking, Fire Building, Rope Use, Swimming, fishing, brewing.

Special abilities

PP (70), OL (50), F/RT (5), MS (25), HS (10), DN (15), CW (60), RL (0)

Possessions

Basic material(needs for traveling) Trusty Shank

Magical Items

Bracers ac2, Dagger of Venom, ShortSword +2, leather gloves of striking (+2 to pummeling damage), 2 potions ex heal.

Notes and History

Begbie is a barfly all he does is gamble rip off and fight just to live in the bar he will only go adventuring if there will be a profit or something in it for him or he has to flee.

Bemrag Steelbeard

Fighter 1st

Dwarven male

Company of the Shining Shield

STR 18/34 , DEX 15 , CON 18 , INT 13 , WIS 15 , CHA 17 , COM , PER

AC 4, hp 13, MV 6, MR nil

AL NG, Age 41, Height 4'5, Weight 170 lbs

Skin light tan, Hair dusty brown, Beard yes Eyes deep blue, Vision 60' Infra, Wealth 23 gp

Bemrag appears as a short, heavily muscled dwarf. Although his hair and beard are long, they are usually well kept. Bemrag has a pleasant demeanor about him, he tends to be very friendly. He is also a heralded storyteller.

Weapons

Two handed battle axe (sp), Heavy crossbow, Spear.

Non-Weapons Proficiencies

Dwarf runes, Endurance , Blacksmithing , Languages (Common) , Fire building ,Direction sense, Local dwarf history (Great rift), Singing .

Special abilities

Standard mountain dwarf abilities.

Possessions

Backpack, suit of chain mail, (2) large sacks, small belt pouch, 50' hemp rope, several articles of clothing, two handed battle axe.

Notes and History

Bemrag was a very popular dwarf within a small community of the great rift. He was known as a great storyteller and wonderful friend. He left in search of adventure, and shortly after met a wandering half-elf outcast by the name of Jaylrie Temerdan. In battle, Bemrag has the same traditional battle lust that plagues all dwarven fighters. His great strength and passion make his huge axe deadly indeed!

Benarez

Crusader of Mystra 12th

Svirfneblin Gnome male

STR 11 , DEX 18 , CON 12 , INT 15 , WIS 17 , CHA 8 , COM , PER

AC -9, hp 136, MV 12, MR

AL NG, Age 188 yrs., Height 3'8", Weight 100 lbs

Skin Dark, Hair None, Beard - Eyes Hazel, Vision Infra 120', Wealth 2,000 gp

Stubby arms/legs, very ugly, looks like a comical wise man.

Weapons

Mace, Morningstar, Quarterstaff, Marital Arts, Aikijutsu (ninja's handbook).

Non-Weapons Proficiencies

Healing (x2), herbalism (x2), mining (x2), direction sense, reading/writing, riding, land-based.

Martial Arts: Mental 1, Meditation, Mental 2, All-Around Sight, Mental 3, Mental Resistance, Mental 4, Ch'i Attacks, Mental 5, Blindfighting, Mental 6, Ironskin, Mental 7, Levitation.

Spell casting

Major Spheres: All, Astral, Charm, Combat, Creation, Divination, Elemental, Guardian, Healing, Necromancy, Protection, Summoning. Wizard School: Invocation/Evocation.

Special abilities

Turn Undead.

Possessions

Backpack, Small Tent, Pants, Cote, Belt, Cape, Bedroll, Waterskin, 50' silk rope.

Magical Items

Rod of Lightning, Shield +2, Bracers +4, Chain Mail +1, Mace of Disruption.

Notes and History

Benarez is wiser than most gnomes, and is respected by many. He has fought many battles, and makes a lot of jokes. He is a crusader of Mystra (warriors and priest of the realms), and has wizard spells along with his normal ones.

Benjan Ve'giar

Fighter 7th

Human Male

Slayer of the Bright Seven

STR 15, DEX 17, CON 15, INT 13, WIS 15, CHA 14, COM , PER

AC 6 (3), hp 49, MV 12, MR Nil AL CG, Age 29, Height 5'10", Weight 156 lbs

Skin slightly tanned, Hair dark brown, Beard - Eyes green, Vision Normal, Wealth 350 gp

Benjan appears to be a man who carries a heavy weight on his shoulders. He wears a hooded green cloak at all times. Aside from the cloak, Benjan's clothing is usually sombre and dull. However, he radiates a feeling of kindness and delight in life, which makes him an appealing person to be around.

Weapons

Longsword (sp), dagger, shortbow, handaxe.

Non-Weapons Proficiencies

Dancing, cobbling, endurance, hunting, mountaineering, running, gaming

Special abilities

Benjan has developed the ability to move silently in outdoor settings. This ability is a 45% rating, and it does not increase with experience.

Possessions

light travelling gear, two daggers, studded leather armor, shortbow.

Magical Items

Longsword+2 of cursed berserking, amulet of proof against detection and location, several magical potions.

Notes and History

Benjan Ve'giar was once a member of an adventuring team known as the Bright Seven, which hailed from Baldur's Gate. The group was famed for its doings in Undermountain, and retrieved many items of powerful magic from that place. During one excursion, Benjan picked up a cursed sword and used it in a battle against an orc raiding party. Unfortunately the sword cause.

Beowulf the Swift

Fighter 7th

Elf male

STR 18/93 , DEX 18 , CON 15 , INT 15, WIS 14 , CHA 14 , COM 13, PER

AC 0, hp 63, MV 12, MR

AL CG, Age 121, Height 5' 7", Weight 154 lbs

Skin Light Brown, Hair Black, Beard - Eyes Green, Vision Infra (60"), Wealth 2000 gp

All in gp's in a safe "ha-ha" place

Weapons

2-handed sword (sp), long sword, short sword, short bow, daggers.

Non-Weapons Proficiencies

Running, endurance, swimming, leatherworking (2 slots), riding, land-based, mountain climbing, rope-use.

Possessions

Resistance to ghoul touch, 90% resistance to sleep and charm spells.

Possessions

100ft rope, silk, backpack, 2-handed sword, long sword, short sword, short bow with 36 arrows, 4 daggers, 2 wineskins, 1 winterblanket, 2 jars greek fire, 2 jars holy water, 1 medium warhorse, clothes, sewing kit, small tent, flint and steel, and other necessary camping and climbing equipment.

Notes and History

Beowulf was orphaned by an Orc raid and grew up with relatives. Met an old hermit who trained him in arts of war and survival in return for friendship. Hermit was mysteriously slain and relatives taken prisoner by evil half-elf baroness. Beowulf swore to revenge his friend and mentors death and to kill the baroness and as many of her minions as possible. All his magical items was stolen...

Bethor Gruilek

Fighter [Battlerager] 3rd Hill Dwarf
The Half Tongue

STR 18/64 , DEX 15 , CON 18 , INT 8 , WIS 8 , CHA 11 (Lea 11/ App 11), COM , PER 8

AC 2, hp 35, MV 6, MR AL CG, Age 54, Height 3'11", Weight 165 lbs

Skin Brown, Hair Dark Brown, Beard Dark Reddish Brown Eyes Hazel, Vision Infravision, Wealth 300gp's

A carzy looking dwarf with an unkept beard and hairm he is armed with a two-handed axe, and is wearing a battered suit of plate mail.

Weapons

Two-Handed Axe +2 (Sp), Mattock (Sp), Two-Handed Weapon Specialization.

Non-Weapons Proficiencies

Intimidation, Alertness, Animal Handling, Endurance.

Special abilities

As battlerager kit (see dwarf handbook). After 5 rounds of combat, The Killing Rage +1 to hit, +3 to damage, -1 to AC, +10 to hp. Immunity some wizard spells (see book). Gets a plus +4 saving throw certain wizard spells (see book). Immune to KO results from punching and take half damage.

Possessions

Plate Mail armor, Mattocks, Two-Handed Battle Axe +2m, Large Pouch x4, Backpack, A cape made owlbear hide. Water skin, a small iron figurine of his god Tor, Wine Skin with very sweat wine witch he drinks when he wants to induce a rage. Tender Box, 2 torches, 10 Iron spikes, 25' of rope, Iron Helmet, 4 weeks of super iron rations witch is just normal rations but he was told that it was super if you know what I mean.

Notes and History

Bethor was raised of the clan Thurge at the city of Underfar. He was quickly recognised as battlerager when he would lose his temper quickly, and kill the family dog with his bare hands um, mabe teeth. When he was full grown he was encouraged to seek a life of adventuring because his family was scared he would kill some one in his many brawls. Then be executed for his offence. During the course of adventuring he killed an owlbear in the fight he bite of half of his tongue. He has controlled his rage when around animals, when he was younger he just didn't know how to play with them. He has a pet Gaurd dog named Gregor that has beened trained to sniff out Dopplegangers.

Black Martin

Fighter [Swashbuckler] 14th Human Male
The Wild Man of Waterdeep.

STR 14, DEX 18, CON 12, INT 17, WIS 11, CHA 18, COM , PER

AC -4, hp 69, MV 12", MR 0 AL CG, Age 29, Height 6' 2", Weight 195 lbs

Skin White, Hair Black, Beard Short Eyes Blue, Vision Normal, Wealth 100,000 gp.

Black Martin is one of the Best fighters in all of Faerun(So he Believes). He is also something of a ladies man. Often using a woman as an excuse to get into a fight.

Weapons

*Weapon Proficiencies:*Specialized:Rapier, Sabre. *Single Weapon Style* : main-gauche, stiletto, short bow, long sword. Usual Weapon is a Rapier +3. Made personally for him. Many expensive jewels are in the hilt.

Non-Weapons Proficiencies

Etiquette, tumbling, blindfighting, gaming, tightrope walking (2), local history (waterdeep), ancient history (waterdeep), navigation, seamanship, rope use, riding land, musical instruments (lute),appraising.

Special abilities

-2 AC in light or no armour, -2 AC (Single Weapon Style Specialization), +2 Reaction with females.

Possessions

Much of Black Martin's wealth went into the construction of the Stonghold of The Noble New Order, located 5 days travel north east of Waterdeep. Black Martin always dresses in fancy expensive clothes, unless he can be talked out of it (unusual). He will always wear his Black Fur Cloak.

Magical Items

Leather Armor +3, Ring of Protection +1, many minor misc. magic items.

Notes and History

Black Martin was born and raised in Waterdeep by his grandfather, a wealthy merchant. Unmfortunately upon his death his properties were seized to cover his debts, leaving Black Martin with little wealth. He got caught up in a couple of adventures in the city and decided it was profitable. Just Recently did he and The Noble New Order aquire some land and complete their stronghold. Since then they have been turning from an adventuring company to a mercenary company. To date the full strenght of the The Noble New Order Mercenary Company has yet to be tested.

Black Star

Fighter/Mage/Thief 10th /10th /11th Half-Elf male
Sheick and Direct consultant of sultan of the Isle of the Elefant.

STR 18/73, DEX 18, CON 18, INT 14, WIS 12, CHA 10, COM , PER

AC -3, hp 83, MV 12, MR 5 AL CN, Age 25, Height 5'9", Weight 165 lbs

Skin White, Hair Black, Beard- Eyes Brown, Vision Infra 60", Wealth 50,000 gp

Began as a Spell-Slayer, then begun training in martial arts fighting, and the noble art of thievery. Soon understood that killing non-evel wizards wasn't his goal, he became a renegade Spell-Slayer killing only those of evil alignment and ocasionaly those who stood in his way. Upon reaching 20, got himself in troble with a cult of the Grazt followers Was on the run for a while, but finaly got enough courage to destroy a portal through wich Grazt would enter the realms. Went to the Island of the Elefant(Zachara, Al-Quadim) and became a thief guildsmaster. Soon went to save the true Sultan of the city. In the adventure destroyed an evil god, killing himself in the process. Gods(DM) took pity, and made a magical construct instead of a body, and instilled Black Star's soul into the Construct. The adventures still continue. "May the fate be at your side; and if you cross me, my dager in your back."

Weapons

Katana +2 to hit +4 to damage. Another +2 Katana Just specialised. Darts(poisoned) Ambedexterity Two-hander Fighting Martial arts(4 slots)

Non-Weapons Proficiencies

Navigation Land Based Riding Read/Write Disguise Voice Mimicry Info Gathering Display Weapon Powers 4 Languages

Spell casting

Spellslay- robs the wizard of his ability to cast spells for some time : fly, windblade, shatter, spider climb, hold person, windshadow, knock, protection from normal missiles, and a whole bunch of other abilities(not spells as per mage) Abilities as per spellslayer.

Special abilities

Backstab X5, PP: 95, F/RT: 83, MS: 95, HS: 95, CW: 70. Special Attacks: Black Star centered around him as per darkness 15' Radius, Could clearly see through this magical darkness while others are Affected normally.

Possessions

Darts. Money. Some adventuring companions.

Magical Items

Special Red DragonScale armor- No encumbrance, upon a command turns into a Ring. All Weapons (except darts) Components of a magical katana.

Blade

Fighter 12th Elf male

Vice leader of teh Company of the Flying Ship

STR 17 (Mus 17/Sta 17), DEX 18 (Aim 18/Bal 18), CON 16 , INT 14 (Rea 14/Kno 14), WIS 14 (Inn 14/Wil 14), CHA 15 (Lea 16/App 14), COM , PER

AC -12, hp 93, MV 12, MR

AL NG, Age 140, Height 6', Weight 160 lbs

Skin white, Hair black, Beard none

Eyes blue, Vision Infra 120', Wealth 100,000 gp

Very tall for an elf, Blade is an imposing looking fellow who makes most people shiver.

Weapons

Long Swrod (GMST), LongBow, Dagger, Two weapon Style, Ambidextrous, 2 Longswords+4, long bow +2.

Non-Weapons Proficiencies

Blind Figthing, Navigation, Sailing (Flying Ship), Danger Sense, observsation.

Special abilities

All Elven Abilities.

Possessions

A little bit of everthing.

Magical Items

2 longswords +4, long bow+2, Red Dragon skin Armor(Great Wyrn), boots of speed, 4 potions of extra healing, ring of spell storing(3 Heal Spells), boots of levitaion.

Notes and History

Blade is not his real name, just a name he choose to go by to strike fear in his enemys, he wont reveal his real name to anyone without good reason. The Company of the Flying Ship voted him vice-leader of the company mainly because Leahcim nearly joins the rest of the party on adventures. So they needed moer of a feild leader. When Leachim is not around he controls the great flying ship The Tempest.

Blaylock Elselynn

Fighter 4th Human male

STR 13 , DEX 18 , CON 14 , INT 15 , WIS 13 , CHA 16 , COM , PER

AC 3, hp 37, MV 12, MR 0

AL CG, Age 26, Height 6'3", Weight 173 lbs

Skin caucasian, Hair blond, Beard - Eyes blue, Vision Normal, Wealth 3000 gp

Blaylock is a tall lanky fighter type who specializes in dagger throwing. He is brave, wild and often arrogant. He enjoys hunting drow more than anything in the world.

Weapons

Blaylock usually carries between 6 and 10 daggers (sp). He has two +1 daggers, a +2, and a +3. When out of ammunition or unable to throw them, he uses a short sword.

Non-Weapons Proficiencies

Gaming, tracking and blindfighting.

Possessions

A few gems, nothing overly interesting. He prefers to travel as light as possible, sometimes turning down gold to move just to guarantee him maximum movement.

Magical Items

Aside from his magical daggers he wears +1 leather armor and has a potion of fiery breath, boots of elvenkind and a ring of shocking grasp.

Notes and History

Born in Waterdeep, Blaylock was raised by his merchant parents. His mother was a retired adventurer and his father was a soldier in the Cormyrean army. They turned to trade when Blaylock was born, but the stories of battle and adventure made Blaylock grow up with a passion for danger and excitement. He left his parents to join a caravan expedition to Sembia. From there he has experienced dozens of adventures, having wandered in and out of various cities and adventuring parties. He now resides in the city of Saerloon, making money by working for the city watch, acting as a scout, informant, and most importantly, an assassin. His most recent adventure included the assassination of the lord of a powerful thieves guild called the Night Knives.

Blogg

Fighter 10th Orc male

Commands about 50 Orc irregular infantry

STR 18/77 , DEX 15 , CON 11 , INT 13 , WIS 14 , CHA 9 , COM , PER

AC 2, hp 94, MV 12, MR

AL CE, Age 24, Height 5' 11", Weight 208 lbs

Skin yellow, Hair greasy black, Beard 3 cable-like hairs is all the beard he can grow. Eyes red (usually bloodshot), Vision Normal, Wealth changes frequently as he constantly loots money and spends it all, then loots more ...

Blogg is one of the more ruthless brigands of the Stonelands north of Cormyr. He and his "men" make frequent raids into the Dalelands to the east, attack Zhents near Darkhold to the west, and ambush small groups of Cormyrian soldiers to the South. Adventurers stupid enough to advertize their presence by burning huge bonfires will certainly attract his greedy eye and find themselves plagued by his thieves, traps, and ambushes. Blogg is no coward, and will personally challenge anyone who kills too many of his underlings, unless he sent ones he wanted rid of anyway.

Weapons

Broad sword +1 (sp) (Total +4 to hit/+7 to dmg), broad group blades (p), crushing/cleaving group (p),overused wooden shield +3 (may start losing its magic soon).

Non-Weapons Proficiencies

Horse Riding, Fire Building, Tracking, Intimidation, Appraising, Speaks Orcish, Trollspeak, and Common.

Special abilities

Blogg drinks soooo much, he now has a +4 save versus poison.

Possessions

Rusty iron pot-helm, black leather boots w/mud cleats (he likes stomping on faces with them), 6 non-magical daggers w/serrated edges, assorted junk & stuff.

Magical Items

Broadsword +2, Leather Armor +2, Shield +3.

Blomnius Lothar

Fighter 25th

Human Male

Ruler of Starthis, Leader of DragonSlayers

STR 18/85 , DEX 17 , CON 18 , INT 13 , WIS 13 , CHA 11 , COM 10, PER 12

AC -10, hp 123, MV , MR

AL LG, Age 34, Height 5'9", Weight 198 lbs

Skin white, Hair blonde, long, Beard brown Eyes brown, Vision normal, Wealth 4 million gp

A muscular, powerful human with armor and weapons bristling from him. A shield is strapped to his left arm, and two longswords cross each other on his back. Long, free blond hair flows to his shoulders as he hold his helmet in his hands. A pack rests accross one of his shoulders, and smile crosses his rugged face. Obviously one who has passed many trials in life and can wield the weapons on his back most dangerously.

Weapons

Double Specialization :Longsword. Profecient :Dagger, Hand Axe, Spear, Battle Axe, Short Bow.

Non-Weapons Proficiencies

Riding:land based, firebuilding, tracking, dwarven (read & write), common (read & write), elvish, goblin.

Possessions

Keep, with treasury and armory,Backpack, with any thing needed for the current adventure,

Magical Items

Longsword +5, longsword +4, vorpal longsword, longsword +2, +4 giant slaying, longsword +1, ring of wishes, ring of wisher, ring of fire protection,ring of free motion,ring of water breathing, field plate +5,shield +3,girdle of storm giant strength.

Notes and History

My very first character, he died in his very first adventure when he was eaten by dinosaurs. Later resurected, he was determined to make his place in his world, Faerun. He met several powerful people along his travels, and had made very powerful friends. He has started his own kingdom, and married a woman named Magincia. He has always been quick to defend his honor, and his personal thing that sets him off is when people make fun of his name. He started the group known as the DragonSlayers a long time ago, and has since become the most powerful group he has ever known. At one point they slaughtered the infamous Dragon of Tyr, only for it to mysteriously come back to life. It was through this act, however, that they were able to stop it's magical probing into the heart of their world. They always attempt to slay creatures of extreme power that threaten the sanctity of their world. He has had a dream, where his group

of adventurers will encounter something that they cannot fathom and it will destroy them. Until then, however, they are a powerful force in Faerun, and foil evil wherever it rears its ugly head.

Bogmol

Fighter (Myrmidon) 8th Half orc
Male Dragon slayer

STR 18/00 , DEX 18 , CON 18 , INT 9 , WIS 9 , CHA 7 , COM 5 , PER

AC -8, hp 95, MV 12, MR 0 AL LN, Age 21, Height 5'10, Weight 150 lbs

Skin tanned orc, Hair black, Beard no Eyes blood shoot grey, Vision infra 60', Wealth 20000 gp

Ugly as hell. Evil tempered. Tempus fanatic

Weapons

Two hander spear spec 2/1 +1/+2 long sword 3/2 club spec 2/1 +1/+2 short sword 3/2

Non-Weapons Proficiencies

Common. Orc. Running. Survival. Fire building. Intimidation. Close quarter fighting. Endurance.

Special abilities

Two hander style two weapon style.

Possessions

Standard adventure gear.

Magical Items

Two hander spear+1, Short sword+2, Long sword+3, Full plate+5, Ioun stone of regeneration, Ring of shocking grasp.

Borgin

Fighter 11th Dwarven male
Savior of Tilverton

STR 18(96) , DEX 10 , CON 17 , INT 15 , WIS 12 , CHA 9 , COM , PER

AC -2, hp 79, MV 6, MR AL CG, Age 121, Height 4'5", Weight 163 lbs

Skin Light brown, Hair Dark brown, Beard Dark brown Eyes White, Vision Blind, Wealth 64,650,000 gp

Borgin is an incredibly kind dwarf even by elvish terms. He doesn't look like his personality though. Borgin's face is covered with nasty scars and his hands are covered with callouses.

Weapons

Borgin's weapons are Red's Death (an axe with properties of a red dragon slayer sword), and Shan (hammer of Thunder Bolts).

Boris Ironjaw

Fighter 40th Human male
Knight of the Dark Circle

STR 18, DEX 10, CON 16, INT 9, WIS 11, CHA 14, COM , PER 15

AC -2, hp 310, MV , MR 78 AL Chaotic Good, Age 35, Height 6'3", Weight 167 lbs

Skin Pale, Hair Dark brown, Beard Dark brown, short Eyes Greyish blue, Vision Normal, Wealth 100000 gp

Boris is a muscular, powerfully-built warrior. He is kind, when his neck isn't on the line. Otherwise, he'd ignore or kill anything.

Weapons

A magical +5 battleaxe and a +3 dagger.

Non-Weapons Proficiencies

Mostly just combat-related, such as tracking and hunting.

Special abilities

Legend lore, home terrain, and the ability to stalk without a sound.

Possessions

A suit of black noble's clothes, a deed to Castle Wingate (a little known fortress near Silvanesti's eastern border), and various small, expensive items, such as gold rings, books, etc.

Magical Items

Boris owns the mystical Armor of the Black Dragon, a suit of +10 plate mail made of unknown material rumored to be made from the black throne of the dead Draconian Lord of the Marsh.

Notes and History

Boris started as a simple adventuring warrior, but then one day he happened upon the Black Marsh, an expanse of uncharted, desolate wasteland. There he met the Draconian Clan of the Marsh, which he fought for years. Only once was he caught, though the only thing that saved him was his mentor, the Lord of the Dark Circle. Boris trained with the Lord of the Dark Circle for 10 years, I think, and finally became a Knight of the Dark Circle after defeating the Lord of the Marsh.

Bors

Fighter [Kit: Knight] 15th Human Male
Knight of Figaro

STR 18/50 , DEX 14 , CON 16 , INT 10, WIS 11 , CHA 13 , COM 13, PER

AC 0, hp 60, MV 12, MR 100 AL LG, Age 27, Height 6' 1", Weight 179 lbs

Skin Light, Hair Brown, Beard - Eyes Blue, Vision Normal, Wealth 1,000,000 gp

A tall, well-built young man. Bors has seen much, and done much. For example, he once slew a red dracolich single-handedly.

Weapons

Long Sword-(SP) Lv. 5, halberd-(P).

Non-Weapons Proficiencies

Unarmed Combat; Blind-Fighting; Armorer

Spell casting

Wizard Spells 1-3; Cleric Spells 1-2

Special abilities

2 Attacks/Round

Possessions

Grappling Hook; Full Plate Armor; Medium Shield

Magical Items

Zeus Gauntlet

Notes and History

Bors grew up in Coneria, where he later became a knight; he joined the Warriors there, and has done much since.

Braxl "The Curse"

Normal Man, Fighter 0 Appears to be a Human Male
Bum, Loser, Wimp, Curse, Dork, Idiot, Nerd, Faggot, Wuss ect. ect.

STR 5, DEX 6, CON 4, INT 7, WIS 7, CHA 3, COM 4, PER 6

AC 10, hp 3, MV 8, MR 0 AL CN, Age ????, Height 5'2", Weight 97 lbs

Skin Pale, almost white, Hair Greyish Brown, Beard - Eyes Brown, Vision Nearsighted, Wealth
Bum, Poorman

This Nerdy little goof is always hanging around bigger, stronger people...But he's always ANNOYING THE HECK OUT OF THEM!!!!!! This little nerd likes to tag along with parties just to Quote "Learn from them". It seems all he wants to be is a Real Man...But it's much more Complex...

Weapons

Uhh, Braxl is afraid of weapons...Especially swords...This tends to annoy player characters who want to teach him a weapon skill, when he whines that these things kill people!

Non-Weapons Proficiencies

He looks like a nerd...Put he's just an idiot! He's got a lower IQ than the average Ogre. He doesn't really know how to do much more than annoy people...

Spell casting

None...But he's terribly frightened by magic...Even if a mage casts a spell on a monster about 60 feet away he still jumps back with fear.

Special abilities

This is where you learn about his TRUE self...Braxl was once one of the greatest wizards near the city of WaterDeep, Even compared with the Great Circle of the Eight in Greyhawk... But he was always picked on as a child...And grew up to hate all bigger than him... But he transformed into to nerd to get ultimate revenge... Anyone who hangs around him for a day starts to feel weaker, clumsier... After 24 hours of being within 100 feet away, the player gets a -1 dam and a -1 THAC0... These are cumulative until the minus is Greater than the Str rating...Then the stats drop Str, then Dex then Con, each stop at 3...After totally draining, he sets for another victim...It only affects selected targets.

Possessions

He possesses a couple Cloth things which acts as tissues for his constant allergies.

Magical Items

He shows no extra magic ITEMS

Notes and History

Braxl's curse can affect as many people who he feels is a bully or a pushover. He hates these with a passion. Braxl cannot die, and if the PC's try to get rid of him, he just magically reappears near them... This usually begins to spook PC's who try to get rid of him even more... The 24 hour period is cumulative, and he will try to hide if they keep on killing him on sight. ONE minus comes back every 24 hour period when Braxl has not been within' 100 feet from the PC affected...Dam and THAC came back at the same time, just like

they are subtracted at one time. The only way to get Braxl off of you is when he is done..3 Str Dex Con. Or if they show constant trying and kindness... 36 hours of it.

Branwy

Fighter/Thief 7th /7th Elf male

STR 20 , DEX 19 , CON 12 , INT 12 , WIS 9 , CHA 10 , COM , PER 11

AC -1, hp 47, MV 12, MR 0

AL NG, Age 125, Height 5'2", Weight 125 lbs

Skin , Hair Brown, Beard

Eyes Brown, Vision Infra 60', Wealth 5356 gp

Wears chainmail +2, is ambidextrous, uses two weapons (Longsword +2 & Shortsword +2). Dexterity is enhanced via Gauntlets of Dexterity (normally 18). This character is now dead - the victim of several fireballs converging on his location.

Weapons

Proficient with: Long Sword, Long Bow, Quarterstaff, Dagger, Short Sword.

Non-Weapons Proficiencies

Rope Use, Hunting, Blind Fighting, Reading/Writing.

Spell casting

Special quirk due to early training: can cast up to 2 cantrips per day. Unfortunately, he only knows 4 - Dampen, Blink, Yawn, Whistle. This was only used once in actual play - and this character started life at 1st level.

Special abilities

Backstab damage x3, fairly basic thief abilities.

Possessions

Silver comb, bag of herbs, copper bracelets, black hooded cloak, leather backpack, thief's pick-n-tools, oil flask, 2 weeks standard rations, 50' hemp rope, water skin, hooded lantern with continual light, 3 loaded dice, medium warhorse (& equipment), 83 misc gems worth 10gp each, 1 gem of unknown type and value, 356PP, 2745GP, 13SP, 31CP, Long bow, 4 daggers, 2 long knives.

Magical Items

Chainmail +2, Longsword +2, Shortsword +2, Machette +2, Cloak of Elvenkind, Ring of Shocking Grasp, Ring of Levitation, Ring of Invisibility, Broach of Shielding, Gauntlets of Dexterity, Slippers of Spider Climbing, 2 Extra-healing potions, 2 Gaseous Form potions, 1 Invisiblity potion, 3 Flying potions, 1 wolf control potion.

Notes and History

Started playing life as a 1st level character. Member of a party named "Knights of the Apocalypse". A passable fighter with the Long Bow, he was somewhat renowned for his skill with the sword. He was not your 'typical thief' -- picking pockets and that sort of thing did not matter to him. Rather, using stealth and cunning to defeat traps and opponents was paramount.

Brem Storhufvud

Fighter 10th Dwarf, Male

ex. Part-owner of Castle BlackRoc, God-Slayer

STR 18/00 , DEX 13 , CON 13 , INT 13 , WIS 10 , CHA 9 , COM 14, PER

AC -3/-1/2/2, hp 70, MV 6, MR 0

AL cg, Age 58, Height 3'11", Weight 147 lbs

Skin Darker than Normal, Hair Black, Beard White Eyes Grey, Vision Infra 50', Wealth 985 gp

Brem is a mighty warrior with long black hair and a very long white beard going to his waist. He is short and bulky like all other dwarves, but he is good looking for a dwarf that is.

Weapons

Lochaber-Axe, Spec, 2/, Battle Axe, Prof, 3/2, Heavy Crossbow, Not-prof, 3/2, Warhammer, Not-prof, 3/2, Mace, Not-prof, 3/2.

Non-Weapons Proficiencies

Endurance, Mountaineering, Weaponsmithing, Language (common), Stonemasonry, Mining, Two-Handed Weaponstyle, One-Handed Weaponstyle.

Special abilities

+1 to attack on Orcs, Half-Orcs, Goblins, Hobgoblins, -4 AC against Ogres, Trolls, Giants, Ogre-Magi, Titans
Detect Noise 25 %.

Possessions

ChainMail (dwarven), Shovel, Mattock, Medaljon, Dwarven Platemail, 2 Dwarven Ponys, 40 Heavy Bolts, 10 Greek Fires.

Magical Items

Gauntlets of Ogre Power, Lochaber-Axe +1 (Master-Smithing), Lochaber-Axe +1 (Magical), Ring of Invisibility, Pale-Blue Ionstone (+1 Str), Wand of Magic Missiles (24 charges), Dwarven Chainmail +1, Battle Axe of Sharpness, 4 Healing Potions, Shield +2.

Brother Jayman

Crusader [From Faiths & Avatars] 8th
Justiciar of Tarastia

Human male

STR 16 , DEX 17 , CON 16 , INT 12 , WIS 15 , CHA 14 , COM , PER

AC -4, hp 59, MV 12, MR

AL NG, Age 28, Height 5'7", Weight 175 lbs

Skin white, Hair red, Beard red

Eyes brown, Vision normal, Wealth 159 gp

Wears grey field plate mail, with either black surcoat (when seeking Righteous Vengeance) or silver surcoat (when seeking Justice), surcoats are emblazoned with twin two-handed swords (symbol of Tarastia). Gauntlets are crested with flying jaybirds (personal crest).

Weapons

Two-handed Sword (P), Field Plate Armor (P), Short Sword (P), Heavy Horse Lance (P), Dagger (nonproficient.)

Non-Weapons Proficiencies

Land Based Riding (Horse); Religion; Read/Write Common; Elven (spoken); Dwarven (spoken); Law; Hunting, Etiquette, Oratory

Spell casting

Major Spheres: All, Combat, Guardian, Healing, War, Wards. Minor Spheres: Protection, Necromantic
Able to be Memorized: Level 1 (3); Level 2 (3); Level 3 (3); Level 4 (2).

Special abilities

Innate Spells From Class: Lighten Load (1/day), Easy March (2/tenday). Chance to Detect Scrying (as per DMG): 16%

Possessions

Field Plate, Short Sword, Dagger, Backpack, Large belt pouch, Silver Tabard, Black Tabard, Church Canon, Holy Symbol, Weeks Rations, Silk Rope, Flint & Steel, Lance w/penant, Heavy War Horse.

Magical Items

Two-Handed Blade +2 Helm +2 Ring of Sustenance Ring of Protection +1.

Notes and History

Jayman was once known as Sir Jayman, Paladin of Karameikos in the world of Mystara. Jayman was a brave and true knight, but chafed against the strict code of being a paladin. His true goal was the furthering of the word of Tarastia, Goddess of Justice and Righteous Vengeance. After several adventures, a onetime friend and companion chose evil and left the party. After a vicious battle against this evil witche's followers, a magical staff was broken, and Jayman found himself battered and bruised on the streets of Phlan. Traveling clerics of Tempus healed him, and Jayman found himself changed, both physically and spiritually. No longer a paladin, but a Crusader, charged only with bringing the Church of Tarastia into the realm of Faerun. After building a small temple in Phlan, and a small shrine in Shadowdale, Jayman found himself magically transported to Waterdeep while exploring the ruins of fabled Myth Drannor with new companions. Recently Jayman has been trying to save funds for building a shrine to Tarastia in the Waterdeep area. His most recent adventures have included defeating an ogre tribe, defending the city from a goblin invasion, and liberating an abandoned dwarven stronghold. It would appear at first glance that the portfolios of Tyr and Tarastia would conflict...in some ways they do. However, while Tyr is the god of Law and Beuracracy, Tarastia is a passionate goddess of Justice. Her clergy travel the realm spreading justice, regardless of local laws if need be. Occasionally this brings them into conflict with local rulers, so tact is one of the most important traits of a cleric of Tarastia. For more info on Jayman (a journal is kept on each of his adventures) or info on the Church of Tarastia itself (such as priest ranks, etc...) contact jpatrick@cscu.csc.edu

Brugar

Fighter [kit Outlaw] 3rd

Human male

STR 18/100 , DEX 16 , CON 18 , INT 14 , WIS 8 , CHA 18 , COM 18, PER

AC 3, hp 40, MV 12, MR 0

AL CN, Age 16, Height 1m69, Weight 160 lbs

Skin suntanned, Hair Black, Beard too young! Eyes Black, Vision Infra (18m), Wealth 55 gp

Brugar is a handsome young man, who looks very strong, despite of his "small" size. He likes to do what he wants, *especially* if there is some fighting to do (or a cute girl around...). Brugar now looks six years older than he is, after taking a bad hit from a creature from another plane. He likes to look more like a man, but not to shave every morning!

Weapons

Battle axe (sp), Bastard sword (p), (sp) in 2-handed fighting style, morningstar (p).

Non-Weapons Proficiencies

Fire-building, Direction sense, Blind fighting, Swimming, Set snares.

Special abilities

Standard wheretiger abilities (except that Brugar cannot turn into hybrid form yet), and especially a heightened sense of smell (and he's still able to detect any good-looking female in an area of 100 square meters, but cannot do it too often as his mate is very jealous!). He also got a funny malediction: a permanent "reverse-gravity" spell.

Possessions

Clothes, Well-crafted battle axe (+1/+1), Black-painted chain mail.

Magical Items

Anti-malediction ring: it allows Brugar to walk on the floor (and not on the ceiling...) as long as he wears it (the ring adapts its size to Brugar's animal form). It also protects him against any further malediction (but lycanthropy is a *disease*...).

Notes and History

Brugar began his life of adventuring when the local baron found him in his daughter's bed... He was about to get hanged when everybody turned over to look at a 'young' elven thief who had stolen a wealthy merchant's money. As nobody was looking at him, Brugar broke his chains and ran away, soon followed by the elf (who was soon nicknamed 'Fatball', because of his small size and 'healthy' complexion). The two of them fled together to the woods (you can not talk about friendship, as both are too proud to see they have need of each other), where they met an old druidess who happened to be a wheretiger. They are now travelling together, looking for adventure (and trouble, as Brugar never misses a chance of starting a good brawl, as he did when he 'accidentally' killed the waitress' father because he wouldn't admit his daughter looked like a hybrid between an orc and a mammoth (and yet she was expensive...) - but that's just another story). On the way to the town of Ten'Rau, Brugar, Fatball, and Deosya the druidess fell into a trap set by a gnomish god who wanted to have a good laugh. After a long trip in a labyrinth, the two men (Deosya was kept somewhere else) met the god who freed them of the various maledictions they caught on their way (horrible smell, 30 cm-long nails & tongue, 1m-long hair - *any* hair - and a reverse-gravity spell for Brugar). As the god couldn't (didn't want to?) help Brugar with his gravity problem, he gave him a ring to enable him to walk back on the floor. When the two men and the druidess could at last arrive to Ten'Rau, they decided to have some rest. The trouble was that Deosya didn't feel like sleeping alone, so, of course, Brugar went to bed with her... and was quite killed when she turned into her tiger form. Thanks gods his life was saved by a local healer but, bad luck for him, he was infected. So now, Brugar is a wheretiger, and not too happy about that, because he cannot sleep with any girl like before (he would kill her in the process, as long as he doesn't know how to control himself). At least, Deosya is very interested in him... After a while, Brugar & Deosya decided to leave Ten'Rau, and go for a visit to Deosya's forest (where she was trained as a young druidess). But when they arrived, they found the place desecrated and the guarding druid (Deosya's own son && grandson) dead. It was the revenge of Deosya's son, an evil being whose father was a creature from another plane, and Brugar and his mate had to fight very hard (and use a lot of holy water!) to defeat him. Brugar was very angry about all this [Player's Note: he only managed to hit *once* out of *18* attacks], and is very impatient to leave this #@&%\$! wood (but they have to wait for another druid to take care of the forest).

Brutus " The Small" Irlingstar

Fighter (Weapons Master) 19th Human
Company of the Sparrow, Lord of Bloodstone, Slayer of Ograk the Giant

STR 22, DEX 18, CON 15, INT 12, WIS 13, CHA 17, COM , PER

AC -6 (-8), hp 114, MV 18, MR 0 AL CG, Age 36, Height 6'9", Weight 280 lbs

Skin white, Hair brown, Beard - Eyes green, Vision Normal, Wealth Kingly Riches

Tall, very muscled man. He is clean shaven and has shoulder length hair. He dresses in brown trousers a green tunic with a blue cloak of Tymora on his back. He also wears black boots of Elven Kind.

Weapons

Specialized in Bastard sword and Long sword. Specialized in two-weapon style fighting. Has a Bastard Sword +3 (+6 undead and negative plane creatures). Long Sword +4 (glows bright blue), Long Sword Frost Brand. Buckle Knife +4, Long bow/Long sword Ironheart +2 (elven weapon). Bracelet of Charms(CFHB) allows him to carry all weapons at once.

Non-Weapons Proficiencies

Tracking, endurance, navigation, swimming, set snares, blind-fighting.

Spell casting

Has a ring of spell storing which contains these spells; Fireball 14th level, Bigsby's Interposing Hand 14th level, Lightning Bolt 14th level, Wall of Fire 14th level, Wall of Iron 14th level.

Special abilities

OL 89%, MS 95%, HS 90%, F/RT 94%, CW 95%, Backstab x 3, +1 to all attacks and damage with any weapon proficient with can use all weapons without penalty may not wear heavier armor than Chain Mail notes (I created this class 4 years ago before TSR's Skills and Powers. Glow brightly at will and fly 3 times a day (long story).

Possessions

Cloak, trousers, 10 arrows, tunic, belt, large pouch (2), 50ft of silk rope, two flasks of greek fire, flint & steel.

Magical Items

Bastard Sword +3(+6 undead and negative plane creatures), longsword +4 (glows blue), longsword frost brand, longsword/long bow Ironheart +2(elven weapon), buckle knife +4, shield of missile deflection (see magic item page), elven chain +4(gift), bracelet of charms, 2d6 potions (you pick), ring of protection +3, cloak of arachnidia, boots of elvenkind.

Notes and History

Brutus was the son of a rich caravan noble from Waterdeep. He was a very rowdy young man and was fairly well disowned by the age of 18. He then met four adventurers in which he decided would be good company. During his adventures with the Company of the Sparrow, he acquired many skills and riches. When he became Lord and Basically King of Bloodstone his family came and asked for his forgiveness. He did so and is now very close with them. Now in older age Brutus is busy keeping his town in order but still is the first to run to aid of his townsmen. Brutus's most recent event came when his friend was killed by a giant and his troll minions. Brutus, along with the rest of the company went and vanquished his tyranny. Brutus alone slew the Giant Ograk.

Bryan Heartshield

Fighter [peasant hero] 5th
The sorrowful singer

Human male

STR 17 , DEX 9 , CON 13 , INT 12 , WIS 13 , CHA 15 , COM , PER

AC 4, hp 41, MV 12, MR

AL CG, Age 18, Height 6'5", Weight 220 lbs

Skin , Hair black, Beard Eyes brown, Vision normal, Wealth 40 gp

Bryan is a handsome warrior who has curly brown hair and a sparkling smile. He is well muscled and has a good heart. Bryan is a staunch foe of slavery and an orator of great skill. While he recognizes the need for fighting, he knows a sword cannot truly change someone's views. He works for the day that all creatures will be free of tyranny and slavery. Those who have heard the songs the young warrior sings while fighting, know that there is a deep sadness that grips his heart. Only his closest friends know that he pines after his former wife, who died in a Thayvian slave pen. Bryan is a devout worshipper of the god Batroc.

Weapons

Longsword +2, longbow, 24 arrows, dagger, group prof. swords mave, (sp) longsword longbow

Non-Weapons Proficiencies

Agriculture, fishing, animal handling, animal lore , leadership, carpentry, cooking, firebuilding, stonemasonry, oratory

Special abilities

Empathy, followers, climate sense, aid from citizens of Northaxsheer

Possessions

Chainmail, shield emblazoned w/ broken chain, 2 provision nags, holy symbol, 3 white chemises, belt, cloak, low boots, 3 black breeches, locket w/ a lock of Camille's hair, 2 torches, bedroll, 1 gallon waterskin, ½ gallon personal canteen, mess kit, dozen tender and flint

Notes and History

Brian Heartshield was born and raised in the farming village of Northaxsheer. He was popular with both peers and elders. He married his true love at the age of 14. His life was well on the way to being a happily ever after story until a war party led by Lord Taldron attacked and enslaved his village. Bryan managed to escape with only his two sons after hearing Camille's screams from within their burning house. He vowed to return and slay the tyrant. While making their way to neighboring Cormyr, Bryan's children died from heartbreak. Bryan's vow kept him alive. While stumbling around griefstricken, Bryan was found by the archpriest Peeryol. Peeryol looked after the young warrior and did much to heal Bryan's spirit. Bryan travelled with the archpriest to a town where a strange plague had broken out. There Bryan joined with the young adventurers who became the Sons of Peace, Generosity, and kindness. After several years of adventuring, Bryan returned to his village and was responsible for Taldron's death. He learned that his wife had lived and had been sold to slavers. From various sources Bryan has discovered that she died in a Thayvian slave pen.

Caitlannagh

Fighter/Mage/Thief 1st / 1st / 1st

Cerilian elf female

Member of Aelvinnwode Raiders

STR 18/00 , DEX 19 , CON 17 , INT 19 , WIS 18 , CHA 13 , COM , PER

AC -2, hp 6, MV 12, MR AL CN, Age 121, Height 4' 11", Weight 85 lbs

Skin White, Hair Black, Beard none Eyes Blue, Vision Normal, Wealth 2000 gp

Weapons

Long Sword, Tight Group Bows, Dagger

Non-Weapons Proficiencies

Spellcraft (17), Astrology (19), Dancing (19). Speaks Sidhelien, Rjuven, Low Brecht, Vos, Basarji, Anuirean, Karamhul, & Gnomish. Reads Sidhelien

Spell casting

Casts as a 1st level mage

Special abilities

Bloodline: Great Andurias 53, Heightened Ability (minor), Healing (Major), Divine Wrath (Major), Animal Affinity (Great); 90% resistance to charm and sleep spells, Immunity to disease, Pass w/o trace in nature, -4 to opponent's surprise rolls, can see as well by moon- & starlight as during the day, PP: 40%, OL: 45%, F/RT: 45%, MS: 45%, HS: 45%, DN: 45%, CW: 70%, Backstab Multiplier: 2.

Possessions

3 sets of clothing, Long Sword, 12 Daggers, Long Bow, 12 Flight Arrows

Magical Items

Bracers of Defense (AC 2), 657 Potions of Extra Healing

Notes and History

Caitlannagh was born in the elven domain of Lluabright. She grew up and recently has become one of the first elves in over a century to leave her homeland. She has joined up with the Aelvinnwode Raiders in hopes of gaining some adventure.

Camrun Ma'Ire

Fighter 10th

Drow male

STR 18(71), DEX 17, CON 17, INT 16, WIS 18, CHA 16, COM , PER

AC 1, hp 100, MV 12, MR 10

AL n, Age 113, Height 5'1, Weight 114 lbs

Skin black, Hair silver, Beard- Eyes red, Vision norm/infra, Wealth 30 gp

Outcast drow because he refused a high priestess, living with another out cast drow of unknown origins in the underdark at large.

Weapons

Katana, 2 slots

Non-Weapons Proficiencies

Direction sense, endurance, healing, mining, read lips, survival

Special abilities

+1 bows, 90 rest sleep/charm, drow sign.

Cantimaxilliosis

Warrior 19th

Frog male

Lord of Confusion, Maximum Ill

STR 3 , DEX 18 , CON 15 , INT 18 , WIS 9 , CHA 4 , COM , PER

AC 6, hp 15, MV 18, MR

AL CG, Age 926, Height 0' 4", Weight 4 lbs

Skin Dark Green, Hair None, Beard None

Eyes Brown, Vision Infra 60', Wealth 280,000gp

Formerly a Copper Dragon, Canti was caught in a surge of wild magic and polymorphed into a frog, except he has kept his brains and his flame breath weapon

Weapons

Sticky Tongue

Non-Weapons Proficiencies

Swimming, Croaking, Pickpockets (tongue)

Special abilities

Flame Breath, Dragon Fear, Immune to Flame Attacks.

Possessions

Dragon's Hoard, Lily Pad.

Magical Items

Collar of Invisibility

Notes and History

Once he was a great and powerful Copper Dragon. Then, while discussing magic with a Wild Mage, he was caught in a surge of Wild Magic. The surge changed him into a frog with the exception of high intelligence and flaming breath. Stealing a Collar of Invisibility from a wealthy merchant's cat, he journeyed to the local marsh, he awaits a day when he will return to his former glory.

Caracan

Fighter 14th thief 6th Human male (werewolf)

STR 17 (19) , DEX 14 (19) , CON 16 (19) , INT 13 , WIS 12 , CHA 14 , COM , PER

AC 6 (-3), hp 113, MV , MR AL CE, Age 58*, Height 6'6", Weight 200 lbs

Skin tan, Hair brown, Beard- Eyes green, Vision Infra 60' in wolf form, Wealth unknown

Weapons

Longsword (sp), shortsword, heavy crossbow, footman's mace, dagger, staff, main gauche.

Non-Weapons Proficiencies

Blind-fighting, hunting, endurance, swimming, running, jumping, set snares, tumbling, disguise.

Special abilities

Has all the powers of a normal werewolf, can change form at will, backstab X3, can summon a lot of werewolves (aging process has been halted by his transformation to a werebeast).

Possessions

Normal adventurer equipment.

Magical Items

Ring of regeneration, amulet of life protection, ring of protection+4, boots of levitation, shortsword of quickness, dagger of venom, vopal longsword - CE, INT 13, detects evil/good 10' radius.

Notes and History

He was some kind of a highwayman, and robbed and killed a lot of people. It is also known that Caracan was turned into a werewolf by a wizard, as a reward for some service Caracan did for him. Not long after his transformation, Caracan learned the ways of the thief. He is still a lawless robber. He does not care anything for others. He'll betray anyone for a handful of gold pieces. Caracan likes to wait in the shadows and attack by surprise from behind.

Cassidy Jones

Fighter/mage 14th /13th Half elf female

STR 18.00 , DEX 15 , CON 17 , INT 18 , WIS 13 , CHA 18 , COM , PER 18

AC 0, hp 115, MV 6, MR 45% AL ng, Age 21, Height 5'10", Weight 125 lbs

Skin white, Hair blond, Beard Eyes blue, Vision Infra 100', Wealth 2,000,000 gp

Cassidy is exceptionally beautiful and smart. she loves to flirt and that's how she gets what she wants.

Weapons

Staff +1(p), two handed sword (p), composite long bow w/ arrows (p).

Non-Weapons Proficiencies

Riding - airborne, riding - landbased, ancient lang, cooking, weaponsmith, armorer.

Spell casting

Lvl 1 - 5 ; lvl 2 - 5 ; lvl 3 - 4 ; lvl 4 - 3 ; lvl 5 - 1.

Special abilities

Charm person, charm monster, detect magic, suggestion, turn undead - 1 hd thru 15 hd, find treasure.

Possessions

Backpack, 5 eggs, 5 books.

Cheyene Sea Shade-Night Bringer

Ninja 27th Half-Sea/Half-High Elf Female
Grandmaster of The Night Bringer Clan, Member of the Deathbringers

STR 22 , DEX 22 , CON 17 , INT 17 , WIS 14 , CHA 17 , COM , PER

AC -12, hp 215, MV 12, MR 60 AL L/E, Age 500, Height 6', Weight 175 lbs

Skin Light Green, Hair Black, Beard Eyes Aqua, Vision Infra 60', Wealth 350000 gp

Tall and Graceful, very intimidating.

Weapons

Oriental Blades Specialization, Katana +6/+6, No-Dachi +4/+5, Blow Gun +1/+2.

Non-Weapons Proficiencies

Blind Fighting, Withstand Pain, Tracking, Acrobatic Combat 5th Degree, Concentration, Toxicology, Ki Power. Languages ; Elven, Realms Common, Aquatic Life, Dolphin, Ninja Sign, Dragon.

Special abilities

M 99%, HS 99%, F/RT 99%, CW 99%, OL 99%, Disguise 99%, Tightrope Walking 99%, DN 50%, Escape 85%, Pole Vault 60', Jump 37', Fall 74', Backstab x7, 10' Radius of Power, Invisibility Duration 27 Rounds 27/Day, Teleport 100' 1/Day, Improved , Mirror Image 2/Day, Waterbreathing 8 Hours/Day Underwater Action.

Possessions

Lock Picks Hemp Rope, Blow Gun, Needles, Poison 20 Doses Type E, 10 Doses Type O.

Magical Items

Elven Chainmail +6, Belt of Flying +4, Anklet +4, Bracers +1 to Dex, Night Shade Katana +6, No-Dachi +5, Rings : Night Bringer Clan, Free Action, Magic Resistance, Lightning Resistance, Fire Resistance x2, Regeneration, Summoning Type V Demons, Camillion Power, Earring of Hearing, Slippers of Spider, Climbing, Elfstone of Stealth, Magical Catrops, Hat of Disguise, Amulet of Non-Detection, Bag of Holding.

Notes and History

Cheyene was born in Calimport. Her mother was a Sea elf that fell in love with a master of the Night Bringer Clan. When she was born the clan took her in for training and protection. Her father unpopular with the Pasha and to top it off the Pasha wanted her mother for himself, because of this she was taken to the clan's dojo. She trained there for years, until she got word that her parents were assassinated by the Pasha. She then took revenge on the Pasha and killed him. She then left Calimport to explore the realms. She explored the realms for years before finally coming back to her clan. When she did this she was stationed at the dojo in Thay. There she met Alanis and joined the Deathbringers. Since that time she has become a Grand Master and ready to take the lead of her clan. Her Grand Father is the leader and he has taken great care in making sure Cheyene is ready. He has given her the information to get a very powerful magic item known as the gem of shadows, but that is for another time.

Chakatchakalla

Fighter 8th Thri-Kreen male

STR 19 (Mus 19/Sta 19), DEX 18 (Aim 17/Bal 18), CON 18 (Hea 17/Fit 18), INT 12 (Rea 14/Kno 10), WIS 10 (Inn 10/Wil 10), CHA 12 (Lea 14/App 10), COM , PER

AC -2, hp 92, MV 18, MR AL CN, Age 23, Height , Weight lbs

Skin Sandy brown, Hair - , Beard- Eyes glowing red, Vision Exceptional normal vision, infra, Wealth 40gp

A large mantis-like creature with fiery red eyes.

Weapons

Longsword +2 (p), Bastard sword (p), 8 Chatkas (p).

Non-Weapons Proficiencies

Tracking, Hunting, etc.

Special abilities

Can dodge any natural missile on a roll of 9 or above on a d20. Bite is poisonous. If someone is bitten they must roll saving throw or be paralyzed. Can leap 20' straight up and 50' forward. Throws Chatkas, doesn't sleep.

Possessions

Backpack containing some food and other commodities. Eight chatkas.

Magical Items

Bracers of defense AC 2.

Notes and History

Chatchakalla was born and raised in Anauroch. He was trained as the tribe's hunter-protector. But lusted for adventure. He left his tribe at age 14 and began to make his way south. He eventually came out of the desert and made his way to the Dalelands, to civilization. He came to a small Zhentarim fortress first, however. And seeing an easy prey, they dispatched twenty warriors to kill him. In response, Chakatchakalla dispatched them. The Zhentarim commander was so impressed that he enlisted him right away into "the nine-fingered hand". A Zhentarim-sponsored Mercenary group that deals in political assassinations and tactical surgical strikes. He has recently teamed up with Niram Renotal, Uργο-Aranth and Huran Or'nelleth to kill "the Four Companions". An adventuring group out of Waterdeep. More to follow on the other NPCs mentioned in this text. Faerum of certain doom.

Chester Brandylegs

Fighter 15th Dwarf Male

STR 18(91) , DEX 16 , CON 19 , INT 12, WIS 16 , CHA 15 , COM 7, PER

AC -3, hp 148, MV 6, MR 0

AL Lawful Neutral, Age 160, Height 4'3", Weight 158 lbs

Skin Slightly Tanned, Hair Brown, Beard Full and braided Eyes Green, Vision Normal and 60' in the Infrared Spectrum, Wealth 800gp total

Chester is a small but stout dwarf that is quick to anger and quicker to drink. He always has a bottle in his hand unless there is a fight to be had, then it is his trusty axe.

Weapons

Axe +3 (Goblin Splitter), Crossbow of accuracy +2, Many daggers hidden on body (all with no magical charge), 24 Crossbow bolts, Dagger of flying +2 in boot.

Non-Weapons Proficiencies

Blind Fighting (good against stinkin Drow), Danger Sense, Stone masonry, Appraisal, Gem Cutting.

Special abilities

Detect grades on a 1-5 on a d6, Detect New Tunnels 1-5 on a d6, Detect sliding doors 1-4 d6, Detect stone work traps 1-3 d6, detect depth underground 1-3 d6. Double specialized in Axe gives a +3 to hit and a +3 to

damage extra, also get 5 attacks every 2 rounds, +1 to hit orcs, 1/2 orcs, goblins, hobgoblins, and Drow. -4 to my ac against orgres, trolls, ogre magi, giants, and titans.

Possessions

Candles, , Tinderbox, Gem Cutting Kit, Miners Helmet, Backpack, Bolt case, Flasks of oil, Flasks of Dwarven Ale (The best in the realms), 20' rope, Boots.

Magical Items

+1 Plate Mail (Made of red dragon skin), +1 shield.

Notes and History

Chester was the son of a Gem cutter that lived close to the region known as the Sunset Mountains. When he was a mere 45 years old, his small clan was ambushed by a Drow raiding party and he was the only surviving member left on the surface. This drew him into a fit of drinking that lasted for about 10 full years. He stumbled upon a Ranger named Kymel and was helped back to a semi-sober state. Chester joined up with a few bands from that time on, including Might and Magic and the Hovergills. He never stays long with one adventuring party, fearing of another close relationship with someone and then to see them die again. He usually can be found in the rowdiest bars up and down the far west coast. From Waterdeep to Calimshan, and as far east as Narfell. He hires on as an Axe-for-hire, and he leads expeditions down into the famed Underdark for treasure and glory. He is still an alcoholic and he still drinks most of his profits away. When there is a break in any march, he is the first to open a bottle and start to guzzle it down. His luck has held out so far though, he does sometimes end up fighting drunk, but that just seems to make him tougher since he no longer feels the pain from the enemies swords. But, if the situation demands a clear head and clear thought, he will wait for the victory festival to drink and only take minor sips before a major fight.

Chuck

Fighter 1st

Dwarf male

STR 18 , DEX 13 , CON 15 , INT 15 , WIS 16 , CHA 15 , COM , PER

AC 3, hp 10, MV 6, MR 95

AL ng, Age 169, Height 4' 7", Weight 187 lbs

Skin tan, Hair black, Beard black Eyes hazel, Vision Ultra 150', Wealth 2,345 gp

Fairly intellegant, makes up for dexterity in strength. Charisma is low, but is still fairly handsome.

Weapons

War axe +8 (sp), War hammer (p), Two handed sword (p).

Non-Weapons Proficiencies

Riding - air based, weaponsmithing, Endurance.

Spell casting

Small amount of magic. doesn't know he can cast spells, otherwise can cast spells of level 1 mage.

Special abilities

Resistance to hot/cold, resistance to spells, detect ambush, detect magic, detect secret door.

Possessions

Backpack, , torch - 5, greek fire - 4, blank paper - 15 sheets, 5 wineskins of red wine, 50 flasks of water .

Notes and History

Thorin blackshield is the last male of his race. his fiancé got separated from him and he has spent most of his life searching for her. he is an expert in weapon knowledge and knows how to wield almost any weapon. he wants to learn magic, but doesn't know that magic runs in his family. he thinks that he cannot wield magic, but certain events have lead him to think otherwise and he has become an apprentice to cheyney the relentless and his band.

Clawgiz Azax

Fighter 10th

Kenku male

The Escaped slave

STR 12 , DEX 14 , CON 12 , INT 10 , WIS 15 , CHA 13 , COM , PER

AC -2, hp 48, MV , MR

AL LN, Age 33, Height 5'0", Weight 99 lbs lbs

Skin Feathered(gray), Hair Feathered, Beard None

Eyes Gold, Vision Normal, Wealth 5gp

Clawgiz Azax is a typical young Kenku. He is hot headed and rude. He has a Great knowledge of gems and food.

Weapons

Samurai Sword+2

Non-Weapons Proficiencies

Communicates telpathically with other kenku

Spell casting

Innate ability to cast Magic missile as a lvl 10 Mage Innate Ability to cast Shocking grasp as a lvl 10 mage

Innate ability to cast Mirror Image as a Lvl 10 mage Innate ability to cast Call lightning as a lvl 10 Mage Can

pass as human 50% Can Shape-change for up to one week every month Can become invisible with no limit to frequency or duration.

Possessions

Large wooden shield

Magical Items

+2 samurai sword, +3 elfin chain mail.

Notes and History

Clawgiz escaped from the castle of the evil lord Khufu Xercher. He is planning an attempt to gain back his kenku people still in the castle.

Clunou

Fighter 6th

Tallfellow Halfling Female

Hunter

STR 12 , DEX 18 , CON 13 , INT 18 , WIS 12 , CHA 19 , COM , PER

AC -5, hp 24, MV '6, MR

AL LG, Age 24, Height 4'2", Weight 74 lbs

Skin Tan, Hair Blond, Beard n/a

Eyes Icy Blue, Vision Infra 60', Wealth 5,000 gp

She has a knowledge of Food and is a good haggler. She is Calm, cool and collected.

Weapons

+3 woodsmans axe

Non-Weapons Proficiencies

Singing, Ettiquette.

Special abilities

Stealth, Backstab

Possessions

Open metal Helmet

Magical Items

+2 elfin chain mail +3 woodsman's axe

Colin 'huge swearing ball of death' Jones

Fighter 1st

Human Male

Slayer of the small and weak, Pursuer of the really slow, Protector of the really desperate

STR 4 (Mus 6/Sta 2), DEX 10 (Aim 10/Bal 10), CON 12, INT 6 (Rea 6/Kno 6), WIS 2 (Inn 1/Wil 3), CHA 7 (Lea 6/App 8), COM, PER

AC 8, hp 4, MV 4, MR 10 AL NG, Age 21, Height 5' 6", Weight 150 lbs

Skin yes, Hair no, Beard hmmm. Eyes two, Vision normal, Wealth -43 gp

Often described as battle fodder, Colin nevertheless seems to go below all expectations and fail quite spectacularly at quite easy quests. Like the Quest to go to the toilet, or the fabled Quest for Clean Underwear.

Weapons

Spatula-Unskilled, Toasting fork-Pretty Nifty, Holy Terrapin of the not-quite-mythical lands of Dudley.

Non-Weapons Proficiencies

Running Away- Good, Soiling Armour- Excellent, Impaling self on own Terrapin- Unmatched.

Special abilities

Being Crap, Attraction to Weapons.

Possessions

Teddy Bear Called Big death in a jar of pigs sput uncovered with the bile of the very angry weasel of yentob called trixie

Magical Items

Holy Terrapin of the not-quite-mythical land of Dudley, (+5 vs.moss)

Notes and History

Lovingly dropped into the river at birth, Colin led a happy childhood talking to his friends the bricks. One day however disaster struck his formerly innocent life as the bricks he had considered his friends were taken to be put into a building. Vowing revenge on the society that so cruelly shunned him and robbed him of his only companions, Colin went spoiling for a fight and promptly got the shit beaten out of him. Undeterred, Colin went on to bigger things (which also beat poo out of him) and learnt his lesson (that everything, including a very sick girl with brittle bone disease, could spread him on the cobblestones).

Corin Twoblade

Fighter/Thief 7th /7th

Half-Elf, Male

STR 18(26), DEX 17, CON 18, INT 14, WIS 15, CHA 12, COM 8(14), PER

AC 3, hp 73, MV 12, MR 0 AL NG, Age 46, Height 5'10", Weight 150 lbs

Skin Normal, Hair Black, Beard No Eyes Grey, Vision 30' Infra, Wealth 20000 gp

A wellbuild man with a terrible scar across his face. Thats the reason for his low comliness.

Weapons

Longsword, Shortsword, Dagger, Brawl (2pts).

Non-Weapons Proficiencies

Two weaponstyle, Riding Landbased, Tumbling, Juggling, Blind Fighting, Survival, Tracking, Read/write Common, Speak Common, Theives Chant.

Special abilities

Backstab x3, HS 65%, MS 65%, PP 30%, RL 15%, DN 60%, CW 60%, OL 45%, F/RTraps 55%.

Possessions

A Horse named Burglar, 6 Daggers, 2 Wristsheats for daggers, 2 Anklesheats for daggers, Bedroll, Backpack, Lockpicks, Hinge removing set, Silet shoes, Weapon Black, Rope set, Moneybelts (3), Hidden Lanterns.

Magical Items

Nightblade (Longsword +3), Darkstinger (Shortsword +2), Leatherarmor +2 of Comfort.

Notes and History

Works as a bountyhunter or highwaysman he sees fortune and wealth. Even a thief and with an ugly face he has an heart of gold witch he always trie to hide. " I have to much concience " he always saiys, shaking his head. He loves a good barfight once a while and has even punched a paladin in the face when he said something bad about Corins family - and Corin still lives. He now adventure with a party called the Company of the Singing Sword and he tries to behave and let them keep the good stuff but..... you know ...once a thief always a thief.....

Corwin the Beheader

Fighter 13th

Human male

King of Amber, member of the Noven, slayer of Tiamat

STR 22 , DEX 18 , CON 25 , INT 12 , WIS 14 , CHA 14 , COM , PER

AC -6 (-10), hp 109, MV 12, MR 0 AL True Neutral, Age 21, Height 6' 10", Weight 300 lbs

Skin Tanned, Hair shoulder length, black, Beard - Eyes Green, Vision Normal, Wealth To much to count

Corwin is tall and very intimidating. He has a green dragon on his left arm to remember a particular encounter he had with a green wyrm. He is very muscular and and not an ounce of fat on him. He is also famed for his famous sword Grayswandir.

Weapons

Corwin is specialized in the two-handed sword, has proficiency with the club and spear. He has the two-handed sword Grayswandir. (you can read all about Grayswandir in the magic item section of the wanderers page). He also carries two spears.

Non-Weapons Proficiencies

He has 14 non weapon proficiencies.

Special abilities

Immune to all types of diease, and ageing doesn't effect them physically, and it raises the owners constitution score to 25, it also allows the noven to communicate to each other telapathically.) Like Grayswandir you can read more about the five iron crosses in the magic items section of the wanderers page.

Possessions

Standard adventuring gear.

Magical Items

Grayswandir is a two-handed sword of cleaving +5, a cloak of displacement, Corwin doesn't wear armor much but when he does he dons green dragon armor (-4), bracers of AC 0, bag of holding, a girdle of fire giant strength, an iron cross. (This thing is very powerful, each of the five members of the noven have one, it grants the owner the following

Notes and History

Corwin was raised a prince of amber but ran away at an early age. He has fought many battles and has won more than he has lost. He and his five companions called the noven killed tiamat, Corwin giving the fatal blow. He is now King of Amber but he never stays there. His brother Random takes his place as the leader of Amber.

Cryogenic Night

Fighter/Thief 5th /6th Half-elf male

STR 17 (Mus 17/Sta 17), DEX 18 (Aim 18/Bal 17), CON 16, INT 17 (Rea 14/Kno 16), WIS 14 (Inn 15/Wil 18), CHA 12 (Lea 12/App well groomed), COM 12, PER -

AC 5, hp 23, MV 60'30'90, MR - AL TN, Age unknown, Height 6'0, Weight 186 lbs

Skin golden tan, Hair royal blue, Beard - Eyes Crystal blue, Vision normal, Wealth 300 gp

6ft 186lbs well built.cool,gazing eyes,and oddly colored deep blue hair, this half-elf iswell groomed and dresses in fine clothes talored to his liking,all in royal blue from his shoes up to his cloak.The center of shirt bears the same icon his breast does.

Weapons

Short Sword/normal dagger/normal crossbow/normal

Non-Weapons Proficiencies

Intimidation survival,forest horseback riding

Special abilities

Find traps:50% Remove traps:50% Lockpicking:62% Pickpockets:57% Hide in Shadows:52% Move Silently:57% Hear Noise:20% Read Languages:30% Climb Walls:92%

Possessions

Boots, leather armor, dagger iron, rations, belt, 3 pouches, hooded cape, fine clothe,s crossbow/light 20 quarrells, quiver, scabbard, small silver mirror ,1 small sack, thief's tools, tinderbox

Magical Items

Frostblade/short sword/ 1d6+1,+2 to creatures fire based

Notes and History

CryogenicNight was found behind a waterfall just north of central Heartshire,as a small child bearing no marks of orchish blood, the halflings gladly took him in,after taking note of a mark on his right breast, a curled dragon. As the years went on he went as an understudy in a local thieves guild.In later years the guild went on a cavern expedition,inviting him along, where he had his first encounter with a dragon. The dragon killed all but one of the guild members, Grintakop, his "father".They ran off to a corner of the den while the dragon feasted on his fellow guild members, He was then told of his finding and that he was to travel to Specularm to learn the arts of the blade from a man known as Knellvaster.He left his "father" behind and headed for specularum with a sword encrested with sapphure jems given to him as a parting gift, where he now resides as an officer in training, 20 years later.

Dacaan

Fighter 10th Half-Giant Male
Captain in the army of Tyr, owner of Trebulychet Keep

STR 24 , DEX 16 , CON 21 , INT 16 , WIS 13 , CHA 11 , COM , PER

AC 0, hp 173, MV 17, MR 0 AL C (G,N or E), Age 27, Height 14'00", Weight 1117 lbs

Skin brown, Hair long black dreadlocks, Beard none Eyes black, Vision Normal, Wealth 70000gp

14' tall, dark skinned half Giant in Inix scale plate mail, metal Gauntlets, Metal leggings, black tabbard, and red cloak. Long black dreadlock are worn back, kept in the atlas vertebra of the last defiler Dacaan killed.

Weapons

Maul of the Titans- Grand Mastery Boulders- Non-proficient

Non-Weapons Proficiencies

Military Tactics (2), Heat protection, Armor Optimization, Water Finding, Running.

Special abilities

Wild Psionic Talent: Combat Mind

Possessions

Metal Gauntlets (spiked) Metal Leggings (spiked) Inix scale half-plate

Magical Items

Firbolag's amulet When the wearer is reduced to below 0hp, there is a 10% chance the amulet will magically restore them to 1hp. Only works on creature size L or larger.

Notes and History

Freed from a merchant house's slave pens at an oasis in the crescent forest on Athas, Dacaan found use for his massive strength in raiding caravans bound for the evil sorcerer king Nibenay's cofers. Wandering with his companions, he travelled to the City of Tyr where he was falsely accused and imprisoned. He quickly was found innocent after defeating the Sohut. Helping (a little) in the death of King Kalak, our hero and his compatriates escaped in the riots and made their way to Gulg. Mishaps always seem to follow great people. After a misunderstanding and being challenged to a dual, Dacaan nearly killed the city's lord general in a single blow, and the party was to be the featured prey in the red moon hunts. After escaping, our hero was contracted to destroy an artifact of the Queen of Gulg. When he was in the vaults, he noticed a huge hammer. More specifically a maul of the titans! After destroying the necklace and being teleported away from the very nasty sorcerer queen, our heroes again travelled to Tyr. Once there, Dacaan brilliantly commanded Tyr's forward recon troops to victory over a vastly superior Urikite division, as well as notifying the main army of the location of the main army's camp. Thus, Dacaan saved Tyr, and went off to build his keep at the same Oasis in the crescent forest.....until the next adventure.

Dagora Magoden

Fighter 8th Dwarf female
Lady

STR 16 , DEX 15 , CON 18 , INT 13 , WIS 11 , CHA 12 , COM , PER

AC -1, hp 104, MV 8, MR 0 AL NG, Age 65, Height 4'5", Weight 128 lbs

Skin light brown, Hair brown, Beard growing, brown Eyes brown, Vision Infra 120', Wealth 204,000 gp

Short, barrel chested, often mistaken for a male dwarf by non-dwarves. Looks like the short german nanny you have nightmares about.

Weapons

Two-handed axe, mastered warhammer, specialized dagger, shortsword.

Non-Weapons Proficiencies

Endurance, dwarven runes, dwarven, common, dwarven history, masonry.

Special abilities

Multiple specialization, d12 for hit dice, axe bonus, health and fitness bonuses.

Possessions

400 sq. miles of land in northern Cormyr, 2 small fortifications, and regular mundane adventuring equipment.

Magical Items

+2 2-handed axe, +4 warhammer, +2 dwarven plate, Bottle of Life-acts as a healing potion restoring 7d4 hit points refills every 48 hours, it takes 2 rounds to drain out 1 die of curative liquid; riding crop of speed.

Notes and History

Dagora is the sole surviving descendent of a group dwarves from the kingdom of Daltmorak on the surface. Sent out on a suicide mission so the engineers could permanently block up the tunnels to prevent the kingdom from being over run by their invaders. She has become friends with a mage. They have joined and left 2 adventuring companies. She is now in negotiations with the Cormyrian government on her becoming a "lord" of a section of Cormyr, Northeast of the Stormhorns but east of the Stonelands. She is also looking for fresh young people to take administrative positions in this wild land.

Dalabryl of Darancyr

Fighter [kit:Amazon] 9th

Human female

Knighted in Cormyr, decorated for valor in Sembia, and has connections to the Wands family in Waterdeep.

STR 18/77 , DEX 16 , CON 18 , INT 14 , WIS 13 , CHA 17 , COM 18, PER 13

AC -1, hp 102, MV 12, MR

AL CG, Age 26, Height 5' 9", Weight 173 lbs

Skin light, Hair short wavy blond, Beard - (Ugh!) Eyes ice blue, Vision normal, Wealth millions, carries around 100000dp in jewelry, and 5000gp in cash

Dalabryl is a real American Gladiators type hardbody. She wears white clothes (usually a low-cut sleeveless blouse & short skirt.) She never wears anything under her skirt, and seems not to notice that her skirt is too short for this. (She knows; that's why she brushes her hair.) She regularly buys new white sandals.

Weapons

Browd Sword +5, Defender (sp) dagger +1/+2 vs. magic resistant creatures (p), proficient with all blades, short bow, 2-hand style specialization, light crossbow, and Martial Arts specialization.

Non-Weapons Proficiencies

Blind Fighting, tumbling (16), horse riding (16), display weapon prowess [bastard sword] (16), swimming (18), dancing (16), speaks & reads common.

Special abilities

Men who are unused to female warriors are attacked with +3 to hit and +3 to damage the first round.

Possessions

Skimpy but expensive white clothes. Shoulder bag of food & random loot. Novels: Lust at Sea, Pleasure Island, and Dungeon of Desire. Volo's Guide to Waterdeep (with lots of stuff crossed out). Diamond earrings, necklace, 2 bracelets, anklet, choker chain.

Magical Items

Dagger +1/+2 vs. Magic Resistant Creatures, Bracers of Defense (AC 3), Ring of Protection +2, Ring of Shooting Stars, Anklet of Infertility (a thin silver anklet w/red lips, a symbol of Sharess, the goddess of lust & desire. It is impossible to conceive while wearing the anklet.), Everfull Goblet (fills on command with any drink, perfectly warmed or chilled. The drink cannot be removed or spilled, except by pouring into mouth, so it can't be used to fill a barrel or ruin a book.), Bastard Sword +5 Defender, 3 Potions of Flying, 2 Potions of Levitation, 1 Potion of Invisibility, and 1 Oil of Slipperiness

Notes and History

Dalabryl has been seen all over the Inner Sea, following adventuring groups on one treasure quest after another. She has an apartment in Waterdeep where she keeps most of her possessions, and she travels to it with the help of Andramnar Wands, a powerful wizard (magically and politically) who checks up on her from time to time, usually bearing yellow roses. Dalabryl is a true exhibitionist, and loves to be watched for any reason. She especially likes to be seen rescuing men. Her style of dress is meant to attract men's eyes, but she claims it is really to distract them in battle. She's most attracted to men of LN alignment (they're hardest to get!)

Darax Xorlarrin

Fighter 9th Drow Male

STR 17 (Mus 19/Sta 15), DEX 20 (Aim 21/Bal 19), CON 11, INT 15 (Rea 15/Kno 15), WIS 10 (Inn 10/Wil 10), CHA 13 (Lea 12/App 14), COM, PER

AC 0, hp 67, MV 12, MR 68 AL CG, Age 78, Height 5' 8", Weight 136 lbs

Skin Black, Hair White, Beard - Eyes Purple, Vision Infra (Not Sure), Wealth 7800 gp

Weapons

Scimitars (SPES), Dagger, Staff, Longsword, Two-Weapon Style, Hand Crossbow.

Non-Weapons Proficiencies

Tumbling, Riding (Land), Reading & Writing, Etiquette, Languages (Common).

Possessions

Grappling hook, Backpack, Rope, Cape, Gloves, Greek Fire x2, Tent (large), Flint & Steel.

Magical Items

Elven Boots, Banded Mail +1, Elven Ringmail Barding +1, Onyx Dog, Potion of Climbing, Piwafwi Cloack, Potion of Speed, Scimitar +1, Dagger +4.

Notes and History

He was born in Menzoberranzan, but was brought to the surface by some humans. And when he got to the surface he didn't want to go back down.

Darkkonan Baenre

Fighter 21st Drow male
Weapons Master of House Baenre

STR 18/00, DEX 19, CON 17, INT 18, WIS 17, CHA 16, COM, PER

AC -4/-9, hp 139, MV 12", MR 92 AL NE, Age 120, Height 5'9", Weight 155 lbs

Skin Ebony, Hair White, Beard- Eyes Red, Vision Infra (120'), Wealth a lot

Darkkonan is a tall, muscular drow that carries himself with quiet confidence. He is extremely intelligent and fights using his mind as much as his spear and muscles. He is cunning and ruthless, easily the strongest male drow in Menzoberranzan. He is a flawless warrior.

Weapons

Spear (sp), Proficient with all bladed weapons, Proficient with all shafted weapons, Two-weapon style (sp), Two-hander style (sp), Weapon and Shield style (sp), Hand crossbow (p).

Non-Weapons Proficiencies

Running, Survival (Underdark), Spellcraft, Ambidexterity, Endurance, Languages (Drow Elvish, Undercommon, Common, Goblin, Kobold), Direction Sense, Tracking, Set snares/traps, Danger Sense.

Special abilities

Innate Spells- dancing lights, darkness, levitate, faerie fire, know alignment, detect magic, 50% resistant to disease, 90% resistant to sleep and charm, +2 saves vs. Magic. Other special abilities listed under (Elf, Drow) in the Monstrous Manual. Special Defenses/ Attacks- Ironskin, All Round Sight, Mental Resistance, Blind Fighting (see Complete Ninja's Handbook for details).

Possessions

None important

Magical Items

Piwafwi, Drow Boots, Drow chain mail +5, House Baenre Insignia, Ring of Regeneration, Ring of Invisibility, Adamantine Spear +5 defender, Two long swords +5, Dagger +3 of venom.

Notes and History

Darkkonan holds the honorable title of weapons master of the first House of Menzoberranzan. He never makes foolish mistakes, but will fight when challenged. He is not of noble birth, it is his superior fighting skills that allowed him to become the successor to his title. He also serves as patron and is considered to be the pinnacle of all male drow.

Dar Kothax

Fighter 12th Minotaur Male

Lord and Ruler of Kothaxia (Southern Solamnia)

STR 24, DEX 11, CON 16, INT 12, WIS 11, CHA 10, COM , PER

AC -4, hp 107, MV 12, MR 0

AL Nuetral Good, Age 47, Height 7'6", Weight 325 lb. lbs

Skin Black (fur), Hair Black, Beard - Eyes Steel Blue, Vision Infra 60', Wealth 9,999 gp

A muscular minotaur. Dark black coat of fur. Horns.

Weapons

Hammer of Thuderbolts +5 "Solarus" (sp)

Non-Weapons Proficiencies

Language :Common, Kothian, Draconian, Qualinesti, blind-fighting , survival, endurance, navigation, tracking, hunting, swimming, riding, land based.

Special abilities

Fly 20' (see magical armour), regeneration 1/turn (see magical armour), double damage (magical hammer).

Possessions

Silk Robe

Magical Items

Hammer of Thunder bolts "Solarus" +5 (automatic double damage on hit). Malpheus mystical plate mail ac:-4 (made from platinum) fly 20', regeneration, cloak of protection +4, black dragon armor ac:0 immune to acid attacks, girdle of giant strength, gauntlets of ogre power, gloves of lightning bolts 25 charges, potion of undead control, potion of clairvoyance, potion of x-tra healing, potion of flying, potion of healing.

Notes and History

Exiled from his Homeland (Kothas) he traveled abroad for many years. Early in his journey he was taken prisoner by a band of Draconians and spent many years in prison. Finally he was rescued and traveled to Solace near Qualinesti where he met his two long standing friends Dancing Bear and Wrinstivik Khal-Dulash. Many Years later after the War of the Sacrament He established the kingdom of Kothaxia (formerly Southern Solamnia)

Darkwood Elden

Fighter/Thief 7th Drow Elven Male

Is a leader of good, even though he is a Drow. He is always fleeing and battle the female drows eager for revenge.

STR 14, DEX 17, CON 15, INT 18, WIS 14, CHA 5, COM , PER

AC 3, hp 8, MV 12, MR 93

AL Lawful Good, Age 64, Height 5'5", Weight 110 lbs

Skin Dark, Hair White, Beard - Eyes Dark Blue, Vision Infra 90', Wealth 1,230 gp

A slender, agile Drow male. His hatred for the Drow ways has made him believe a good Drow is a dead drow. He likes to help the weaker, and is an all out nice guy.

Weapons

He like to carry his twin Menzoberranzan Long Swords +4. He stole a piece of Menzoberranzan Chain +2 when he left.

Non-Weapons Proficiencies

Many...

Spell casting

ALL, Casting level 7th.

Special abilities

50% resistance to magic.

Possessions

Cloths.

Magical Items

Just his swords, the chain mail, and a magical pendant that let's him see normally in bright light.

Darmoc the Lost

Fighter [kit: Battlerager] 9th

Dwarf, Male

Giantslayer, Last known living member of the Darmoc Clan

STR 18/99 , DEX 9 , CON 19 , INT 10 , WIS 14 , CHA 10 , COM , PER

AC 0, hp 80, MV 9, MR

AL LN, Age , Height 4'4", Weight lbs

Skin Bronze, Hair Red (dyed), Beard Red (dyed)

Eyes green, Vision , Wealth 5000gp

Burly dwarf who wears no armor or clothes whatsoever. Braided beard rolls down to his ankles, covering his otherwise immodesty. Covered over majority of his body with many tatoo's.

Weapons

Sole weapon: AXE OF THE DWARVISH LORDS (see DMG 1st ed.) Grand Master of the Battle Axe.
No other proficiencies.

Non-Weapons Proficiencies

Cooking, Singing, Blind Fighting, Swimming.

Special abilities

Per Dwarf. Tattoos- Darmoc gets one magic tattoo (+1 AC) for each Giantkin slain single handedly. He currently has 10 such tattoos. Doomed Luck= The Dwarven Gods have doomed Darmoc to fulfill his quest: see Notes below. If a blow would kill Darmoc (other than one made by the Dragon "Defouler") Darmoc can make a save vs. poison. If he saves, the blow was deflected, or simply missed, by divine intervention.

Possessions

One gold medallion, seal of the Darmoc Clan.

Magical Items

Ring of Spell Turning, 10 Magic Tatoos. (+ 1 AC for each one) See Special Abilities. Axe of the Dwarvish Lords (Artifact) NOTABLE EFFECTS: Wish 1/week, Heal 7/week, Drains Valuables to continue operation (5000+ gp/week), Immunity to gaze attacks. Cursed: Certain horrific doom will befall the owner. Any other deemed appropriate by the DM.

Notes and History

Darmoc is the last known living member of his clan that was completely slain by an Undead Dragon called "Defouler". In the bloodied halls of the once great hold of the Darmoc Clan, he wept, stripped off all possessions, forsook his first name and vowed to die in the jaws of the Dragon that left him without a lineage. Darmoc searches the world over for the foul beast, armed with the heirloom of the Darmoc Kings: the Axe of the Dwarvish Lords. He never stays in one place long, vows allegiance to no one, and is quick to anger. Only the gods know when he will finally find Defouler, and die a doomed and heroic death.

Dayek Teken'duis

Fighter [kit: mymidon] 22nd

Drow male

STR 13, DEX 22, CON 10, INT 14, WIS 17, CHA 9, COM 12, PER

AC -7, hp 171, MV 12, MR 94

AL CN, Age 258, Height 4'7", Weight 118 lbs

Skin Ebony, Hair Light Copper, Beard - Eyes Forest Green, Vision Normal, Infra 120, Wealth 0

Dayel is a hardend warrior, the elite of his class. He thinks before he acts and doesn't care much for dwarves. Dayel has become quite obsessed with the destruction of Drizzt Do'Urden. He finds little use for rogues and evilly aligned clerics. He is very quiet when in non-usual company, though he quite the show off when around familiar people.

Weapons

Hand crossbow, *katana(sp, two weapon style x2), long sword, long bow, dagger, halberd, footman's mace, *morning star

Non-Weapons Proficiencies

Blind fighting, survival(underdark), tracking, fire building, ancient history(the demise of house taken`duis), hunting, swimming, riding, land based(horse), animal handling(horse).

Possessions

Clothing

Magical Items

Katana +3 (+6 vs. reptiles), katana +4, chain mail +4, bracers of blinding strike, boots of speed, ring of fire resistance, ring of invisibility, cloak of the bat.

Notes and History

Dayel escaped Menzoberannzan and ran off with a half-drow cleric. During their time in the Underdark they met up with a drow wizard and headed for the surface. They made their home on Faerun in a large cavern in the mountains north of Ten Towns. They have now recruited a large number of other renegade drow and have started their own drow city. While not large, the city is powerful and prosperous. The city is unlike other drow communities, they are aggressive but not necessarily evil. Dayel has recently wished himself to another world, randomly determined. Thanks to the roll of the die Dayel has found himself on a hot, brutal world. Athas, the planet in the Dark Sun setting. I have not roll played any adventures for him there yet, but I look forward to it.

Deathblade

*Fighter 17th /Bard [kit:Blade] 20th
The forgotten*

Human Half-Elf (drow)

STR 18/72 , DEX 18 , CON 16 , INT 15 , WIS 11 , CHA 18 , COM 18, PER

AC -3, hp 82, MV 12, MR 0

AL TN, Age 170, Height 5' 15", Weight 150 lbs

Skin dark grey (ashlike), Hair Long platinum, Beard - Eyes Grey, Vision Infra 60', Wealth None permanent

Deathblade is a tall muscular half elf, always dressed in tight black clothes. A cloak will always hide his facial figures while his clothes will hide the colour of his skin. Two black-bladed bastard swords and a shadow-elven longbow, all of exceptional quality are the only things striking out of his figure. His clothes have been usually sporting a weathered white sign of Tyr with a blood mark on Deathblade's abdomen...

Weapons

Deathblade always uses two weapons (he is ambidextrous) although he is specialised in all four techniques. He is proficient in most weapons, including the bastard sword, the longbow, the dagger, the struggling cord, the staff and the longsword.

Non-Weapons Proficiencies

Deathblade can speak common human, elven, dwarven and goblin of the lands of Toril. He can read or write only common human. He is familiar with the Drow's sign language. He knows Blind/Fighting, tumbling and juggling. He knows how to use a flute and a lute, and is proficient in singing, poetry, heraldry, etiquette. He is also an accomplished Bowyer/fletcher.

Spell casting

He has the spellcasting abilities of a 20th level Bard.

Special abilities

All bard abilities plus blade kits abilities.

Possessions

He carries little with him...the only actual possessions being bloody tatters from the clothes of a friend and his old clothes with the sign of Tyr on them.

Magical Items

2 bastard swords of sharpness (Drusus and Laevus in Blood red Dark Elven runes on them) Bracers of Defence Ac:2 Ring of spell turning Ring of Protection+1 Ring of non-detection (Minor Relic given to him by

an oriental deity-offers nondetection by all means-psionic-normal senses-magic) 10 arrows of slaying+3 Shadow Elven Longbow+2 8 adamantite daggers (Created in Illefarn) Wand of Negation Wand ? Part of Artifact that keeps Orcus imprisoned....

Notes and History

Deathblade's true history has been lost (erase?) in time...All now known is that he was included in the liberation of Illefarn, The fall of Lashan in the Dalelands and the Great Battle against evil in Vaasa and Damarra. His group, the Swords and Hammers, have all disappeared and his tracks have been lost in all the planes of existence. It is said that he was been driven insane...

Derelasenora 'Brightblade' Roselhage

Fighter 23th

Human Female

Member of the Ruling Council of Dragonbane Keep and the city of Amberel , Lady of Amberel

STR 14(20) , DEX 18 , CON 17 , INT 14 , WIS 13 , CHA 17 , COM , PER

AC 6 or -16, hp 188, MV 22, MR 0

AL NG, Age 35(535), Height 6'0", Weight 140 lbs

Skin Creamy, Hair Black, Beard

Eyes Green, Vision Normal, Wealth 2500 gp

Beautiful, alluring, and deadly. She is quite tasked with loving a husband, raising a child, and ruling a kingdom. She loves nothing better than sparing with her husband, and the excitement of battle for the forces of good. As a member of the Ruling Council, her Oerth nativity gives her a unique perspective on the world of Toril. Will be seen formally wearing a grand ball dress, dazzling jewelry, with an aura of radiance or dressed for battle in Deep Red Scalemail, heavy bladed dagger on her left thigh, gleaming chainmail gloves cradling a brilliant two-handed sword and a polished shield bearing the crest of Brightblade.

Weapons

Two-Handed Sword (Gm), Longsword (Hm), Dagger (HM), Short Sword (HM), Bastard Sword (HM), Broad Group Blades, Longbow (P), All Fighting Styles (Sp), as well as her own style allowing the use of two-handed Weapons to be wielded one-handed provided that she is using her ring of Giant Strength and has a shield for balance. Martial Arts (Sp), Wrestling (Sp).

Non-Weapons Proficiencies

Swimming, Running, Cooking, R/W/S Dwarven, R/W Common, Heraldry, Etiquette, Death-Blow, All-Around attack, Signature Item- Sword, Blind Fighting, Jumping, Tumbling, Riding- Horesback, Danger-Sence, Hardiness, Captivate.

Special abilities

Immune to Enchant/Charm and Divination Spells, Breech Immunity +1, Intimidate < 4HD Creatures,

Possessions

Suit of Red Dragon Scalemail (AC-8) treated with Oil of Timelessness, it was a gift from her dear friend Gruffold, High BattleMaster of Tempus.

Magical Items

"Brightblade", a +5 Two-Handed Silver Sword of the Githiyanki. On a role of >15 a separate D6 is rolled, 1-3 = x2 Damage incl. all bonuses, 4 = severed arm/hand, 5 = severed leg/foot, 6 = severed head/neck. "Bone Breaker" a +3 Dagger, when hurled (rng 4/8/12) on a natural >18 will break bone in struck area, all thrown damage is x2. Ring of Fire Giant Strength, made from the femur of a long dead giant king. Ring of Vampiric Regeneration, damage inflicted = damage healed, a twisted band of blacked steel and silver. Band of Denial, grants immunity to all enchantment /charm and divination spells as well as prevents the wearer from casting spells, made as a garter belt of black silk and lace. Gauntlets of Swimming and Climbing, bright chain mesh with calf-skin soles. Boots of Striding and Leaping, calf high made of brown supple leather. +3 Medium Shield with the crest of Brightblade emblazoned upon it.

Notes and History

Born on Oearth about 535 years ago, she was the daughter/ apprentice of a sorcerres-queen. As her mother grew more evil the two of them strayed apart. In a verbal fight Derel was imprisoned by her own mother in a cell of pure ruby, the size of a man's palm. As the treasure changed hands for the next 500 years in came to rest in the lair of an old red dragon. There she was freed by the adventuring party tasked by Lady Alustrial to slay the dragon, and took a liking to the Crusader Victor. In return she agreed to travel with the to the Astral Plane to slay the allied Githiyanki. It was there that she found "Brightblade" on the corpse of the Githiyanki arch-knight. After returning to the Prime Plane she discovered the unseen curse of possessing a sacred sword of the Githiyanki. As she and her new friends grew together, and the love bewteen her and Victor grew, they pooled their resources to fund the building of a castle west of Silverymoon, midway to the Great Desert. Several years later it was completed mostly due to the dilligence of Gruffold's priests and fellow dwarves, as well as Magoli's assistance with the weather. Then due to unfortunate circumstance, some of her closets friends were taken to Ravenloft. In their absence the castle was attacked en'masse by the Githiyanki with their allied red dragons. With only herself and the archmage Brechtanailius Silverleaf to defend they were in sore shape. Blessed from above, the heroes returned in time to join the fray. The party defeated the Githiyanki but to the destruction of Castle Brightblade. Rather then rebuilding it, a more pressing matter was at hand. The lich Azalin had been released upon the Realms and one of the party had not made it back from the Demiplane of Dread. They mounted a rescue to return to Darkon were she was last seen. Through divination on Gruffold's part the started in a small town of Harker's Ferry. From there they investigated the rumor of a mountain that would shift from plane to plane. They ventured into the depths of Dragon Mountain only find death awaitng them. An eternity later they found the lair of Infyrana herself. Set upon by kobold's and the Dragon's fury most of the party meet disaster. With only a scattered remains of the original party left they laid to rest Infyrana's legacy. Once recouperated, healed and rested Gruffold discovered that the Mountain's shifting ability was lost once the dragon was killed. With nowhere to go she waited and reflected on the losses they had endured. Only then did a portal appear, betraying the dragon's allies; the Githiyanki. The party quickly persued them as the Githiyanki returned to gather more numbers. Another desperate battle ensued. Set upon by sword, magic, the mind spells of the Githiyanki and the flames of enraged dragons they escaped through the use of an intellegent sword, "Worldwalker" or as they came to know it "Worldtalker". There they found themselves in the land of Bluetspur, fighting drow and illithid at every turn. Venturing further they found they way to close the borders of Ravenloft and return the lords that "escaped". Further to their dismay the companion that was left plagued the dreams of her lover, Brecht Silverleaf. The party then made its way to Darkon only to discover that Cathansia, the lost companion, has assumed reign of the land in Azalin's absence and Cat did not want to leave. This presented a dillema, which was corrected once the borders were once again sealed an Azalin resumed lordship of the lands. It was here that her friend Gruffold fell to an awful curse, one that would not surface for years to come. In the meanwhile, Derel and Victor married. They had baby boy, Richard. A new castle was built to reflect the party's achievments and with the help of trade routes and the party's generosity, a town grew around the castle. The town of Amberel, named after Cat and Brecht's daughter. The kingdom of Amberel grew and prospered under the development of the Ruling Coouncil; Derel, the elegant Warrior maiden. Victor, the serious and dedicated Crusader. Gruffold, the fiercly loyal and favored Battlemaster of Tempus. Kayle Uther, or Father Uther, the polythiestic priest (actually a master thief of great connections and skill). Garren Bradwarden, helpful and extremely knowledgeable Lord / Wizard. Luke Waters, formerly Lovona Waters, the practical Archmage. Brechtanailius Siverleaf, the concieted self-absorbed Archmage. And Cathansia Delbourne, the mayor of Amberel and wife to Brecht. She is currently helping her friends seek out Graz'Zt's Amulet,(i.e. his source of power) in the Labirynth of Madness. This will hopefully put an end to Gruffold's curse/ nemisis, Graz'Zt.

Delg of Hammer Halls

Fighter [kit: Axe for hire] 4th

Mountain Dwarf male

STR 18/80 , DEX 9 , CON 19 , INT 10 , WIS 9 , CHA 14 , COM , PER

AC 2, hp 42, MV 6, MR 0

AL CG, Age 58, Height 3'4", Weight 162 lbs

Skin light brown, Hair white, Beard white Eyes grey, Vision Infra 60', Wealth 436 gp

Delg uses to wear his beard braided and tucked into his girdle. He wears a chain hauberk of dwarven design, elbow spikes, shoulder plates and gauntlets.

Weapons

Dwarven 2H Battle Axe (sp); Heavy Crossbow (sp), Spear

Non-Weapons Proficiencies

Weaponsmith, brewing, underground navigation, fire building, endurance, runes, dwarven local history, fungi recognition

Special abilities

Magic items: 20% chance of failure; New Tunnels=Wis+4, Sliding/shifting walls=Wis+2, Detect (stone) traps=Wis+1, Depths=Wis

Possessions

Hauberk, 2h battle axe, elbow spikes, shoulder plates, gauntlets, horn, beltpouches (large), boots of dwarven design, helmet, backpack, flint & steel, rope (50'), spear, armor & weapon care kit, hand spade, comb (hardwood), dried apples (1/2p), bedroll, small tent, hooded lantern, warming lamp, oil (lamp, 5x), blackbreads (4), hard tack (2doz.), elturian grey (cheese), shadowdark ale (1 cask), wineskins (2), mess kit, dried rations, pipe, tobacco (please note that Delg is NOT carrying around his whole equipment all the time :)). His Mule named Gunthor has to carry most of it.

Magical Items

Ring of Protection +1.

Notes and History

Son of Dwall of Hammer Halls, Than to the dwarfs of Zirak Bazul, a small dwarven community (200 dwarven inhabitants). Journeys the land in search for a lost hold (the whole story would fill a page or two.

Deloom

Cavalier 4th

Human male

STR 18(86) (Mus 18(00)/Sta 16), DEX 9 (Aim 8/Bal 10), CON 9 (Hea 9/Fit 9), INT 9 (Rea 9/Kno 9), WIS 13 (Inn 11/Wil 15), CHA 17 (Lea 17/App 17),

AC 7, hp 27, MV 12, MR AL LG, Age 18, Height 6'4", Weight 170 lbs

Skin white, Hair ash-blond, Beard - Eyes blue, Vision normal, Wealth 10 (remaining donated to worthy causes) gp

A compulsively honest person, Deloom has a severe phobia on kobolds. His parents were killed by kobolds when he was very young. He has a glib tongue, a good speaker who usually get himself out of serious situations. He is extremely lucky, due to his constant worship of his goddess Tymora. He is a light sleeper, usually sleeps warily.

Weapons

Long sword (medium sword) (sp), dagger (dagger & knives), shield, weapon and shield style

Non-Weapons Proficiencies

Riding, land-based, modern languages, reading/writing, gaming, heraldry

Possessions

Long sword, dagger, medium shield, donkey, studded leather armor, backpack, riding boots.

Magical Items

Holy symbol of Tymora, dagger +4 (given by his father).

Dolin Fireforge

Fighter 13th

Dwarf male

STR 18(53) , DEX 17 , CON 19 , INT 17 , WIS 11 , CHA 15 , COM , PER

AC -3, hp 132, MV 60, MR

AL NG, Age 146, Height 3'7", Weight 130 lbs

Skin Tanned, Hair Brown, Beard Brown Eyes Brown, Vision Infra 60', Wealth 200,000 gp

Weapons

Prof: bastard sword (sp), dagger, light crossbow, hand ax, battle axe +4 of Hurling.

Non-Weapons Proficiencies

Languages: Goblin, Ogre, Aurak Draconian, Bozak Draconian, Elven, Gnomish, Salamnic. Prof: weaponsmithing, blacksmithing, firebuilding, reading and writing, light sleeping, swimming.

Possessions

Clothes, med. shield, backpack, small tent, 15 torches, two gallons of ale.

Magical Items

+3 Full plate, +4 ax of hurling, ring of x-ray vision, ring of fire resistance, rod of terror, ring of jumping, potion of super heroism, chime of interruption.

Notes and History

Born and raised in Hillhome until he began adventuring at the ripe age of 96. He had many adventures with his friends Reneaux the Wizard, Seril the Ranger, Brusselboot Burrfoot the kender "thief", Cassandra the Priest. He encountered many enemies, none too tough for Dolin to handle. He finally retired after fifty years of adventuring.

Don Fernando Alonso de Casanegra

Fighter/Mage 6th /15th

Human male

Count of Kutchevskeij and Master of Arts and Knowledge

STR 18 , DEX 16 , CON 17 , INT 18 , WIS 15 , CHA 16 , COM , PER

AC -1, hp 76, MV , MR

AL NG, Age 29, Height 6'80, Weight lbs

Skin white, Hair black, Beard Eyes black, Vision Normal, Wealth good gp

Like most of wizard he started to study when he was very young. After years of practice and wise use of magic he turned his preferences into melee combat. He usually wears fine clothes, rides a white stallion and smile at every woman. He has a great erudition in a lot of arts and sciences, so that he teaches in two or three different schools. He is count of Kutchevskeij, a medium and well defended stronghold full of men and weapon. He likes to wear black silk clothes and to ride around in the night to help anyone who need it (especially women, better if young and beautiful).

Drake Qard

Fighter [kit: Outlaw] 9th

Half-Elf Male

Qard the hunted

STR 15 (Mus 15/Sta 15), DEX 18 (Aim 17/Bal 19), CON 15 , INT 10(Rea 10/Kno 10), WIS 7 (Inn 7/Wil 7), CHA 16 (Lea 16/App 16), COM , PER

AC 1, hp 63, MV 15, MR 25

AL chotic good, Age 50, Height 5'4", Weight 120 lbs

Skin Tan, Hair Brown, Beard none

Eyes Hazel, Vision Infra 60', Wealth 789 gp

Very Handsome with a great leadership ability.

Weapons

Master of long sword High Master of Long Bow Specialization of Quarterstaff Proficiency in Bastard Sword

Non-Weapons Proficiencies

Survival, Hunting, Bowyer, armoruor.

Special abilities

Secret Hideaway

Possessions

Long Sword+5 defender, Long Bow, Quarterstaff, Elven Chain, 40 Arrows.

Dramoor

Dragon-Warrior [Fighter/Mage type class] 10th General

Male Silver Dragon-Kin Half-man, Half-Silver Dragon

STR 18 (99) , DEX 13 , CON 17 , INT 19 , WIS 16 , CHA 5 , COM , PER

AC -5, hp 98, MV 9, 18 FL (C), MR 30

AL NG, Age 226, Height 8' 6", Weight 367 lbs

Skin Silver Scales, Hair None, Beard -

Eyes Blue, Vision Normal, Wealth 42,593 gp

Weapons

Attacks twice a turn, and gets specialization bonus when using his claws as a weapon (1d6/1d8 dmg). Otherwise attacks like a Fighter.

Non-Weapons Proficiencies

Ancient/Modern Lang, and many more.

Spell casting

Casting Level ; 5.

Special abilities

Ice Breath Weapon (1d10 dmg 2/ day), Cloud walking (Mv 18 Fl (A)), Resistance to cold (takes only 25% dmg, +5 to save vs. Cold).

Possessions

Mountain labyrinth lair, treasure hoard, Furnishings, Library, Etc.

Magical Items

Deck of Many Things, Fairy Dust (charms target).

Notes and History

Lives in a Silver Dragon society (DragonLance).

Draxon Varradami

Fighter 22nd /Mage 28th [kit: Fire Elementalist]

Elf-moon male

STR 12 , DEX 13 , CON 11 , INT 19 , WIS 17 , CHA 14 , COM , PER

AC 0, hp 74, MV 12, MR 12

AL CG, Age 1507, Height 5'5", Weight 147 lbs

Skin Dark, Hair Silver, Beard none

Eyes Total Black, Vision Normal, Infra 60') Wealth 18,500 gp

He is Tall, Dark, and Mysterious. His skin is dark, like a dark elf, but he is not a dark elf.

Weapons

Long sword – (sp), two weapon style, Long bow , Hand crossbow .

Non-Weapons Proficiencies

Herbalism +2, Healing +2, Blind Fighting, Hunting +1, Tumbling +1, Several histories of different locations, Flute

Spell casting

Cast spells as 28 level Mage. School specialized: Fire Elemental

Special abilities

Bard ability of inspiration while playing the flute.

Possessions

Standard adventuring gear.

Magical Items

Elven Chain Mail +2, Long sword +3, Long sword +5, Boots of Elvenkind, Cloak of Elvenkind, Ring of Wizardry (3rd level spell), Robe of Useful Items, Wand of Fire (71 charges), Wand of Illumination (59 charges), Potions: Healing (5), Speed, Invisibility, Impact (3), Extra Healing (2).

Notes and History

Draxon was born in Silverymoon to two wealthy merchants. After he reached the age of 40 he started his training to become a mage. His teacher was a Bladesinger who taught him the ways of the Elves. When he turned 102 he started his adventuring life. His first job was to escort some merchants to Waterdeep (the caravan never made it past Llorkh), but He still lived. Then he Went to Longsaddle and while there made some new friends, and adventured with them for a few years. He eventually met up with a A girl from the east, not the least bit looking oriental, he spent years teaching her the basics of fighting but not bladesinging. The girl adventured with him until she died, he finally learned why his parents told him to never get involved with humans, they don't live long enough. He finally came upon a wizard, one who wanted to see Draxon dead, and dueled. Draxon won but not without being turned to the color of drow. He now spend his years trying to find some mage to turn him back, but no luck. He now settled down and has a tower where he carries out tortures for those who can pay, he maims those who try to buy this service and lets the prisoners go. He also helps adventurers now and then, Only when the parties go against a big foe, that he needs some spell components for.

Dregar Ironfist

Fighter 15th

Human male

Dregar, Master of the Knights Red Blade

STR 18/90 , DEX 12 , CON 15 , INT 14 , WIS 13 , CHA 16 , COM , PER

AC -5, hp 105, MV 12, MR 0

AL LN, Age 30, Height 6'4", Weight 180 lbs. lbs

Skin tan, Hair long brown, Beard - Eyes hazel, Vision normal, Wealth 200,000 gp

Dregar is the leader of the Knights of the Red Blade. He is a very strong and powerful looking man. Many people know of him and won't cross his path when he gets angry. He won't kill an opponent unless the opponent was trying to slay him. Dregar won't step in the way of a fight unless the person is being dishonorable.

Weapons

Weapons Used: Two-handed sword +3, silver dagger +2, short sword +1. He wears a full suit of plate armor +5. He is specialized in the use of the two-handed sword, dagger, and short sword.

Non-Weapons Proficiencies

blindfighting, gaming, hunting, etiquette, riding airborne, animal lore.

Spell casting

Spell Casting Abilities: detect lie (once per day), know alignment (twice per day).

Possessions

Saddle, flint and steel, torches (5), map case, winter blanket, wineskin, saddle bags.

Magical Items

Two-handed sword +3, silver dagger +2, short sword +1, full plate mail +5, ring of water walking, ring of free action, cloak of displacement.

Notes and History

Is leader of the Red Blade Knights. Has his own land and keep. Amount of knights: 200. Each have griffons as mounts.

Dr. Livingston I Presume

Fighter / Thief 9th / 12th Dwarf Male

Wielder of the Axe of the Dwarvish Lords

STR 18/24 , DEX 16 , CON 16 , INT 16 , WIS 12 , CHA 9 , COM , PER

AC -1, hp 75, MV , MR

AL N, Age 130, Height 4'4", Weight 144 lbs

Skin pale, Hair light brown, Beard long Eyes brown, Vision normal, 120' Infra, Wealth 141,761 gp

A rotund dwarf approaching middle age. He has the look of a college professor, but if pressed shows considerable strength and speed.

Weapons

Doc is proficient in the use of the following: Bastardsword; Battle Axe; Crossbow, light; Dagger; Hammer; Long Sword; Mace; Morning Star; Whip.

Non-Weapons Proficiencies

Ancient History (Dwarven), Appraising, Archaeology (x2), Architecture, Direction Sense, Religion (x2).

Special abilities

Usual abilities of a dwarf as well as 12th level thieving abilities adjusted for race and dexterity.

Possessions

Axe of the Dwarvish Lords (blade is equal to sword of sharpness +3, backed by a head equal to a +3 hammer, can be hurled 30' and will return to owner, doubles infravision, find traps 3 x day, 10 hit dice lightning bolt 2 x day, gate 1 x day, user cannot touch or be touched by any metal, can excavate 1 cubic yard of normal stone in one round); cube of force; javelins of lightning (3); leather armor +3; ring of djinni summoning; ring of fire resistance; ring of invisibility; ring of wishes (2); rope of climbing; shield +3.

Notes and History

Doc is a scheming dwarf with an insatiable desire for wealth and magical items. He is also an intellectual with a great deal of interest in other cultures and particularly their religious beliefs (though he himself worships no god). Doc was really little more than a petty thief, disliked by most of his fellow adventurers because of his perceived cowardice, until he came across the Axe of the Dwarvish Lords. Since that time he

has carved out an underground fortress near Silvermoon, gained thousands of followers, amassed a great deal of wealth trading with the surface, and is always accompanied by his two faithful bodyguards Trample and Obryl. Whether the axe has directly influenced Doc or if mere ownership of the axe has emboldened him to accomplish such feats is a difficult question to answer. The few old adventuring companions of Doc's that have come a calling find him much the same, but more determined and more focused on things Dwarven. At the present time the dwarves are thriving under Livingston's rule and he bears the Axe of the Dwarvish Lords, so none look too closely at his past record or associates. If things should change for the worse, Doc may have to answer some very uncomfortable questions. Regardless of the fate of his "little kingdom", it is likely that Doc will land on his feet, he always does.

Dufus Mighty Half-Giant

Gladiator [kit:Professional] 10th Athasian Half-Giant Male
Killed a dragon, infamous (disliked) gladiator

STR 24 , DEX 15 , CON 22 , INT 03 , WIS 13 , CHA 08 , COM , PER

AC -3, hp 130, MV 18, MR 0 AL c?, Age 30, Height 11'11 " , Weight 1500 lbs

Skin Bronze, Hair Bald, Beard Clean Shaven Eyes Brown, Vision Normal, Wealth Gave it away 0cp

Very stupid. Hit in head many times so skull is AC -10. He tends to fight a lot, even if enemy is very tough. Once was raped by brother, so he SMASHED him good. Thinks everyone is his friend. Likes to fight friends and sometimes throws them as missile weapons. carries bed with him to throw at baddies. When he wins tournaments, he smashes the dead bodies over and over until they are pulp!!! DUFUS SMASH!!!

Weapons

Master in warclub (Combat & Tactics). Specialized in longsword, club.

Non-Weapons Proficiencies

Tumbling, Perversion, Heat-protection, water find.

Possessions

No money, rope, food, water.

Magical Items

Club +2.

Notes and History

He smashed a lot.

Edward Xavier Thumparr (a.k.a. "Thump" or "Thumper")

Fighter 17th Human Male
Commander of Fortress Koz

STR 18.77 , DEX 15 , CON 16 , INT 11 , WIS 10 , CHA 16 , COM 12, PER

AC -4, hp 101, MV , MR AL LN, Age 51, Height 6'1" , Weight 216 lbs

Skin pale, Hair blonde, Beard - Eyes light blue, Vision normal, Wealth 167,868 gp

Blonde and very muscular, Thump hails from the western plains of the Shaar. Thanks to two potions of longevity, he appears 14 years younger than his actual chronological age. He has a thick mustache that droops down past either side of his chin.

Weapons

Thump is proficient in the use of the bastard sword; battle axe; ; dagger; heavy crossbow; long bow and two-handed sword. Thump is double specialized in the use of the bastard sword.

Non-Weapons Proficiencies

Horsemanship (x4); survival, jungle; swimming; wrestling (x2).

Magical Items

Amulet of stunning (5); bastard sword, "Gethul the Fire Beast" (+1 flame-tongue, +2 vs. regenerating creatures, +3 vs. cold dwelling/using creatures, +4 vs. undead, int. 13 ego 13, can cast fireshield 1/day [14 rds], does triple weapon damage against trolls); bracers ac 3; girdle of frost giant strength; heavy crossbow +2; ring of protection -6 ac/+1 on saves; ring of vampiric regeneration; rod of splendor (17).

Notes and History

Lord Thumparr was born into the horse tribes of the western Shaar. He signed on as a mercenary working for "The Savage Seven" an adventuring group led by Tatsu Yamantaka. This group cleared the ruins of The Gate of Iron Fang of the orcs, trolls and demons that held it. They then rebuilt it into Fortress Koz (an acronym for "Kill Orcs Zealously"). Thump was soon asked to join the Savage Seven and through his loyalty, ability, and devil-may-care attitude, eventually came to rule Fortress Koz. Thump and Tatsu became particularly good friends and the more experienced Tatsu guided and supported young Thumper during his rise through the ranks of the cut throat group of adventurers. Thump was reknowned for his loyalty (especially to Tatsu, though he saved many of the group at great risk to himself) and his recklessness in combat. His berserker-like actions in combat have cost him his life more than once. Lord Thumparr is quite aware of his limited intelligence (He has often been heard to shout out, "What are you asking me for, my sword is smarter than I am?!") and relies heavily on the advice of others. These days Thump's right arm is Selina Toulon (to be posted later). Thump is however well versed in things military and inspires the soldiers of Fortress Koz by his fearless and tireless example. Lord Thumparr is married to one of Tatsu's daughters, Naomi, and has nine children of his own.

Elric Dominguez El Siddarth

Fighter/Mage/Thief 21st / 19th / 24th

Human, formerly male, now sexless.

Dragonslayer, Mage Hunter and Grand Protector are some of his many titles

.STR 22 , DEX 24 , CON 25 , INT 25 , WIS 24 , CHA 19 , COM , PER

AC -10, hp 196, MV 18, Fl 48 (b), MR 75

AL N, Age 24, Height 6'7, Weight 164 lbs

Skin White, Hair Long and black., Beard Well trimmed, black. Eyes Black, Vision Infra 240', Wealth 80000 gp

Elric is a tall, muscular man who often appears in the form of a giant silver dragon. Elric sees and knows all and is virtually indestructable. Elminster tried to kill him once but Elric said "No!" and killed Elminster really badly. Elric is very dangerous!!!

Weapons

Two Handed Sword +6 GodSlayer (Sp), Halberd +4 Giantcracker (Sp), Arquebus +5 Cannonkill (Sp), Staff of Skull Smashing +4 (Sp), Laser Dagger +7 Thronz (Sp).

Non-Weapons Proficiencies

Due to extensive study, Elric has all the fighter proficiencies, all the mage proficiencies and all the thief ones save blind fighting and gambling.

Spell casting

Elric can cast virtually any spell from any school with the maximum possible results. Five times a day he can turn his opponents bones into jelly, which he then eats, and in 1 round, the jelly will turn into a red dragon which he can spit out his mouth and command to attack. He also radiates an aura of fear (200' radius) and anyone within this radius must save vs. Wands or be struck dead with fear.

Special abilities

He has all of the thieving abilities at 99% and his backstab is +5 to hit and the dmg is multiplied by 6. He is so strong that he can crush a storm head and make it explode. He simply must roll an 15 or higher to do this.

Possessions

The Great Elric needs no possessions, he can produce anything at will. He only has his dwelling which is on a distant planet called Metaphor, which he can teleport to at any time. Elric created this planet himself, when he killed Tempus, Cyric and Mystra and stole their powers.

Magical Items

Elric, aside from the ones listed above, owns very few magical items, but he does have a few: elven chain mail +8, short sword of explosions (explodes on people at will, killing them instantly), magical Buttocks Worms (When unleashed, these worms feast on a foe's buttocks doing 10d6 damage per round.)

Notes and History

Born young, Elric was youthful. He spent much of his time as a child studying swordplay and magic. By the age of 6 he could cast a fireball spell. Elric was once told by an old sage that he was the offspring of two ancient gods that no longer exist. Elric doubts this is true because he is too powerful to be a god. As he grew up, he kept practicing, fighting in the adventuring company the Dark Moonshadowmen, until one day Elminster stepped in his way so Elric, still only a teenager, blasted the weak Elminster from existence. Since this time, no has been able to stop him. He is now a universal being and cannot be killed. All gods of every pantheon in the universe pledge allegiance to Elric.

Eric

Fighter/Diplomat 10th /10th
Doge of Veneziana

Human Male

STR 18/00 , DEX 18 , CON 15 , INT 10 , WIS 11 , CHA 18 , COM , PER

AC 6, hp 68, MV 12, MR AL LG, Age 21, Height 6'0", Weight 186 lbs

Skin medium tan, Hair dirty blonde, Beard none Eyes blue-green, Vision normal, Wealth 100000 gp

Member of Appenensian nobility; strong fighter as well as cunning diplomat

Weapons

Proficient with all swords; uses mainly long or two-handed.

Non-Weapons Proficiencies

Any skill that improve fighting technique

Possessions

Clothing, Weapons

Magical Items

Sword of Faithfulness (Lawful Good Alignment, is able to be summoned to Eric's side if seperated, can make any creature able to communicate speak the truth)

Notes and History

Brother of Lisa, the Gea's Liegess; became Doge of Veneziana when his father was killed in a revolt overseas; leader and member of the Order of Ten.

Eric

Fighter 5th Human male
Returning the king to a young age.

STR 17, DEX 13, CON 15 , INT 10, WIS 11, CHA 11, COM 18, PER Great

AC 0, hp 46, MV 18, MR 0 AL Chaotic Good, Age 16, Height 6' 2", Weight 135 lbs

Skin light, Hair Black, Beard none Eyes Blue, Vision Normal, Wealth 610 gp

He is a handsome man with black hair and blue eyes. very muscular and healthy looking.

Weapons

Longsword 1d10+1 Dagger 1d6 Broadsword 1d8+1 Axe 1d8+2

Possessions

Leather Boots Bronze Shield Full Plate Armor Dagger 610 gold coins

Magical Items

Longsword+1 Axe+2 Broadsword+1 Strength Potion

Notes and History

He was born in a little village not far from a portal that would send you to the outer planes. One day he was walking outside when a demon came out of the portal. He became scared and ran off. Meanwhile the creature went into his village and burnt it down killing his mother and father. After this tragedy he was determined to destroy this creature and become rich on the way. Wanting Wealth and destruction of a creature

Eric the Arch Hero

Fighter/Mage/Thief 15th/15th/9th

1/2 Elf, Male

Lord of the Silver Keep

STR 18/01, DEX 16, CON 12, INT 19, WIS 12, CHA 18, COM , PER

AC -3, hp 62, MV 12", MR

AL CG, Age 211, Height 5'9", Weight 145 lbs

Skin White (as in Bone), Hair Ebony, Beard - Eyes Green, Vision Infra 60', Wealth 400,000/year as a lord gp

Eric the Arch Hero is the foremost power for Good in the world of Marsheak. He is the Lord of the Silver Keep (the fourth such lord in the last millenia. Eric is tall (for a half elf) and thin his bone white skin ebony hair mark him as an irregularity and he was shunned by the elves of his mother's land (his father was a human Paladin). He is handsome and charming but very attached to his lady Gweniviere the Bard. He always wears black, silver, and blue in various combinations.

Weapons

KRISANITH (longsword +6 Defender) (Weapons Expertise, 2 Weapon style, single weapon style, and Twohanded stlye).VOLTOR (shortsword +2; quickness) (As above) off hand The DEVIL'S BLADES, a truly odd weapon that appears to be two longswords connected at the pommels it can be wielded as a single weapon (2 Prof slots) or as two long swords, or thrown as boomerang type weapon, its +4 as the single weapon; +1 flametongue as twin longswords, or +2 thrown (all damage is done as longswords, it is speed factor 5 and a large weapon Guantlet of Death (nonmagical) spring loaded blade Attacks as a shortsword Mithral Garrote, Keeps two vials of sleep poison (save vs Paralysis or go night, night). Four matching (nonmagical) daggers (excellent for throwing), thrown weapons proficiency

Non-Weapons Proficiencies

He has a lot: running, jumping, tumbling, tightrope walking, blid fighting, weaponsmith, riding (both), etiquette, heraldry, singing, reading/writing, spell craft, religion, artistic ability, all elvan languages, common, all human languages (ther are six in marsheak), dancing, gaming, survival (desert), survival (tundra), tracking, hunting, animal handeling

Spell casting

Casting Ability: 15th Spell Level :7th Spells: All 1st-3rd (standard spells in Players handbook)
15 4th -7th level spells

Special abilities

Half-elvan Abilities Thief Abilities: PP 70% Backstab x4 OL 55% F/RT 61% MS 80% HS 80% DN 65% CW
95% RL 45% Warrior Abilities +1 hit with Longswords 5/2 Attacks /round w/longsword

Possessions

The Silver Keep Lots of money and a huge library on the History of Marsheak. Ring of Lordship

Magical Items

Ring of Elemental Control Air Bracers of defence AC 2 Ring of Protection +1 Girdle of many pouches Boots of the North Hat of Disguise Portable Hole hewawrds handy haversack

Notes and History

Eric is the only child between a human paladin and an elvan sorceress. His father, Sir Balthor died defending his wife and unborn child from assassins sent by unhappy Human royalty. Eric grew up amongst the elves and although he was never shunned he wasn't particularly welcomed either. He began his adventuring career early. His adventures spanned 180 years most of them in the Company of the Azure Flame Where he met the Love of his life Gwenivere Silverbourne or Gwenivere the Bard. His career was ofcourse long, and storied, culminating in his ascension to the lord of the Silver Keep, an honorary title given to the Defender of the World. he subsequently "Retired" from adventuring and settled down with Gwen. Unfortunately, the Lord of the Silver Keep rarely gets to take it easy.

Erkauskys the axe-murderer

*Fighter/psionic [kit: assassin] 5th /5th
Knight of the shooki*

Male dwarf

STR 16 (Mus 19/Sta 14), DEX 13 (Aim 11/Bal 16), CON 19, INT 16 (Rea 14/Kno 18), WIS 18 (Inn 18/Wil 18),
CHA 9 (Lea 9/App 9), COM, PER

AC 4/2, hp 52, MV 13, MR 0 AL neutral evil, Age 67, Height 4'5", Weight 108 lbs

Skin tanned, Hair reddish brown, Beard reddish brown Eyes black, Vision infra 60', Wealth 208 gp

All dressed in black. two hand axes are hanging from his belt and there's also 6 small pouches filled with all kinds of poisons.

Weapons

Hand axe (weapon of choice + sp), one-handed style (sp), throwing style, two-weapon style.

Non-Weapons Proficiencies

Herbalism, toxicology, cooking, hunting, gaming, brewing, etiquette, languages:, dwarvish, elvish, common, halfling.

Special abilities

DWARF ABILITIES: +1 to attack with a hand axe, +1 to muscle subability, +1 to balance subability, saving throw bonus, infra vision 60'.

FIGHTER ABILITIES: 1d12 for hitpoint, defence bonus, increased movement, multiple specialization, cannot wear any type of armor, cannot use magical armor, cannot use magical oils potions and scrolls.

PSIONIC ABILITIES: PSP: 82, head discipline: psychokinesis, sciences: detonate, telekenesis, devotions: animate object, animate shadow, levitation, molecular agitation, soften, control sound.

2nd discipline: psychometabolism, sciences: complete healing, devotions: flesh armor, expansion, reduction, body equilibrium.

Traits: fast healer, ambidexterity. **disadvantages:** greed, bad tempered.

SHOOKI KNIGHT ABILITIES: can grow pink bunny ears whenever he wants .

Possessions

5 doses of death poison, 6 doses of stun poison, 5 doses of sleep drugs, black tunic, black pants, 2 torches, a hand axe, a deck of playing cards, a bottle of vodka.

Magical Items

Hand axe +1

Notes and History

When Erkausk (Erk) was a little child his parents - two of the fuzzy ears command center of the shooki knights started teaching him how to assassinate so he could be part of the shooki knights . When Erk grew older and finished assassination school with much success the first he did was to take revenge in his parents for sending him to be an assassin instead of letting him live a normal life . since then he is hiring himself as a mercenary to whom that is willing to pay .

Errand Silverblade of New Rakee

Fighter 3rd Human male

Guard of New Rakee

STR 18/15 , DEX 17 , CON 17 , INT 16 , WIS 15 , CHA 12 , COM , PER

AC 2, hp 30, MV 12, MR 0 AL C-G, Age 18, Height 6' 0", Weight 220 lbs

Skin white, Hair Brown, Beard None Eyes Brown, Vision Normal, Wealth 2,050 gp

Errand is of strong build. He appears to be stern. Some women might even call him handsome. To the dismay of the ladies he tends to have a cocky attitude and is rude for no just cause. He prefers wearing chain mail armor above others. Feeling that it will restrict his movement. Having trained at a young age with various Weapons he completed his basic training in the service to New Rakee. He still serves and one can find him on patrol or in one of the local Taverns. He is a master swordsman and has one many a duels. The city of New Rakee crawls with conflicting powers and he wishes to join the Knights of Honor when he has attained his status in King Wolfe's eyes.

Weapons

Long Sword +1, Long Sword N. , Slots--Proficiencies--Base/Power Score, Blades Broad Group, Crossbow Broad Group, Two Weapon Style, Ambidexterity, Long Sword (S) +1Att/+2Dmg.

Non-Weapons Proficiencies

Blind Fighting, Riding Land, Tumbling, FREE-Common Language.

Spell casting

Errand has no desire for magic. He believes there are enough damn magic users around New Rakee as it is! That bloody college of magic called The Collective Magics is enough to unsettle even the most worldly man. For now he keeps his distance and shows proper respect when needed.

Special abilities

As with most fighters his only real special ability is getting into trouble! Mostly with the ladies and their other halves.

Possessions

Errand only carries what is needed while on watch. When outside of New Rakee he all the basics for traveling along with extra gear. On official New Rakee business, they provide all the supplies, including horses and carts if needed. Other than this he has no real Possessions.

Magical Items

Errand does have one potion of healing at present. When he uses this he purchases another from the local clergy. He also has a silver spoon. He does not know what it is. He acquired it during one of his patrols outside the city. (DM. Note this is a MYRLYND's Spoon. He also keeps two diamonds worth 500 gp each in right boot. The boot has a hidden pocket.

Notes and History

Errand traveled from his home Baldurs Gate to New Rakee in hopes of a fresh start. He has met many powerful individuals since arriving here. Among them is Lord Silverbeard, better known as Rath. He also knows Lord Stone King Wolfe's righthand man. The main thing that has drawn him is Knighthood. Although the Knights of Honor are new he is hoping to become one of their members. He misses his parents greatly and will be sending for them soon. Having made enough money in the service of New Rakee and some side adventuring he hopes to help them open their own shop in the city.

Eventon Ashmon

Fighter/Mage: 8th /10th

High Elven Male

Prince of Treachery

STR 18/64 , DEX 17 , CON 15(16) , INT 17 , WIS 14 , CHA 14 , COM 15, PER

AC -1, hp 68, MV 9", MR 25

AL CE, Age 173, Height 5';8", Weight 178lbs lbs

Skin flawless, pale skin, Hair long, jet black, Beard none-clean shaven Eyes Jade, Vision normal, & infra 60', Wealth 7,000 gp

At 5'8" 175 lbs Eventon cuts a striking image. His long black hair hangs down to his waist. Emerald eyes light up the shadows of his handsome face. His skin is without scars & his physique is that of a professional athlete. The usual expression on his face is a sneering smile.

Weapons

Long sword(+1 elven racial bonus), short sword (+1 elven racial bonus), dagger, hand axe, short bow, bastard sword.

Non-Weapons Proficiencies

Swimming, read/write(bonus), rope-use, spellcraft, artistic ability-painting, riding(land), sage knowledge: symbols, sigils, & signs, speak elvish(bonus), navigation, sage knowledge: poisons.

Spell casting

9th level mage...quasit familiar boosts this up to 10th when he's within 1 mile radius. Has many spells dealing with Conjuraton esp. of Lower Planar creatures. Also has several personal spells such as Eventon's Black Bolt & Eventon's Ego Trip.

Special abilities

Shapechange at will-as per wizard spell, granted by a Wish from a Deck of Many Things. Magical Scaly Armor grants 55% HS ability & 50% MS. Quasit familiar grants abilities: regenerate 1 hp/round, 25% magic resistance, +1 level of magic use.

Possessions

Large black cape w/cowl, black silk bandanna(worn over face), high soft boots, black silk pantaloons, weapons belt-for swords(2), 2 belt pouches(50 gp/15 caltrops), wrist sheath w/dagger, 4 throwing daggers-2 per boot, folding short bow(in left thigh sheath), quiver w/5 arrows-4 normal 1 flare arrow, small pack: 50' silk rope, 2 candles, tinderbox, 2 spikes, 2 rags (cloth).

Magical Items

Sword of Valhalla-chaotic neutral intelligent bastard sword +2 +4 it heals the user of rolled damage and grants the ability to fly as 3rd lvl wizard spell for 1-20 rounds per day, short sword +2, grey scaly armor +2

grants ability of hide in shadows 55% move silently 50%, potion of invulnerability, pearl of power-grants one extra 3rd level spell.

Notes and History

Eventon, blessed with an impressive physique & intelligent mind excelled in the dual studies of swordsmanship & spellcraft as do many of the Elven race. He is an accomplished Conjuror esp of Lower Planar creatures..A quasit familiar usually accompanies him & he's been known to have bargained with at least one Demon Prince from the Abyss. He is respected (read:feared) as much for his swordsmanship as for his skill at magic & demonic allies. He usually carries his enchanted Sword of Valhalla magic short sword and at least 3 or 4 dagger at any given time. He always has some hidden or trick weapon up his sleeve. The nick name "Prince of Treachery" comes from his adventuring companions..due to some widely assumed, but never proven acts of violence on now-deceased party members. Most other members of The Red Wolves can't get used to the fact that Eventon sees them all as bit players in the "Big Picture" in which he's the lead character. Eventon maintains allegiances until they become inconvenient- perhaps this is why he never took up religion. He juggles several infernal Pacts with various demons in exchange for sacrifices & even maintains a temple dedicated to an infernal Power but he actually worships no Power. His current plans include amassing as much wealth as possible then expanding his current holdings to set up an independent realm in the Western Heartlands..He is currently working jointly with Saragon-a priest of Bane & Zhentarim agent-to further this end.

Everett Zocny of the Clan Goldenbeard

Fighter 7th

Hill Dwarf Male

Master of the Battleaxe, Bearer of the Luckstone of the late Duncan Emvoelstone, Waterdhavian Priest of Selune, Co-Leader of his adventuring group, and an ogre killin' fool

STR 17 , DEX 15 , CON 12 , INT 14 , WIS 14 , CHA 13 , COM 9, PER

AC -2, hp 79, MV 6, MR 0

AL CG, Age 76, Height 4'3", Weight 175 lbs

Skin Ruddy & Dark, Hair Red, Beard Red

Eyes Blue, Vision Infra 60', Wealth 12,502 gp

A bad Mama-Jama with a blood-lust for orc and other vermin. Not so good with dice rolls but when your Thac0's 10, who worries?

Weapons

Master of the Battleaxe, but having a hard time finding one after sacrificing a +3 Lightning Calling axe to Clangedin Silverbeard, and shattering the family heirloom, Mordaxt, on a stone golem.
Short Sword (P), +1 Drow Shord Sword of photodegradeable Drow Mitril (P).

Non-Weapons Proficiencies

Mining & Smelting (Family Trade), Weaponsmithing & Armorer (Chosen profession), Horseback riding, Runes, Fungi Recognition, & assorted handy skills.

Special abilities

Standard Dwarf detections & a propensity for making bad dice rolls when it matters most.

Possessions

Backpack, Whetstone, Flint & Steel, Grappling Hook, Hemp Rope 90', Belt pouch, Water skin, Clothes on his back, And most importantly: The splintered remains of his Forefather's Axe, Mordaxt.

Magical Items

+3 Plate Mail, Shield of Cure Wounds (restores half of wielder's hit points daily), Standard Eggshell of Protection, Potion of Extra Healing.

Notes and History

When the Stronghold's gold mine began to dry up, Everett needed a new trade and a nest egg. Meeting up with a band of humans including the priest Duncan of Waterdeep (dead) the fighters Aerynn Stewart Arcturus Rand (Ravenloft Stage 3) Jordan McCarthy (Ravenloft Stage 1, maybe dead, definately in Aselien's Castle) and the Dwarf-hating Gareth Paladin Brian Bolan. With occasional help from Fafnir The Barbarian, The Aghar Dwarf Charlie Dwarf, and The human fighter Deandra they've survived numerous perils despite the all-too-frequent presence of the Elven Mage Flee. The body count includes a White Dragon, A Zombie Lord and minions, An Aaromvorax (don't try this at home), dozens of ogres, orcs, goblins and hobgoblins, Undead of nearly every kind from 1 to 7 HD, several archmages, countless kobolds, two or three aristocrats and at least 175 innocent townspeople (don't ask). Signifigant Magical Items in the group include: another potion of extra healing, a girdle of titan strength, a cloak of hornets, mask of skulls, a suit of Elven Chain, A Ring of Regeneration (a must have), boots of Elven Kind, a bag of holding, and Ring of Warmth & assorted Magical Weapons. Unfortunately, the entire group is STILL in Ravenloft, and currently without a cleric. Look out for other group members soon, and the group as a whole when they get a name.

Fanghorn

Fighter/Mage 10th /10th Kirre Male
Bodyguard of Lord Cern

STR 14, DEX 18, CON 13, INT 12, WIS 9, CHA 10, COM 14, PER 20

AC 2, hp 64, MV 16, MR 100 AL NG, Age 5, Height 03' at shoulder, Weight 190 lbs

Skin ???, Hair Brown & Gray, Beard - Eyes Green, Vision Normal, Wealth 0 gp

A large cat with horns.

Weapons

Natural Weapons- Claws (P), Teeth (P).

Non-Weapons Proficiencies

Tracking; Hunting; Survival.

Special abilities

Can roar in specific ways to call his familiars: a phoenix, a hatchling gold dragon, and a winged snake.

Notes and History

He is a familiar if Lord Cern, and the two are good friends. When Lord Cern saved Fanghorn's life, he swore to himself to be Cern's bodyguard. He has been on all of Lord Cern's adventures except his first 2 or three.

Farana

Fighter/Thief 1st /1st Cerilian dwarf female
Member of the Aelvinnwode Raiders

STR 18/57 , DEX 16 , CON 20 , INT 17 , WIS 17 , CHA 17 , COM , PER

AC 0, hp 7, MV 6, MR AL LE, Age 58, Height 3' 7", Weight 228 lbs

Skin Granite, Hair Grey, Beard none Eyes Jet Black, Vision Infra 90', Wealth 2000 gp

She is a kind of beautiful creature, even for a dwarf. However, she has one minor problem: She is slowly turning into a walking grey statue...

Weapons

Short Sword, Two-Handed Battle Axe (Sp.), Dagger

Non-Weapons Proficiencies

Running (14), Endurance (20), Speaks Karamhul, Low Brecht, Rjuven, Vos, Basarji, and Anuirean. Reads Karamhul.

Special abilities

Bloodline: Minor Azrai 17, Bloodform (Major); 20% item malfunction, 1/2 damage from B, Orog & ogres -2 from attack rolls, 5/6 Detect grade, 5/6 Detect new construction, 4/6 Detect shifting walls, 3/6 Detect stone traps, 3/6 Detect depth, PP: 30%, OL: 35%, F/RT: 30%, MS: 35%, HS: 35%, DN: 30%, CW: 60%, Backstab X 2.

Possessions

2-Handed Battle Axe, Short Sword, 12 Daggers, 3 sets of clothing

Magical Items

Bracers of Defense (AC 2)

Notes and History

Farana was born in the dwarven domain of Daikhar Zhigun. She was exiled when her profession became known (relatively soon after choosing it). She is one of the newest members of the Aelvinnwode Raiders, and is trying to make a name for herself.

Felicia Roseroar

Fighter [kit: Healer] 5th Felinian female

STR 16, DEX 16, CON 13, INT 13, WIS 14, CHA 16, COM 18, PER 15

AC 8, hp 26, MV 12, MR 0

AL LG, Age 12, Height 6'1", Weight 140 lbs

Skin Silver-white fur, Hair White, Beard- Eyes Green, Vision Ultra 90', Wealth 0 gp

Humanoid body covered in a downy, silver-white fur, about 2" thick. Felicia, as with most members of her race, wears little clothing (seeing it as having no value beyond modesty), though her fur keeps her decent. Facial features are feline in origin. Ears are at the top of her head, very cat-like, and can barely be seen protruding through her thick, white mane. Eyes have slit-pupils which grow rounded in low light. Her nose and mouth are human, but she does possess the enlarged canines distinctive of her race.

Weapons

Felicia uses no weapons other than her claws and teeth. Due to her proficiency with Natural Fighting and her punching specialization, however, she strikes with a +2 on attack and damage rolls when using her claws (+3 on attack rolls if a Natural Fighting proficiency check is successful). Total damage for claw attacks is 1d4+3, while her teeth attack for 1d6+1. Note that she has opposable thumbs and is perfectly capable of using other melee or missile weapons, but prefers not to do so.

Non-Weapons Proficiencies

Blind-fighting, healing, hunting, natural fighting, and tumbling. She is illiterate, but speaks Common (somewhat haltingly) and her native tongue (Felinian).

Special abilities

Felicia is a true empath, able to take the wounds of others upon herself. By touching an individual, she is able to transfer hit points to the victim on a one-for-one basis, losing one from her own hit point total for each hit point the victim regains. She can willingly allow her hit point total to drop to zero (rendering her unconscious), but to absorb any more requires a successful Wisdom check. Once she has taken on wounds, her body will then begin to repair the damage, at the rate of 1 hit point per turn. She cannot heal damage suffered from outside influences in this manner, only that which she willingly accepts from others. Likewise, while ordinary wounds can be healed through first aid, magic, and natural means, absorbed damage is unaffected by magical healing methods but can be sped along using Healing and/or Herbalism

and rest. She cannot cure death in this manner, but can stave it off by absorbing enough damage to prevent further hit point loss of a victim who has reached a negative hit point total. She can bring back the dead by transferring her life force to the body of the deceased. This also requires a Wisdom check at one-half normal. Success will render Felicia permanently and irrevocably dead, though the recovered character will retain some of her memories. A character revived in this manner should be treated as having been affected by a raise dead spell. Note that, as with raise dead, the character is required to make a successful resurrection survival check. Failure indicates that the attempt was unsuccessful, Felicia remains alive, but unconscious until she makes a successful save versus Constitution. An attempt to awaken may be made once per turn. Felicia can only attempt this with characters who have been dead no more than one day for each level of experience that she possesses and will, needless to say, only attempt this with the closest of friends or loved ones. Felicia, as with all members of her race, suffers from what is known as the "blood fever". This is a berserk rage that overcomes the felinians when they are enraged or angered. They have little control over this state and automatically begin to rage whenever insulted, angered, or threatened. The onset can be prevented by a successful Wisdom check. If this fails, or if the character chooses to succumb, the rage will begin after five rounds, during which the character can fight or perform other activities. Once the fever has begun, a successful Wisdom check (which may be made at the beginning of each round) will bring him or her out of it. While in the fever, they have little control over their actions and may attack friends if one gets too close. When the rage begins, the character's eyes begin to glow a deep green, the canines lengthen to about 4", and a deep growl issues forth from the throat. Except as noted above, the rage is identical to that suffered by a berserker or battlerager (see The Complete Fighter's Handbook or The Complete Book of Dwarves). While the blood fever is known to all felinians, only certain types of individuals have the power of healing. Specifically, healers make up only about 1/10 the felinian population. Only the seventh generation female of a known healer has the potential to become a healer herself. And even then the chance is slim, about equal to the chance of possessing wild psionics. For more information on felinians, send e-mail to the address below.

Possessions

Leather purse with hidden pouch.

Magical Items

Potion of healing hidden in purse, five beads of force on a leather necklace.

Notes and History

Little is known about Felicia or the world from which she originates. She herself has noted only that the name of her homeworld is Phantasia and that the city from which she hails is known as Starwater. One thing is certain; this is not a city or known place within the Forgotten Realms. She was met in a darkened alley of Waterdeep and rescued from a gang of street thugs. She has since joined the Company of Arabel and fallen in love with Eric Windrider (to be posted soon). It is quite likely that Felicia is the only one of her kind within the Realms. Sadly, though they are able to breed amongst themselves, the Felinians are sterile outside of their own race. Felicia is not a typical member of her race. She is somewhat of a pacifist in a race of warriors. She prefers talking to fighting, but can be a fierce and dangerous opponent if cornered. She tries (often unsuccessfully) to control her rages, lest Eric or another of her friends be accidentally injured or killed. At last report, the Company of Arabel had dispatched the ancient great wyrm Ashen and destroyed the Book With No End and was on their way to Sembia to lay claim to an inheritance of Eric Windrider. Their current whereabouts are unknown. Anyone desiring more information on Phantasia, Felicia, the Company of Arabel, Eric Windrider, or the Felinian race in general is invited to send e-mail to John Grigsby (WhtKnt@usa.pipeline.com) to the address provided. All requests will be answered.

Flynn Featherfoot

*Fighter [kit: Elven Knight] Level 23rd Elf Male (of the second group of Teleri lead by Olwë in Middle-Earth)
Flynn is a Lord and Prince and a good friend of Olwë, King of the Teleri*

STR 20 , DEX 19 , CON 19 , INT 17 , WIS 16 , CHA 19 , COM 19 , PER 16

AC -15, hp 152, MV 24, MR 50 AL CG, Age 15964, Height 7'5", Weight 350 lbs

Skin Fair, Hair Blonde, Beard None Eyes Blue, Vision 100' Night Vision, Wealth 100,000 gp

Flynn is tall, 7'5" and weighs in at 350 pounds. He has grown nearly one foot by drinking the entdrought and his recent travels to Aman, blessed realm in Middle-Earth, where he witnessed the light of the Two-Trees. Flynn is noble in bearing with fair skin, blonde hair and bright blue eyes.

Weapons

Two-Handed Sword (Grandmaster: Attacks per round: 7/2. 7 attacks per round with HASTE). Longbow (Sp), Longsword, Broadsword, Dagger, Martial Arts (Sp).

Non-Weapons Proficiencies

Languages, All Elven Dialects, Halfling, Dwarven, Gnome, Common, Middle-Earth Languages Quenya, Sindarin, Silvan, Westron. Singing, Dancing, Etiquette, Heraldry, Riding (Horse), Rope Use, Seamanship, Sailing, Swimming, Weather Sense, Engineering, Healing, Musical Instrument, Navigation, Reading/Writing (All Known Languages), Religion, Spellcraft, Ancient History, Blind-fighting, Tumbling, Seduction, Tracking, Gaming.

Spell casting

Flynn may cast spells as a Wizard of 9th level.

Special abilities

Move Silently 119%, Hide in Shadows 116%, Immune to all gaze attacks from creatures with fewer than 21HD, May cast "Cure Light Wounds", "Cure Blindness" and "Cure Disease" once per day each.

Possessions

Flynn has a keep of his own worth approx. 1,000,000 gp. He is married to a Princess among elves on Aman and is a Prince himself.

Magical Items

Kirgorma: +5, +7 vs. evil two-handed vorpal sword. It is made of galvorn, a shiny black metal harder than adamantite. The sword will cast "HASTE" at will without the aging effects for 7 turns per day. Chalise: +4 Longbow of steel. Damage includes that from strength bonus. "Detect Magic" at will, 90' radius and "Heal" once/day. Elven Plate: +7 plate armour. Wearer is immune to all normal and magical Heat, Cold, and Lightning and cannot be stunned, stunned unable to parry, charmed, possessed or made afraid. Cloak: Shimmering white. +5 to AC and all Saving Throws. Bracers: Give wearer 50% MR. Immunity to all Dragon Breath.

Notes and History

Flynn was born in Middle-Earth at the end of the Third Age. Just in time to miss the War of the Ring. After some adventuring he was magically transported to the Forgotten Realms. He lived from the time of Netheril until present day, or 1370 DR. Then he was magically transported back to Middle-Earth, but at a different time. This time Flynn was there when the elves made the retreat to Aman, and Flynn went with them. He lived for the entire First Age on Aman and that is where he is now. He has become great friends with Olwë, King of the Teleri. Flynn is still great friends with Terminus, half-elven and Mendlin the Wanderer.

Freyja Hammer

Fighter 6th Half-elf female

STR 18-91 , DEX 16 , CON 18 , INT 11 , WIS 15 , CHA 16 , COM , PER

AC -2, hp 48, MV 12, MR AL ch.gd., Age 22, Height 5'10", Weight 142# lbs

Skin fair, Hair blonde, Beard - Eyes green, Vision Infra 60', Wealth 5000gp

A figured woman with a watchful eye always looking for the impossible conditions. If you say it can't be done, she will do it just to say she did.

Weapons

A weapon master with the axe and specialized in warhammer (birthright), she will never .NEVER ..be far from her dwarven-made battle axe "Palin" (+1, +1 nonmagical) her pride and joy (a gift from her father) despite her possession of greater weapons (warhammer +3, axe of hurling +2.) She's also proficient in dagger.

Non-Weapons Proficiencies

A proficient horsewoman and rope artist, Freyja tended to her father's collection of the finest riding and draft horses in his land. She is always respectful of these creatures and is always quick to punish those who abuse their mounts. 'Tis the spirit of a warrior's mount which determines a rider's success" her older brother Marcus once told her. She is also an expert swimmer and seamanship as it was the lack of sea worthiness which brought the demise of her uncle Claw Hammer.

Special abilities

Mental Link with all Hammerkin . . . a gift of her father's wish to the god Thor.

Possessions

Freyja carries standard travelling gear for an mercenary along with ceremonial chainmail encrusted with the Hammer family symbol of the image of Thor superimposed by concentric warhammer, staff, and dagger.

Magical Items

Field plate (+2) and warhammer (+2) were each booty of a hoard found after defeating an assassin sent to murder a party member. Axe of Hurling was a prize in an arena battle to the death with a human gladiator. 10 potions of extra healing were a gift from her father upon setting off from home. Daddy's gift was well received, but I still haven't found a situation to warrant the use of the potions. Go figure. . .

Notes and History

Born to the legendary patriarch of the Hammer family Sledge Hammer Human; Ranger 13 / Psionist 21 / Priest of Thor 9) and the deceased Celeste Hawkmaster-Hammer (Half-Elf; Paladin 9), Freyja is one of 7 children. Her mother passed away giving birth to quintuplets one of which was Freyja. Taken care of by the household servants in the absence of her adventuring father, she and fellow quintuplet Daelwyn soon fell under the protective wing of brother Marcus. Four years their senior, Marcus took it upon himself to teach the tomboyish Freyja and the naturally-big Daelwyn the law of life as a warrior. Along with her skills as a horsewoman, and her love of the axe . . . much to her father's displeasure as hammers are the birthright weapon of the clan . . . Freyja was a natural. Marcus, Daelwyn, and Freyja soon took to doing mercenary jobs for their father and his land. When Freyja and Daelwyn were 17, the "3 Hammer Clan Mercenaries" were in a fierce battle with a seasoned wizard. When it seemed that the Hammers would take the upper hand, there was a massive explosion. Freyja was knocked unconscious, and when she came to, Daelwyn, Marcus, and the wizard were nowhere to be found. To this day, Freyja continues to search relentlessly for her siblings having sworn to her father not to return home until she has. In the company of three Battlerager dwarves, and a sylvan-elf assassin many an impossible challenge have been surmounted by the "Fearless Ragers".

Furnace Bloodstone

Dual class Fighter/Psionist 7th / 14th Human male
A Lord of Waterdeep, Member of the Calimsham Psionics Guild

STR 15, DEX 15, CON 19, INT 17, WIS 19, CHA 11, COM , PER

AC -1, hp 106, MV 12, MR AL NG, Age 32, Height 5' 8", Weight 170 lbs

Skin white, Hair brown, Beard Eyes brown, Vision normal, Wealth 29,897,832 gp

Weapons

Scimitar (sp), Shortbow (sp), Longsword, Shortsword, 2-weapon style (sp)

Non-Weapons Proficiencies

Elf, Dwarf, Riding, horse, Swimming, Blindfighting, Read/Write common, Meditative Focus, Rejuvenation.

Special abilities

+2 sv vs enchantment/charm spells, diminution 3/day. Psionics: PSPs (224) plus another 220 in a gem. All defence modes. Animal Affinity, Teleport, Energy Containment, Disintergrate, T.K., Shadowform, Psychic Surgery, Adrenalin Control, displacement, body equilibrium, teleport trigger, time shift, heightened senses, receptacle, flesh armour, graft weapon, stasis field, body weaponry, biofeedback, soften, control body, control light, contact, convergence, cell adjustment.

Possessions

Standard equipment.

Magical Items

Bracers AC 3, +3 cloak of protection, philosophers stone, green stone amulet, +5 longsword defender, +1 longsword +4 vs avians (can fire lightning bolts 6d6 15 charges left), +3 scimitar of celestial fury.

Notes and History

Achieved most of his fame in Undermountain. Successfully survived a failed attack on the beholder slave pits in Skullport. Got most of his money from the slaying of a brown dragon and now has a Psionics Guild in Waterdeep.

Gaerdal Sternblade the Warrior

Fighter 8th Gnome/Male

Heir to the Sternblade Brewing Co.

STR 18 (21) , DEX 17 , CON 16 , INT 15 , WIS 10 , CHA 15 , COM , PER

AC -3, hp 74, MV 9, MR 0.00

AL NG, Age 72, Height 3'4", Weight 81 lbs

Skin Mahogany brown, Hair White, tied in back, Beard White, Ironjaw style Eyes Deep Green, Vision Normal/Infra (60'), Wealth 35,000 +/- 1000 GP gp

Gaerdal Sternblade could almost be mistaken for a Dwarf in the way he is girded for war. He wears the Sternblade Crest (A black tankard behind an upright grey sword) upon his tabard of green. From warhelm to leather Weapons harness Gaerdal is every bit the fighter. In either PlateMail or his chain, he always has his three shortswords and handaxe. His face is weathered and battle-scarred and can change from a ready smile to a grim promise of death like quicksilver.

Weapons

Shortsword (double specialization)/Handaxe (prof)/Dagger (prof)/Light crossbow (prof).

Non-Weapons Proficiencies

Gaming/Brewing/Appraising/Set Snares/Carpentry/Agriculture/Cooking/Fire Building/Cheese Making/Ground Burrowing/Languages: Gnomish,Common.

Special abilities

20% chance of magical item failure when attempted to be used for the first time....Detect Slopes/Unsafe Walls,Floors and Ceilings/Determine depth underground/Determine direction when underground.....+1 to hit kobolds and goblins/-4 to AC vs Giant class....Double Specialized in Short swords +3/+3...specialized in two handed fighting style..ambidextrous...Professional crafter of alcoholic beverages and cheeses and their containers. Gaerdal can identify any of these by taste or aroma to the year and vinter/maker.

Possessions

Green tabard w/Family Crest..Black Weapons harness...Black breeches,tunic and cloak...Heavy belt pouch w/12 crossbow bolts...Light crossbow...wineskin full of family stout...Heavy black broadbelt.. His faithful wardog "Bark" who he rescued from an evil middle level mage. His bark is not anywhere near as bad as his bite.

Magical Items

Magebane: +4/+6 versus Magic-Users forged from Dark Ironstar steel and polished with everbright. (Dwarven manufacture-History still unknown) Heartsplitter: +2 Short sword of Quickness (Elfin manufacture) Blood Dancer: Short sword of Dancing (no properties other than normal sword abilities) (Gnomish manufacture--no known history) +3 Handaxe of Hurling "Split"...+1 Dagger...+1 Ring of Protection...Boots of Levitation...Helm of Underwater Action...A Rod of Terror...+2 Black chainmail....+1 Platemail of Fear (6 charges)...Girdle of many pouches: 7 potions of extra-healing.

Notes and History

The son of Gromdel Sternblade and from a long family line of merchants in the beverage and cheese business located in Ashabenford of Mistedale. Gaerdal served the family business as a caravan guard (as all Sternblades do for the business) and when they were set upon by Orcs and several Zhents and push came to shove....Gaerdal liked it quite a bit. He has since taken a leave of absence from the family business and has traveled about offering his services to caravans and an occasional short lived adventuring group. He has battled against many foul beings who mistook short on stature to mean short on combat much to their short lived horror. Gaerdal still promotes the family products and makes contacts for future business where ever he goes. Soon he hopes that through his efforts 'Sternblade Stout', 'Sternblade Ale', and 'Sternblade Dark' will be favorites of Sembia, Cormyr and the Moonsea areas as it is in the Dalelands.

Gart-Thyrann "Thunderstorm" Gormador Triumvorn

Fighter 9th Thief 20th Wildmage 50th

Red Half-Dragon Male

Destroyer of the Pentanex/Member of the World-Wonderer a.s.o.

STR 2-20 , DEX 19 , CON 17 , INT 22 , WIS 17 , CHA 16 , COM , PER

AC -10, hp 185, MV 12, MR

AL CN/G, Age 133, Height 201, Weight 149 lbs

Skin red, Hair orange, Beard none

Eyes Snake-like orange, Vision normal, Wealth 800.000 gp

Gart is slender with long Red-Silvery hair. Mostly dressed in Black and signs of Lightning. He loves it to cast Lightning Spells (Like Gart's Electric Ray or Gart's devastating Thunderstorm).

Weapons

Cyrien-Longsword+5 of Quick dancing and Speed with editorial Powers. Scimitar+3 of Speed. Dagger+4 of wounding.

Non-Weapons Proficiencies

Most of the Wizard Skills. Tumbling Alertness Falling.

Spell casting

Gart cast all Lightning Spells with (Spelllevel+1 on Damage and STH on -1).

Special abilities

Level% to Enemy MR Garts Familier (Hackee The Chipmonk) can Cast as if 12Level Mage, on Garts Spellcasting Level(50). Immunity to Death Spells Half Damage from Poisons Inter PC Communication with the Adventuring-Party The "World-Wonderer" Inter PC Teleportation " " " " " " " And some Minor Powers.

Possessions

Gart owns The "Citadel of Thunder" on Enormes Castle in the City called "Heros Nest".

Magical Items

The Staff of Laka'an. This mighty Staff is one of Seven staves that were held by the seven principles of ancient Uilkan. It is a Powerful Artefakt and an honor to bear it. Ring of Wards (+25% Absorption Capacity by defence Spells) Amulet of Magic-Resistance Lowering (30%) Coin of Protection+2 Staff of Power.

Notes and History

Gart was born as a Child to Sastyriell Gormador (Elf) and Arcanus Triumvorn (an Chaotic good Red Dragon) He is Member of the infamous Party called the "World Wonderer" which fights an eternal Battle against the Dragonlord and God Slayer Myrtany the Archevil and his Monions. He is founder of the organisation called "The Continuum" an organisation of Mages/Thieves/Fighter. Garts Main Aim in Lives is to Gain Power!!! And one Day hopefully to destroy Myrtany!!!!

Gendo Akagi

Fighter [kit: Samurai] 6th

Human male

STR 18(00) , DEX 15(72) , CON 18(00) , INT 14 , WIS 16 , CHA10 , COM , PER

AC 2, hp 62, MV 12, MR 0 AL LN, Age 19, Height 5'9", Weight 195 lbs

Skin pale, Hair Black, Beard none Eyes Black, Vision Normal, Wealth 1,667 gp

Gendo Akagi is a well-formed human specimen of fitness. His strength and physique are tempered by an aura of strict, noble honor, as is typical for the Samurai. (Note: This Samurai kit is a slightly modified version of the one found in the Best of Dragon vol. 2 from 1979, I think).

Weapons

He uses his family katana that has been passed to him through the generations, called "Chirijiraiden" Katana (P), Katana (Sp), Katana (Mst), Katana (HMst), Katana (GMst), Daikyu (P), Two Handed Specialization.

Non-Weapons Proficiencies

Calligraphy, Horsemanship, Poetry, Common, Japanese.

Special abilities

He has a number of Special abilities:

*Because of his specialization with the katana, and the fact that it is a special type 3 weapon, Gendo critical hits on a roll of 4 better than he needs to hit his target. He can draw his katana and attack in the same round, gaining automatic surprise on his opponent. 1/week, he can draw his katana, attack, and sheath it again in the same round, automatically gaining surprise and a critical hit, assuming he hits. If attacking without his weapon, he will throw his target on a hit, forcing them to spend 1-2 rounds to get up. If attacking unarmed, on a 18-20, assuming it hits, he can opt for open-hand monk damage of an equal level to his own. This goes up 1/4 levels. If attacking unarmed, on a 20, assuming it hits, he can opt to automatically subdue his opponent. This goes up 1/6 levels.

Possessions

His only Possessions are his sacred katana, "Chirijiraiden", and a full complement of all the pieces of oriental armor. His lord, the Lady Brinn, provides him with everything else he may need.

Magical Items

The only magical item he owns is a Blending Helm of the Shukenja, a helm that changes shape into a circlet to hide its appearance, allows him to meditate 2 hours per day, and provides him with an AC of -2 to the head.

Notes and History

Gendo Akagi came from a world that is much like medieval Japan, with strict codes of honor. He came from a prominent family that held much honor in his city. Much of his own honor was lost when he led a losing

battle against minions of the recently-appearing Dragon Mountain, and was captured as a slave while saving the life of fellow warriors. For many months he spent in the dungeons of Dragon Mountain, slaying anyone who dared to steal his katana from him, but mainly biding his time to wreck his vengeance. Then, one day, a beautiful young woman bought him from his despicable life, one Lady Brinn, and offered him a life of being her protector. Swearing fealty to her, Gendo Akagi is now living a more suitable life, protecting his daimyo, and awaiting the day when she, along with her companions, will attempt to seize control of Dragon Mountain to halt its evil campaign across the planes. I must note here that in this dragon Mountain campaign, there are no more kobolds and such in the mountain. Our DM has changed it so that there is a society of evil living within the mountain. Each of the original tribes (Wishbone, Black Death, Torn Claws, etc.) have been transformed into various guilds (fighters, mages, merchants, thieves, farmers, etc.) of phenomenal power. The various fighter guilds are tremendously more powerful than any normal kits available in the AD&D orlds, and the same goes for the rest of the classes. Because they are all so powerful, each clan offsets the others, and a semblance of balance is assumed. We are not even sure the dragon Inferna still exists. Lady Brinn and her companions (you can also look up Kiehl Ormond on this website) have infiltrated the mountain, and have been ordered to stop the mountains reign of terror over the various prime worlds it visits. To help with this, all of the original characters (Brinn, Kiehl, Robard, Grandmama, etc.) have been granted a 20-year nullification on their alignments, to aid in fitting into the corrupt and cruel society that lurks within. When 20 years passes, there will be an "Armageddon" alignment check to weigh the accomplishments of the party. Essentially, they will be absolved of any evil they commit within the mountain if they can somehow destroy or take control of it. Believe me, we have had to commit some awfully heinous acts to survive within the mountain.

Generi Blackcrack

Fighter 7th

Human, Male

Head Waterboy of Waterdeep, Champion of the Realm

STR 9 , DEX 5 , CON 6 , INT 3 , WIS 17 , CHA 8 , COM , PER

AC 5, hp 56, MV 12, MR 0

AL NG, Age 23, Height 05'11", Weight 190 lbs

Skin yes, Hair no, Beard no

Eyes yes, Vision pretty good, Wealth 200 gp

He is a strong warrior, and sends his foe s crying in fear. Women love him and men want to be him. He wears fancy clothes. He only has three fingers on his left hand.

Weapons

Longsword shortsword battle axe heavy lance dagger (proficient in all)

Non-Weapons Proficiencies

Rope use, fire building, weapon smithing, leather working, endurance, blind fighting.

Possessions

Clothes 50' silk rope backpack waterskin bedroll 1 week rations 3 torches tinderbox.

Magical Items

Longsword +2 leather armor +2 ring of protection +1.

Notes and History

He was born in a village, and his evil mage uncle burned it down with a horde of orcs under his control. John and Jane, Generi's parents, sent him away during the attack. He was beset by a band of orcs, and they beat him and left him for dead. A great warrior, Basart, found him and raised him to be a great warrior. Basart let Generi go when he was 18 to seek vengeance on his uncle.

Gent the Longstaff

Fighter [Myrmidon] 7th Human, Male
Knight of the Blood order/Queens knights

STR 18(32) , DEX 17 , CON 17 , INT 16 , WIS 13 , CHA 12 , COM 12, PER

AC -7, hp 65, MV 12, MR 0

AL NG, Age 19, Height 6'6", Weight 180 lbs

Skin Normal, Hair Black, Beard No

Eyes Green, Vision Normal, Wealth 5000 gp

A normal male but a bit large...he tries to catch his girls with wits. Now a knight he still have his troubles handling etiquette and similar things and he thinks that hounor is a little too.....weird.

Weapons

Longsword (Sp), Quarterstaff (sp) and a FREE PARRY, Sling (sp), Beltpistol (sp).

Non-Weapons Proficiencies

Twohanded Weaponstyle, Weapon and shield style, Lumbering, Survival, Fire building, Riding, Landbased, Reading/writing Common, Ettiquette, Animal Handling.

Possessions

Adventuring gear....., Full plate in Fine steel. Shield, Chainmail, 2 Stakes, Monebelt, Hourglass, 22 bullets and gunpowder, 28 slingbullets, A Beltpistol with 2 barrels.

Magical Items

NorthernBane (Longsword +2/+3 vs Giants - Giantslayer), Badgerkiller (Quarterstall +1) Potion of Heroism, Potion of Guasus form, Potion of Growth, Potion of Speed, Potion of Giant Strenght, Oil of Feiry Burning.

Notes and History

As the son of a mercenary leader he was sure to become a mercenary himself bur after a few months of adventuring and the rescue of a town he was asked to join a brotherhoss of knight. Flattered with that he accepted and now he tries to behave – but thats isn't easy.... His companion are an Evokerwizard called Vladimir, A Chaval priest called Bardis, A Chavalier called Meron and a thief called Leatchuir.

'Ghost' A.K.A.Osaki Jun Fan

Dual-Class Lone Wolf Ninja 7th /Fighter 8th Human male

STR 17 , DEX 18 , CON 15 , INT 17 , WIS 15 , CHA 12 , COM 12, PER

AC -2, hp 64, MV 12, MR 0

AL Chaotic Neutral, Age 29, Height 6'0", Weight 150 lbs

Skin 1/2 Oriental/Western, Hair long black, tied back, Beard Eyes brown, Vision normal, Wealth just what he carries

Angular features, lean body;wears a brown kimono w/3 black stripes on sleeves, tan hakama(pants just past knees), black sash, tabi(socks), straw hat(oriental) + sandals.

Weapons

12 small shuriken, kyogetsu shogi(iron ring, rope, + dagger), kote claws(explained later), katana, Ninja-to +1 of speed (sp), caltrops(bag of 25), 9 nage teppo(3d6 dmg, 10' radius).

Non-Weapons Proficiencies

Escape, cantrip (picked up while apprenticed to a hermit wu jen, int 0, 4/day), western common(had to learn in Faerun), high Shou (native), tumbling, assimilation, appraising, swimming, ambidexterity, 2 weapon style specialization; Jeet Kune Do (3/1 #at,-4 AC[iron skin], 1d10 dmg [iron strike]; meditation),

Kendo Chi (3/1 #at, -2 AC, +4 to single sword dmg; fall, weapon breaker, distance cut 30'[dmg from force]), Ninjutsu (2/1 #at, -3 AC, 1d4 dmg; blind fighting, all around sight, choke hold, ch'i attacks +1, incapacitator, grappling block, circle kick). Ghost is a deadly warrior (bit of an understatement).

Special abilities

PP 30%, OL 45%, MS 70%, HS 65%, DN 40%, CW 80%, RL 0%, backstab x3, hold breath 7 rounds, water walk (more like run)35'-7/day; wild talent made natural w/ wish-ectoplasmic form 7/day,takes 1 round to begin.

Possessions

Armor-kote (armored sleeves)w/ pop-out claws 1d4/1d3 dmg, sune-ate (shin guards), leather jerkin;Leather Pack-1 wk. rations, climbing dagger, glass cutter, bag of caltrops (25), 51 gp, 21 sp, 9 nage teppo, 3 torches, night suit, bedroll, full waterskin, small tent;Horse.

Magical Items

Ninja-to +1 of speed, collapsible, 1 attack before initiative.

Notes and History

Learned ninjutsu from a hermit wu jen/ninja, spent majority of life traveling and adventuring, became a fighter after losing an important duel and losing honor, recently escaped dungeons of a reptile cult with no possessions but his magical ninja-to and meager supplies. He made it back to a cache of supplies and is respectably equipped now. Freely travels between Faerun and Shou Lung, has high clearances in Waterdeep, he has remained largely a loner throughout his life. He once travelled all the way to Zakara, the land of Fate.

Giavanno of the Long Road

Fighter [kit: bladerider] 5th

Human male

STR 15 (Mus 13/Sta 17), DEX 15 (Aim 11/Bal 17), CON 13 , INT 12 (Rea 14/Kno 10), WIS 14 (Inn 12/Wil 16), CHA 16 (Lea 14/App 18), COM 17, PER 15

AC 4, hp 40, MV 12, MR Nil AL NG, Age 28, Height 6'2", Weight 202 lbs

Skin Sun-bronzed, Hair Black, curly, Beard None Eyes Brown, Vision Normal, Wealth 220 gp

Giavanno is a dashing rogue clad in black leathers, tight trousers and high, hard riding boots. He keeps his curly black locks under a dark bandana and has a large golden earring shaped like a rearing horse in his right ear. He wears his bastard sword, 'Tinsel', in a scabbard across his back. A leather thong lashed around his left leg holds a pair of throwing daggers. He makes friends easily, stealing the hearts of ladies everywhere and flashing his grin always.

Weapons

Bastard sword (sp), Dagger (p), Sword, Broad Group (p).

Non-Weapons Proficiencies

Animal Lore(horses): Giavanno has an almost unearthly link to equine mounts. Animal Handling(horses): Giavanno spent his early years around the horses of his people. he is an accomplished trainer and judge of horseflesh. Riding, Land-based: Giavanno is an expert rider, easily able to coerce his mount to attain extra speed or to attempt a difficult trick.

Special abilities

Giavanno possesses the ability to, once each day, create the effects of an animal friendship spell with regards to a difficult or untrained horse or horse-like animal. He has no conscious knowledge of this and others have noted his ability to calm even wild broncos, creating a bit of a legend about him.

Possessions

Other than those listed in his description, Giavanno carries only a small kit containing enough food and water to sustain both himself and his mount to the next town. He lives by the motto of travelling light.

Magical Items

Giavanno possesses a magical bastard sword called 'Tinsel'. This blade is +1/+3 versus Undead. 'Tinsel' causes double damage against these foes. The horse-shaped earring in his ear grants Giavanno an extra roll to avoid being knocked from the saddle and allows him to double the movement rate of his mount for 1d4 rounds. Giavanno possesses one of a set of Horseshoes of speed and is currently searching for the other pieces of the set.

Notes and History

Giavanno was the trick-rider of a roving gypsy band in Faerun, plying their travelling circus-like show between all of the towns and villages of the North. Unsurpassed in his riding skills and prowess with a blade, he would combine the two in a deadly acrobatic display of horsemanship. All of that changed when he saw the bands council of elders turn the other cheek on the evils of the Zhentarim and of the Captains Alliance of Luskan, who used the gypsies shows as cover for their slave-taking operations. Unwilling to sit idly by while children were lured from the crowd and sold into slavery, Giavanno attempted to stop the slavers. The battle was quick, brutal, and final. Four slavers lay cold on the ground and Giavanno rode off, a young child struggling across his saddle. Since that day, the exiled Giavanno has carried on his one-man war against those who would profit from the owning of another. He holds freedom to dear too dear to see it taken away. Giavanno has been approached by agents of the Harpers and is seriously considering joining that organization.

Gilb 'Cyclops' del Sinistre

Fighter [kit:Myrmidon] 11th

Drow, Male

Fist of Tempus

STR 18/99%, DEX 20, CON 11, INT 16, WIS 9, CHA 18, COM , PER

AC -4, hp 96, MV 12, MR 1 AL N, Age 157, Height 5'1", Weight 86 lbs

Skin Black, Hair White, Beard none Eyes Red, Vision Infra 120', Wealth none

Cyclops is a one-eyed drow male. He lives in the Forgotten Realms. He is a true follower of Tempus the god of War. He died once and met Tempus in the Nirvana, and the god gave him a new life and religion. Since that he teaches it with his sword. He wears a magical mask. He seems to be an old human male dressed like a Priest of Tempus. But he isn't a priest, he is simply a warrior. He wears a nice black ring named The Ring of the Drow. He can so use all of the special abilities of a drow out of the Underdark, too. But the spells "Know Alignment" shows, that he is chaotic evil. He has a drow-chain mail and an adamantine long sword. He can hit with this sword anybody he wants. Priests of Tempus know, that he is a true follower of the god. He has a rank of a senior priest and can act this way whenever he wants. But he does it seldom. The ring he wears is made of a living stone but don't have alignment and ego. It seems just to be chaotic evil. CE was the alignment the drow wizard, how makes the Ring. And the stone got this alignment. The Ring is cursed, Cyclops can't drop it. His sword isn't magical just blessed. Actually it isn't a holy sword. The name of Tempus is engraved in the steel of the sword. He has a special aura. Elf wizards and priest can see it, and they become a little fear. They know that he isn't a human male, and they see the mask too, but no more. He has 1% magic resistance. A gift of Tempus. But he hasn't the drow magic resistance just in the Underdark. He has Charisma 18, but this is magical. He became two cards of the Box of many Things, and became so his magical Charisma. He isn't a leader personality, he seems just to be a very noble old man. He has a castle in Faerun, but he don't know where. He has just a small map. Cyclops seems to be a human but he is really a drow: he don't like the arrogant grey elves. He likes just the followers of Tempus. He don't have any family or clan. He has just the religion of Tempus.

Weapons

Adamantine long sword (sp. Level 2), hand crossbow (sp level 1), blade song fighting style (sp level 3).

Non-weapons proficiencies

Languages: drow, grey elf, human, dwarf, storm giant. He has the following non weapon proficiencies: riding, horse, swimming, heraldry, spellcraft, religion, tumbling, tracking, rope use, blind fighting.

Special abilities

Special attack: bladesong fighting style (drow style). Special magical abilities: darkness twice per day, fearfire twice per day, dancing lights twice per day, levitate once per day, detect magic once per day, know alignment once per day, know religion permanent. He has two wishes of tempus.

Possessions

Bracers, robe (blue & red velvet), an adamantine sword & scabbard, hand crossbow, an adventurer kit, a wineskin filled with water.

Magical Items

Ring of the Drow (cursed), Mask of human personality.

Notes and History

He died once and was resurrected.

Gilde'an Linfilan "Gill"

Fighter 11th High Elven Male

Wielder of the Katana of the Dragon, and the Blade of Blue

STR 15, DEX 18, CON 14, INT 17, WIS 14, CHA 16, COM 19, PER

AC -2, hp 71, MV 14, MR 85

AL LN, Age 200, Height 5'10", Weight 125 lbs

Skin light , Hair Blond/Gold, Beard - Eyes Blue, Vision 60' Infra, Wealth 2,612 gp

A warrior by trade, he walks in a military manner. He has the look of a man of vengeance. A man of an empty life. As if all he knew or knows is dead or gone. When you see him he is attractive ,but his sadness draws pity for him. He is half oriental and half Cormyrian. On his chest is a great scar. Its size, and shape bring you to wonder how the scar was placed there.

Weapons

(1)Katana (Sword of the Dragon) 1d10+3 1d12+3, (2)Long Sword (Blade of Blue) 1d8+4(+6) 1d12+4(+6) W/specialization, (1)H.Crossbow w/bolt 1d6 1d6.

Non-Weapons Proficiencies

(2) Blind Fighting, (1) Alertness, (2) Ambidexterity, (rest of the prof.) Ship building and Engineering.

Special abilities

Two Weapon fighting style

Possessions

Riding Horse, Rope, Silk (50ft.), Chain Mail, Armored Boots, A small farm.

Magical Items

Cloak of Elvenkind.

Notes and History

A descendent of an oriental Daimio or lord, Gildean was born in Cormyr of a elven woman and an Messenger from the land of distant Wa, Gildean is a man of morals based on honor. Though after working with a mercenary company for 7 years he lost much of his honor sense. He became a high ranking member in his mercenary company, and they became his family. As time passed they were always fighting for jobs, or placed against another group know as Selbons Slayers. There was another faction between them though, the leaders of the both companies were sworn enemies. Gildean's band known as the Band of the Blade, was known for the sword of it's leader. The man was Eldon, and his sword was the sword of the Blade of Blue. Eldon and Selbon were brothers who hated each other. Selbon though was not a great warrior, he was a wizard that brought his men to victory in every battle they fought. The battle between them was over the Blade of Blue, which was by birthright Selbons ,but by choice of there father Eldon's. After many confrontations Selbons slayer took an outright attack on the Band of the Blade's base in Arabel, unprepared and mostly sleeping the band was destroyed along with Eldor. Only a few survived, the sword then lied with Selbon and his band. Gildean took to running for he was hunted. He took the name Gill to hide to use until, he could take back the sword (which by the rules of the Band was to go to the next in command) and slay Selbon himself. He traveled far from Cormyr to Waterdeep where he met his friend Belzac. Belzac was a Dwarven priest warrior of Moradin. In a short time they caused much trouble causing them to come to a man who saw their potential good, but their danger to the peace of his home town. So Khelbon "Blackstaff" Arunsun, sent them to a distant friend who was in need of some warriors, Lord Everett of Morning Hallow. He had heard the whereabouts of Lashen of Scaredale, and wanted some men to seek and destroy him. It was an obvious suicide mission. They were to enter Myth Drannor and find the School of Wizardry (from a map given to them by Elminster) find Lashen kill him and his best bodyguards then destroy a lich for Elminster, that lived there. After a week and 2 days they returned with the spellbook of the dead lich ,many magic items and the story of Lashens fall. (The lich sent him to the center of the world.) They helped Everett of Morning Hallow defend his town many times before feeling ready to take Selbon's Slayers. Selbon's Slayer had grown much more powerful over the years though and were ready to try and take Archendale and it's forces. With the help of the "Riders of the White Cloud" and The Defenders of Morning Hallow (two Adventuring Groups) they planned an attack. Before the attack an old friend of the Band of the Blade known as Mordimer (a Dwarven Warrior of legends who wears full Mithril Armor with (spikes) came to help. When Selbon heard an attack was near he stopped his plans to take Archendale to set defenses against the new foe. With the strong charge of the Riders of the White Cloud and the footmen attack of the Defenders of Morning Hallow Selbons Slayer's were all but defeated when Selbon met Belzac on the field of battle...In the end after many spells and attacks were passed Belzac lie dead. Gill became enraged with all that passed through him, he ran upon Selbon with a fury, and struck him down with his sword. Taking up the fallen Blade of Blue he stood ready for all attack. Selbon came to stand casting a great spell. During this time Selbon's formost swordsman came to battle Gill. Gill struck hard and fast and many times before an attack was returned. Even then his foe was no match! When Selbon finished his spell of a lightning/fireball mix it, was absorbed into his swords (Fire to the Dragon, and Lightning to the blade of the Blue) Gildean spoke Selbon wizard of evil, brothers bane, spell for hire you are dead! And so beheaded him. For years after that day Gill felt sadness upon himself, with his best friend gone and his reason for life ended. He would probably have died of heartbreak there ,but he found the diary of Selbon. It said that Eldon was not dead he was in a magic box somewhere in Zhentil Keep, and he struck out on his new adventure. When he reached Zhentil Keep he found that it was being passed all through the Zhentarim around the realms. He had a new reason for life, a chance to find the man who had been like a brother to him. And so he went...

Gluffo Storfot

Fighter 9th Troll male
The Beast from Arnrock

STR 18(00) , DEX 7 , CON 19 , INT 3 , WIS 1 , CHA 1 , COM , PER

AC -7, hp 119, MV 12, MR AL CG, Age 37, Height 9', Weight 660 lbs

Skin Thick, dirty, scarred, Hair Messed up, Beard - Eyes red, Vision normal, 60 foot predator vision,
Wealth 1 single gold coin gp

When you dream nightmares about scary creatures and weird looking monsters that make you want to cry out, Gluffo is still the worst monster you ever will face. But behind this scary look is a kind troll who only tries to find friends. So if you ever meet Gluffo try to be nice to him, so that he will treat you in the same way.

Weapons

Unarmed combat sp. Morningstar +2 (sp), twohandedsword +3, Bodelsword 2D10/4D6, shortsword of quickness (sp), +2 Sunblade, shortsword +3, Heavy crossbow of speed, Longsword of defense +3.

Non-Weapons Proficiencies

Swimming Running.

Special abilities

Hurl rocks, 50% chance of eating a beaten enemy, use trees to fight with +1 vs. goblins, hobgoblins, orcs, halfords.

Possessions

Dragon skin, giant purse, giant bucket, giant chest of food, big beer container, necklace with tooth from victims, giant bag, clothings.

Magical Items

Helm of teleportation, Large shield +3, Girdle of Giant Strength 23, Ion stone of regeneration.

Notes and History

He was raised by humans to be a nice troll, but ran away at an of 20 because they started to dislike horrible looks. He escaped to Arnrock where he is still situated when he is not adventuring. His best and friend is the human priest Torulf who helped Gluffo out of many troubles. He often manages to get himself into trouble because of his not so very high intelligence.

Gooble

Fighter 1st Goblin Male

Slave

STR 9, DEX 10, CON 7, INT 4, WIS 6, CHA 4, COM -, PER -

AC 7, hp 3, MV 12, MR 0 AL CN, Age 23, Height 4'1", Weight 40 lbs

Skin Lumpy, green, Hair Always wet, not much, Beard - Eyes Red, Vision Infra 50', Wealth 3 gp

Gooble is a small, warty goblin with one aim : To clean up the goblin tribes. He cannot bear dirt and is very clean himself. Unfortunately he still has boils and warts because of spreaded disease. He is not very loyal to his tribal leader, King Toop, due to the mess he makes. The other goblins consider him as a "slave" or "piece of dung" etc. Short, green skin(clean), weak, a bit thick, wide-eyed and curious. Gooble cannot stand the sight of dirt. In fact, when he does see it he goes into a mad panic, whisks out his cleaning tools and immediately tackles the filth. He tries to keep himself entirely spotless.

Weapons

Rusty Dagger - Has specialization (Damage : 1d4+2/1d3+2 THAC0 : 19 ROF : 3/1).

Non-Weapons Proficiencies

Cleaning (new) - The character knows the best ways to clean things, which tools to use and has experience at getting rid of that dirt ! They are very fast at this household chore (job).

Possessions

Mop, bucket (full of water), floor brush, cloth, duster, rusty dagger, bones, playing card (A piece of slate with the goblin number 3 scraped on it), rags (wearing).

Magical Items

Goblin toilet brush of cleaning - Destroys all dirt it touches.

Notes and History

Gooble came from a very poor family. From an early age he could not stand the dirt and filth of his home. His brother was the complete opposite and grew to be a tribal chieftain.

update – gooble

STR 20 (16) , DEX 18 , CON 14 , INT 14 , WIS 10 , CHA 13 , COM , PER

AC 3, hp 50, MV 12, MR 35 AL ng, Age 30, Height 4' 5", Weight 155 lbs

Gooble is short and quick. This gives him an advantage when he fights against larger creatures. He is fairly intelligent.

Weapons : 2 handed sword +4 (p), composite long bow w/ arrows (p), battle axe, knife, quarterstaff, dagger.

Non-Weapons Proficiencies : Etiquette, riding – airborne, weaponsmith.

Spell casting : Can cast spells as though he is a 6th level mage.

Special abilities : Detect ambush, find treasure, reveal treasure, permanent suggestion, read magic, detect lie.

Possessions : Backpack, maps, 10 torches, map cases.

Notes and History : Gooble got tired of the way he was living, so he left his tribe and went to a fighter's training area and enhanced his fighting skills. After 3 years of training, he left and went out to seek his fame and fortune. He helped an old woman who was being attacked and she gave him the scroll of give ability to cast spells and taught him the ability to read magic at will. the old woman disappeared, and he never saw her again. He then found the ring of strength in a cave while exploring the mountains of the lightning giants. Right now he is in a town called Torothburg relaxing and waiting to go adventuring again.

Gore

Fighter 4th

Half-Orc male

the most brutal warrior this side of The Bog

STR 19 , DEX 10 , CON 18 , INT 7 , WIS 12 , CHA 4 ,COM 6, PER

AC 10, hp 50, MV 12, MR 0 AL CN, Age 17, Height 90 inches, Weight 507 lbs

Skin greyish light green, Hair none, Beard - Eyes red-brown, Vision Normal and 30' Infra, Wealth none

Enormous mostly naked hugely muscled hulkish brute.

Weapons

Proficient in: Knives specialized in: clubs, punching. Carries a massive spiked club that he uses in both hands, does 2d4 damage, plus his str and spec for a total of 2d4+9

Non-Weapons Proficiencies

Survival, forest, hunting, animal lore, sailing. Languages: Broken common, orc.

Special abilities

Rage: immune to fear, can sustain up to -10 hps before collapsing. Only happens when you do something drastically mean to him or his friends.

Possessions

Bearhide breechcloth, horned helmet: 2 forward 2 foot horns and a top spike.

Magical Items

Helmet: enables his rage, as above.

Notes and History

He was kicked out of his orc tribe at 7, and lived in the wild until he turned 15. He killed a grizzly with his bare hands. During his first adventure, he wrestled a 30 foot water python in a pond and killed it, then

punched out a cave bear that killed his companions. He later joined a Norse ship and raided a few cities. Then he beat up their captain, an ogre. He then left them and joined up with another adventuring party. They raided a dungeon and were attacked by a pack of trolls, they killed one of his companions, Jon the Deathbringer, and enraged Gore. Gore tore them apart in hand to hand combat, and when they regenerated, he tore them apart again. His companions then burned their remains. Later, the party released a demon, which caused them all except Gore to flee. The two tussled is out for a few rounds, then Gore hit the demon full force with his club, dmashing its face. Wounded, but not dead, the demon retreated. It had never known an any enemy that was so strong andfearless. The demon tracked down Gore's companions and murdered them one by one. Gore tracked done the demon and dragged it across half of the continent to his homeland, and then released it upon his former tribe. After it had killed them off, Gore impaled it on a stake and drove poles through its hands and into the ground, crucifying it. He then left it and went to the north, where he met his doom. His newest party had dared to raid a dragon lair of a white wyrm. As they escaped with most of the loot, it gave chase. Gore collapsed the tunnel and let his companions escape, trapping himself and the wyrm together. They wyrm and Gore fought it out, but Gore was hopelessly outmatched, and was killed.

Gore Gravelhammer

Fighter 1st [Mountain Dwarf] Dwarven Male

STR 12 (Mus 12/Sta 12), DEX 15 (Aim 13/Bal 17), CON 16 , INT 14 (Rea 12/Kno 16), WIS 13 (Inn 13/Wil 13),CHA 8 (Lea 8/App 8), COM , PER

AC 0, hp 15, MV 6, MR AL NG, Age 32, Height 4'4", Weight 134 lbs

Skin Tannish Gray, Hair Black, Beard Black (Braided) Eyes Blue, Vision Infra 60', Wealth 132 gp

Weapons

Warhammmmer (Sp) 3/2.

Non-Weapons Proficiencies

Weaponsmith.

Special abilities

Detect Mining, Melee Bonus, Saving throw bonus, fast healer.

Magical Items

Cannot use rings, rods, staves, or wands.

Notes and History

Born in the Cloven Mountains in the Vilhon Reach. Gore began to fight for fun and decided that his life lie not in the smithy, but in battles. Decided to hire on to a caravan where he met Anvik. Anvik and he became partners even though their races clash.(Anvik is an elf). They finally acknowledged each other's abilities and now have a grudging partnership. Anvik often laughs at Gore's disposition. Currently seeking out a magical suit of armor for the Baron Mellic.

Gorgon

Fighter/Mage 12th /13th Elf, Male
Factotum

STR 19 (Mus 20/Sta 17), DEX 18 (Aim 14/Bal 22), CON 19 (Hea 20/Fit 18), INT 21 (Rea 12/Kno 20), WIS 17 (Inn 16/Wil 18), CHA 16 (Lea 18/App 16), COM -, PER -

AC -6, hp 134, MV 16, MR AL LG, Age 36, Height 6'4", Weight 264 lbs

Skin Light, Hair Blond, Beard Thick Eyes Blue, Vision Infravition 60 feet, Wealth 520000 gp

He has a large castle in Elysium, (480000 gp). Army: Cavalry 500 soldiers, Infantry: 980 soldiers (chainmail, Shield, Bastard).

Weapons

Bastard +1/+4 (+ Str bonus), Longsword +2/+3 (+ Str bonus), Comp Longbow +2/+2 (+ Dex bonus), Grebenew¥s Giant killer (Two-Hand) +3/+3 +5/+6 against giants. Hawkblade (Bastard), the blade is int. and can talk, fly and fight by it self. (it¥s in the DMG).

Non-Weapons Proficiencies

Riding, Swimming, Reading writing, Monster lore, Diving used 4, Magical engineering, Animal lore, Languages: Primes, Elfish.

Spell casting

All schools (Wizard). Casting level=8.

Special abilities

Infravision 60 feet, Detect secret 1 on d6 (Elf abilites).

Possessions

Spellbook, backpack, Elven Chainmail +3, (nothing special).

Magical Items

Ring of spellstoring, ring of protection +4, Bracelets of strenght +1, Boots of elven kind, Amulet of fire protection, ring of teleportation, Cage of shelter, Ring of shape shanges, Ring of water breathing / underwater action, Gloves of freedom from magic, Amulett of stoneskin.

Notes and History

Gorgon is a member of the guardians and has fought many battles against the evil bastards that lurks in the night.

Greenie (real name unknown)

Fighter[kit:archer] 10th Elven male
The Green Maned Scourge of the Orcs

STR 14, DEX 19, CON 13, INT 15, WIS 13, CHA 14, COM 15, PER

AC 0, hp 86, MV 12, MR AL CN, Age 123, Height 4'11", Weight 100 lbs lbs

Skin white, Hair Green (dyed), Beard - Eyes brown, Vision Infra 60', Wealth 2,349 gp

Wild and rebellious since an early age. He was the best young archer in his village until he was banished for unruliness. His more noble and refined friend Ferrin accompanied Greenie in his early adventuring life. In the last few years Greenie has been wondering the world,with no known companions. He has earned the title Green Maned Scourge of the Orcs due to the fact that he kills any and all orcs he can on site. No one really knows why. But these actions have become infamous among orc tribes and a huge price is on his head, he is currently being pursued by several mercenaries. Fast talker and crackshot archer.

Weapons

Long bow (sp) Long sword (sp). He hasn't taken the time to learn anything else.

Non-Weapons Proficiencies

Hunting, Rope use, Fire building, Tumbling, Jumping, Gambling, Appraisal, Riding/land based.

Possessions

Backpack, Greek fire, rope, rations, quiver, various gems and trinkets.

Magical Items

Long Bow +3, Long sword +2, Dagger of Venom, Helm of teleportation, Broom of Flying

Notes and History

Lately Greenie has been seen riding a war elephant. (Yes a war elephant) He uses the elephant to run and trample anyone he doesn't feel like wasting arrows on. A few years ago he led a group of elves on a massive raid of Dantilus Castle. The elves took heavy losses and only a few escaped, but the objective of assassination of the noble within the castle was carried out by Greenie. It is rumored that he now searches endlessly for his sister Alaysia, and his longtime friend Ferrin.

Grayhawk

Fighter/Thief 3rd/3rd Elven Male

The Shadow, Scurge of the thieves guild of Arendale

STR 16 , DEX 19 , CON 13 , INT 15 , WIS 15 , CHA 12 , COM , PER

AC 4, hp 24, MV 14, MR 0 AL LN, Age 112, Height 62", Weight 109 lbs

Skin Normal, Hair Black, Beard Slightly scruffy black Eyes Blue, Vision Infra 60', Wealth 1300gp

A scruffy looking type, a former pirate who still wears his black bandana over his hair. Tall and lanky but deadly experienced. He can be seen nightly using his skills on the city of Arendale and avoiding his enemies; the city guard and the thieves guild. His eyes seem to be the only thing you can see of him everything else slips past your vision. He wears a black suit with slashes of gray across the front. He has a rope around his arm, a bow over his shoulder, six arrows strapped to his back and a sword at his side.

Weapons

Long sword specializes, short bow (P)

Non-Weapons Proficiencies

Tumbling, blind fighting, rope use, tight rope, jumping

Special abilities

PP 20%, OL 35%, F/RT 15%, MS 60%, HS 80%, CW 80%.

Possessions

Long sword, short composite bow, six sheaf arrows, thieves picks, 50' silk rope, grappling hook, soft leather boots, soft leather black armor, embroidered suit.

Notes and History

Not much, he's new, but he's good.

Griffon Blademaster

Fighter 12th Arival Elf Male

STR 17 (Mus 17/Sta 17), DEX 19 (Aim 18/Bal 20), CON 15 , INT 14 (Rea 14/Kno 14), WIS 13 (Inn 13/Wil 13), CHA 15 (Lea 15/App 15), COM , PER

AC -16, hp 86, MV 12/18(C), MR AL NG, Age 179, Height 6', Weight 157 lbs

Skin white, Hair Brown, Beard Eyes Brown, Vision Infra 120', Wealth 97,000 gp

Griffon is a tall handsome winged elf(arival). HE has long brown hair and brown wing feathers. He has a hawkish nose and deep gazing brown eyes. He has a tattoo of a griffon over his left eye.

Weapons

LongSword(grandmaster), Crossbow, Abidextrous, two weapon style, Longsword+3 of Sharpness, Longsword+3/+6 frostbrand, Crossbow of accuray, 20 bolts +5.

Non-Weapons Proficiencies

Blindfighting, leatherworking, survival (forest), hunting, endurance.

Special abilities

Regular Elven abilities plus flight

Possessions

Back pack, waterskin, cloths, blanket, food(two weeks), rode 100ft. Flint and steel, mirror, bolt case, greek fire (10 flasks), holy water (5 vials).

Magical Items

Great Wrym Shodow Dragon skin Armor+4, Long+3 of Sharpness, Longword Frostbrand, Crossbow of accuracy, 20+5 bolts, bag of holding, ring of spll turning, girdle of stone giant strength, 3 potions on extra-healing, 1 potion of superheroism, eyes of the eagle, boots of elven kind.

Notes and History

Giffon was born in the high forest where he met a group of young travelers. He joined this group which later came to be known has The Company of the Golden Helm. He is still campaigning with themto this day.

Grim Gristleshank

Fighter/Cleric 2nd/2nd

Half Orc male

STR 18/06, DEX 11, CON 17, INT 8, WIS 18, CHA 8 COM , PER

AC 4, hp 22, MV 9, MR

AL CN, Age 20, Height 6'3", Weight 210

Skin Dark, scarred, Hair black, unkept, Beard short dark goatee Eyes brown, Vision normal, Infra 60', Wealth 8 gp

Weapons

Long sword, (sp), spear, dagger, mace (all proficient)

Non-Weapons Proficiencies

Blind fighting, religion, reading/writing, swimming, weapon care.

Spell casting

Major sphere: combat, healing, all, war. Minor spheres: elemental, divination, necromancy.

Special abilities

Turn Undead

Possessions

Carries: Chainmail, shield, spear, long sword, dagger, belt, high hard boots, helm, 2 small pouches holding: tinder box, weapon and armor kit, flask of oil, 2 large belt pouches holding: folded large sack, 2 water skins, 4 days iron rations,

Notes and History

Grim was born in one of the slums of a southern port city somewhere in Greyhawk. His early life was one of constant struggle again discrimination and the violence of the streets. Who his parents were is unknown but for what ever reasons Grim was left to fend for himself early in life. Although few recognize his orcish side he's still had to deal with being a large, strong, ugly individual. He puts on an act of stupidity and violence

because that's what others expect of him. This facade serves to insulate Grim from the real world and hide just how lost and insignificant he feels. After years and years of pretending to be a big stupid bully it often hard for him to act any other way. Only in the company of those he truly likes will his true self shine through. As a young teenager his hatred for himself and the rest of the world turned him to the worship of Vaprak the Destroyer. After only two years within that god's priesthood he left. Again public opinion and peer pressure changed his life. It seemed that warrior priest of Vaprak are not all that popular with others, especially adventurers, and that is what he wanted most of all to have friends and seek fame and adventure. Grim turned his attention and his loyalty to Tempus, a god, more acceptable to all. Since then Grim has traveled widely and is presently exploring the Homlet area with a group of adventurers.

Grimbold

*Fighter/deathpriest 3rd /4th
Prince*

Dark elven male

STR 17 (Mus 18/39/Sta 16), DEX 15 (Aim 14/Bal 16), CON 13 (Hea 13/Fit 13), INT 14 (Rea 14/Kno 14), WIS 17 (Inn 18/Wil 16), CHA 14 (Lea 13/App 15), COM , PER

AC 1, hp 30, MV 8, MR 0 AL LE, Age 118/560, Height 1.58m, Weight 106 lbs

Skin dark grey, Hair none, Beard - Eyes red, Vision Infra 90', Wealth a lot of gp

Bulky dark-elf with partially spiked armor. Got dark gifts from his dear beloved god of destruction (vestin, neverlands).Has the sick habit of urinating on dead people's remains.Hates x*&%grfx paladins!!!!

Weapons

Longsword +1, shortbow + a lot of arrows.

Non-Weapons Proficiencies

Swimming 10, religion 9, blindfighting, appraising 9.

Spell casting

Major: Necromancy, combat, war, all. Minor: reversed healing, divination.

Special abilities

Innate abilities: fearfire, dancing lights, darkness, cure light wounds, levitate, detect magic, know alignment (all 1/day). Hitpoint bonus (warrior 1d12, priest 1d10), resistance (90% resistance charm, sleep etc.), detect secret doors, stealth (+1 surprise), spell duration increase.

Possessions

Chainmail, bucklers, great helemet, unholy symbol, longsword.

Magical Items

Bucklers are +1.

Notes and History

Was a prince once until paladins destroyed his kingdom. Was taught necromantics by lim Dul who vanished. The paladins that destroyed his kingdom put a holy cross burning mark on his face (hoping that the dark forces of evil might leave his body!!). Grimbold wants revenge and is hoping to someday kill all of those x*&%@@@#45 paladins.

Grimtooth Bearclaw

*Fighter 5th Minotaur male
Weapons master, Great scimitar.*

STR 20 (Mus 20/Sta 20), DEX 14 (Aim 12/Bal 16), CON 20 , INT 10 (Rea 10/Kno 10), WIS 12 (Inn 12/Wil 12), CHA 6 (Lea 6/App 6), COM , PER

AC -2, hp 84, MV 15, MR 15

AL chaotic good, Age 45, Height 7'5", Weight 285lbs lbs

Skin brown/gray, Hair black, Beard - Eyes jet black, Vision normal, Wealth 350gp

At 7 foot five, Grimtooth makes an awesome adversary. His charisma is severely low because of his head-of-a-bull look, and his feet-of-a-bull stance. He has two giant scimitars hanging at his belt on each side, giving him that "leave me alone" look. A fifty foot coil of rope slung on his shoulder and the giant grappling hook at his waist (slung on his belt) give him that "if you mess with me I'll come and find you, and walls are no obstacle" look.

Weapons

Great Scimitar mastery-2 weapon fighting style-weapon of choice-defensive fighting style (+1 to ac in combat rounds/always attacks last).

Non-Weapons Proficiencies

Weaponsmithing, climbing, rope use.

Special abilities

+1 to ac when in combat situations/always attacks last-40%detect smell chance on percentiles because of keen olifactory sense.

Possessions

50 foot coil hemp rope-3 wineskins-grappling hook-2 giant scimitars-dwarvenbeard necklace.

Magical Items

Scimitars+1, decanter of endless water, chain mail+2.

Notes and History

Born into slavery in the dwarven region of Stromgarde, Grimtooth escaped the dwarven mines with only toughness and resilience to aid him, and a natural ac of 6. He made it to a minotaur safe-haven that grew to townhood, and trained with the best great scimitar weapons master to walk the face of Krynn. He learned his two weapon fighting style and the great scimitar became his weapon of choice. He also learned his defensive fighting style and learned that he didn't always have to attack first to fight bravely. He enjoys a +1 bonus to hit against dwarves due to his hatred of them. He will set out when the time is right and lead a revolt against the tyranus dwarf who held his family captive for so long, Rygar Axewelder...

Grolip

Fighter [kit:Pit Fighter] 10th Mongrelman male

STR 16 , DEX 18 , CON 18 , INT 13 , WIS 18 , CHA 2 , COM , PER

AC -5, hp 104, MV 12, MR

AL CG, Age 14, Height 6' 5", Weight 172 lbs

Skin varies, Hair Red in places, Beard Eyes Blue, Vision Normal, Wealth 2000 gp

Weapons

Great Club, Short Sword (Sp.), Partisan (Sp.), Awl Pike (Sp.), Fauchard (Sp.).

Non-Weapons Proficiencies

Close-quarter fighting (18),drinking (18), eating (18), endurance (18), crowd working (4), tumbling (18), knows languages of common (c, l), aelvar (c), dwarven (c).

Special abilities

PP: 95%, can mimic sounds of monsters and creatures encountered, can camouflage himself at 80% + 1% per round to max. 95%. Charisma treated as 1, when first meeting non-mongrelmen.

Possessions

Great Club, Fauchard, Awl Pike, Partisan, 2 Short Swords.

Notes and History

Was born (created?) in the city of N'Jast. When he was 6, he became a pit fighter, traveling from place to place. Last performance was at cave of Kossuth's Rage. The dragon liked it enough that he only turned him into a statue and didn't eat him.

Grondol 'Grumble' Ironhammer

Fighter 11th Sheild Dwarf Male

Knight of Undermountain, Emanicpator of the Opressed

STR 18/45 , DEX 13 , CON 18 , INT 10 , WIS 11 , CHA 10 , COM , PER

AC 1, hp 115, MV 6, MR 0

AL NG, Age 80, Height 4'5', Weight 152 lbs

Skin Weathered Brown, Hair Graying Black, Beard Graying Black Eyes Gray, Vision Normal, Infra (60'), Wealth Indeterminate.

A dwarf of average build and stockiness, his once black hair has begun to turn gray. During his years as a warrior, he has aquired a great many scars on his face, chest, arms, etc. His hair and beard are worn loose, never boound or braided, and he wears no adornments, save his wedding rings. He typically wears the uniform of the knights over his armor, and carries a heavy pack. His nickname comes from his annoying tendency to complain about everything under the sun, a great irritant to the rest of the party. He is however very open for a dwarf, and is willing to accept others (except orcs) more than others of his race.

Weapons

Warhammer (sp), dagger, light crossbow (p), also uses his Sheild (Weapon/sheild style, ambidexterity).

Non-Weapons Proficiencies

Dwarven, Common, Armorer, Dwarf Runes, Endurance, Religion.

Special abilities

Standard Dwarven Skills.

Possessions

Knights of Undermountain Uniform, Banded Mail, Helm, Sheild, Dagger, Backpack w/ standard adventuring gear.

Magical Items

Hammer +3, Dwarven thrower, Belt of Protection +2.

Notes and History

Grondol had a typical dwarven childhood, learning to make armor and to fight. He was a member of a dying clan, and when his parents and older brother died, he sought death or fortune as a mercenary. He soon tired of the lack of trust in his life, and decided to seek adventure in Undermountain. During his early travels with the misfits, he was much distressed with having to travel with three elves, whom he was fond of shaking at any provocation. His constant complaining earned him the nickname Grumble (which Dagon constantly refused to pronounce correctly, which resulted in the wizard being shook). He proved to be the most physically resilient of the group, and thus became the party "sheild", the main source of his complaints. Before the party split for the first time, he met his wife, Thia. After the party went it's separate ways, he and Thia settled down to raise the first of their many children. He proved to be the most unaffected by

Ravenloft, being a hardened warrior, and did his best to keep the party together. The wizard was soundly shaken for bringing Grumble to Ravenloft with "that damned hocus-pocus". After finding his way out of the Demi-plane of dread, he settled down with his wife and raised a plethora of little dwarflings.

Gudruk Bonebreaker

Fighter 6th [kit:Pit Fighter] Orc
Male *Chieftan*

STR 18 , DEX 17 , CON 18 , INT 16 , WIS 16 , CHA 10 , COM , PER

AC 4, hp 76, MV , MR AL Choatic Good, Age 23, Height 6'1", Weight 231 lbs

Skin Greenish-Grey, Hair Bald with Long scar running down from the top of his scalp along his face, Beard
Eyes Yellow with a Red tint, Vision Infra 60 ft., Wealth 543 gp

Gudruk was born into the Bleeding Hollow clan, His father Red Tusk was the chieftan. Shortly after Gudruk was born he was trained to kill any who dared to face his fathers Clan. Gudruk's Father had another child, but it was a Half-Orc named Catena. The Red Tusk hated Gudruk's little sister, for she more like a human than an Orc. One day a select Few from the Clan where on a raid through a human village and Red Tusk murdered Catena. When Gudruk found he he furious, but wise enough to know that he couldnt beat his father, so the next night he fled from Krimba-Hai into the Town of Hornsharr. In Hornsharr a man named Thaddeus Luster showed him the art of Pit Fighting. Gudruk was given the name Gudruk Bonebreaker for the way he tortured his openants. He soon was champion of the itfighters. He grew bored with the Events in the Arena after a few years, so he decided to return to Krimba-Hai to confront his father. When he returned he claimed the right to challange his father. The battle was long and furious, but Gudruk finally raised the decapitated head of Red Tusk and was now chieftan. He called out for that opposed him to either run or be slain, when no one stepped forth or ran he exclaimed that he was now the leader and that all shall fear the name of Gudruk and Bleeding Hollow. His promis was kept, for Bleeding Hollow is now the Deadliest Clan in all of Hornsharr.

Weapons

Battle Axe (sp), Hand Axes (sp), Daggers (sp), Short Sword (sp), RuneAxe (sp).

Non-Weapons Proficiencies

Close-Quarter Fighting, Acting, Endurance, Gambling.

Spell casting

Cast any spells from lvl 1-4

Special abilities

Spot new and unusual construction, Spot sloping passages.

Possessions

Round Shield with Crest of the Bleeding Hollow.

Magical Items

Chain Mail, Rune Axe.

Notes and History

None yet...

Gwarr, Skullsplitter, Bladebite of Eartheart

Fighter 2nd Dwarven Male

STR 18/90 , DEX 14 , CON 14 , INT 13 , WIS 16 , CHA 12 , COM , PER

AC 5, hp 20, MV 6, MR AL CG, Age 55, Height 4'6", Weight 154 lbs

Skin Golden Brown, Hair Red, Beard Red

Eyes Green, Vision Infra 60', Wealth 50 gp

Weapons

Specialized in Battle Axe and Light Crossbow

Non-Weapons Proficiencies

Speak Dwarven, Direction Sense, Fire-Building, Hunting, Speak Common, and Blind-Fighting.

Special abilities

Standard Dwarven abilities.

Possessions

Nothing special, just basic set of equipment.

Gwyn

Fighter [Myrmidion] 6th Human Female

Silverymoon honors, Flaming fists Mercenary Veteran (ret.)

STR 14 , DEX 17 , CON 16 , INT 13 , WIS 11 , CHA 14 , COM 15, PER

AC 0/-1wt shield, hp 64, MV 12, MR 0

AL LG, Age 18, Height 6'4", Weight 140 lbs

Skin caucasian, Hair auburn, Beard -

Eyes blue, Vision normal, Wealth 1000+ gp

Gwyn wears a black custom made platemail, given to her by the lords of Waterdeep. Her shield shows an attacking hawk in silhouette on blue background. She's very tall for a human female, but she doesn't mind, as it gives her the edge of a longer reach in combat. And a soldier is all she wants to be. She walks in a way that gives no doubt she is a soldier.

Weapons

Gwyn fights either with a two-weapon combination of Shortsword/Longsword, or Longsword/shield. She has high Dex enough so she won't get any penalties. Recently she has started using a heavy crossbow which she uses at monsters while they attack. And a lance while on horseback (hvy warhorse). With Longsword she has 3/2 with +1 to hit and +2 to damage. With shortsword she has 3/2 with +1 to hit and +2 to damage. Crossbow is unproficient but this is offset by her missile adjustment bonus because of her dex. Thaco 15. She is unproficient at lance so she uses this with Thaco 17.

Non-Weapons Proficiencies

Leatherworking, Read and write, Etiquette, Riding, Firebuilding, Ancient history (army).

Possessions

Platemail of excellent quality (double D.P. and weighs less), hvy warhorse, Barding to Horse, pack horse, 100ft rope, torches, shields. Spare chainmail, spare studded leather, tent, various "camping" equipment, (you know, standard adventurer stuff.) reserve longsword and shortsword as well.

Notes and History

Parents died at age 6, moved to uncle and worked as leather worker at his shop but was poorly treated. Joined the Flaming fists at age 16 to get a military education and avoid being "sold" to a brothel by Uncle. Left the fists at age 17 and moved to Waterdeep. There she teamed up with a Lathander cleric, a Swashbuckler and his brother an invoker specialist mage to go adventuring. Traveled to Silverymoon and while returning to Waterdeep, learned of an impending attack by orcs on Silverymoon, teleported to Silverymoon to warn Alustriel and helped with the city's defenses. Later that year, stood guard at the tournament of Silverymoon and averted an assassination attempt on one of the nobles of Silverymoon.

Back in Waterdeep was accused of villainous acts but got freed by the lords of waterdeep as they understood someone was trying to frame her. (and given a Plate mail as an excuse).

Haalgren Black-Head

Fighter 15th Dwarf male

STR 20 , DEX 13 , CON 17 , INT 9 , WIS 9 , CHA 5 , COM , PER

AC -1, hp 92, MV 6, MR 100

AL CN, Age 130, Height 3'7", Weight 172 lbs

Skin Dark Brown, Hair Black, Beard Black
vision, Wealth Extremely Wealthy

Eyes 1 White, 1 Red, Vision 1 Blind, 1 120' Infra and 1/2 day

Haaglren is a short(even for a dwarf), dark-skinned dwarf. He has a quick and awful temper, he's been known to kill people for yelling at him. Over his left eye is a patch.

Weapons

Jaargrlen (sp), a Battle axe +5, Blaaglr (sp), a crossbow with 30 bolts +2.

Non-Weapons Proficiencies

Haaglren is extremely proficient in tracking (16).

Special abilities

All dwarven abilities.

Possessions

Normal dwarf kit.

Notes and History

Haaglren was originaly a human fighter who was riencarnated into a dwarf. He lost sight in his eye from fighting a green dragon, the chlorine. He now lives in a huge castle gaurded by 1000 loyal men.

Hans, Member of the Shining Force, and adventuring company

Fighter 20th Elf Male

Bow Master

STR 14 (Mus 11/Sta 13), DEX 17 (Aim 18/Bal 16), CON 11 (Hea 11/Fit 11), INT 9 (Rea 11/Kno 9), WIS 13 (Inn 13/Wil 12), CHA 10 (Lea 9/App 10), COM10, PER

AC 5, hp 75, MV 12, MR 100

AL LG, Age 120, Height 6', Weight 125 lbs

Skin Light, Hair Silver, Beard - Eyes Brown, Vision Infra 60', Wealth 5,000 gp

Hans is a shy person, and many wonder from his agility why he opted not to become a thief. Nonetheless, he remains an effective fighter, shooting his foes down.

Weapons

Long Bow-Specialization Lev. 3, 20 Sheaf Arrows +1, Short Sword.

Non-Weapons Proficiencies

Musical Instrument (Lute). All other unimportant.

Special abilities

+1 Bonus with Swords & Long Bows.

Possessions

Quiver for arrows.

Notes and History

Hans grew up with Max. When the disaster struck, he joined Max, but it left him a little nervous.

Harryfoot Stoneslinger

Fighter/Thief 3rd /7th

Halfling Male

Slayer of the hill giant Snailwit, Destroyer of the kobold chieftain Yup-yinup, wielder of the shortsword Kohlinzit, the goblin ripper.

STR 13 , DEX 16 , CON 12 , INT 13 , WIS 9 , CHA 12 , COM , PER

AC 7, hp 30, MV 6, MR

AL CN, Age 64, Height 3'2", Weight 150 lbs

Skin Light Tan, Hair Curly Brown, Beard -

Eyes Blue, Vision Infra 60', Wealth 597 gp

A usually cherubic fellow, his hands usually in others purses constantly, that of which has made him a good sprinter. Wearing a mismatched set of clothes wherever he goes (consisting of a blue tunic, green pants, purple shoes, and an orange vest), he's always wary of any sort of law enforcement. He has a burn scar on his left arm from a fight with a goblin wielding a flame tongue dagger, and a crossed-out goblin tattoo on his right shoulder, usually in plain view, also causing much trouble.

Weapons

Shortsword +3, +5 vs. goblin. 3 adamantite daggers, dagger +1, +3 flame tongue. Proficient with shortsword, dagger, sling

Non-Weapons Proficiencies

Juggling, swimming, running, musical instrument (flute), goblin*

Special abilities

Standard Thief abilities.

Magical Items

10 Beads of Force Flame Tongue Dagger +1, +3 Shortsword +3, +5 vs. goblin

Notes and History

He has recently fought a rogue hill giant Snailwit, defeating him with a Bead of Force in a makeshift sling. In a battle between his halfling settlement and a tribe of goblins, Harryfoot was wounded by a goblin wielding a flame tongue. He eventually slew the goblin with Kohlinzit, taking the dagger for himself, but the wound festered and made him deathly ill. He recovered, but holds a grudge against all goblin.

Hasophel

Archer (Fighter Kit) 16th

Female Elf

STR 15 , DEX 16 , CON 16 , INT 15 , WIS 16 , CHA 18 , COM , PER

AC -2, hp 120, MV 14, MR

AL neutral good, Age 1000, Height 5'1", Weight 90 lbs

Skin Fair, Hair Blonde, Beard -

Eyes Blue, Vision Infra 12", Wealth 1000 GP

Pretty, wears green clothes over fine chainmail.

Weapons

CROSSBOWS: Hand, Light, Heavy, LONGBOWS: Composite longbow, SWORDS: longsword.

Non-Weapons Proficiencies

Stealth (99% move silently), swimming, running (can move 18" for 1 turn), blind-fighting.

Special abilities

90% Magic resistant to sleep and charm.

Possessions

Standard DGL Kit.

Magical Items

Elven chain mail +2, sword +2.

Notes and History

Hasophel is an elf who is originally from a land called Celene, but she wanted to travel so she left, travelling many places, but finally she decided to roam the seas, and while travelling she saw the island and entered the Limbo Arena. She does not care about money or glory, just pure adventure. She is a normal elf and attacks with a long sword +2 and a long bow. She wears elfin chain +2. Travels with the Lawful Sect (see Genzo Taira) or visit www.geocities.com/~infra-red.

Hawk the Slayer

Fighter 14th

Human Male

King of Ravenslate, Duke and protector of Blackpool

STR 18(86) , DEX 11 , CON 17 , INT 12 , WIS 14 , CHA 15 , COM 16, PER

AC -5, hp 126, MV 9", MR 0 AL n-good, Age 35, Height 5'11", Weight 187 lbs

Skin white, Hair brown, Beard none Eyes blue, Vision Normal, Wealth 32,800 gp

Hawk appears to be a rather laid back individual, however there is steel in his eyes, and he is quick to repay debt with swift and deadly violence. He does his best to not provoke violence however, believing that the ultimate aim, even of war, is peace.

Weapons

Sword of Sharpness +3, with specialization of the weapon. Two daggers +2 for backup Weapons, and a composite longbow rated for his strength. He normally carries six silver arrows in his quiver, along with normal arrows which bring his total to one score. When mounted, uses a lance.

Non-Weapons Proficiencies

Before his adventuring career, Hawk worked as a handler of hunting birds, and is able to train and command them.

Possessions

2 weeks iron rations, heavy war horse with plate barding, 50' rope, 2 water skins, ink and quill, small recording book, normal clothing, 4 vials oil, 5 torches, 1 bullseye lantern

Magical Items

Shield of Stormgarde, +4 large shield with a protection from normal missiles enchantment upon it which allows the user protection as per the spell. Full Plate Armor +1. Girdle of Fire Giant Strength. 2 potions of extra healing. Bag of holding.

Notes and History

Hawk the slayer first gained prominence in service to Lord Blackpool. He adventured for the king for three years, until he gained enough experience to be granted a small island in the kingdom. His holdings grew following a duel to the death with a rival duke Demetrius, who was spared death at Hawk's blade, in the end granted mercy. Upon the death of Blackpool from an assassin, Hawk became ruler of the land, his first

order of business being to hunt down those who ended his friend's life. Hawk still carries guilt about not being by his king's side to protect him that day, which has led to a longstanding problem with insomnia. Hawk normally requires a drink or two of ale to relax himself enough to get even six hours of rest.

Helethemus (AKA "Lord Bovine")

Fighter/Mage 6th/6th

Elf Male

STR 17, DEX 16, CON 12, INT 18, WIS 11, CHA 14 COM , PER

AC 3, hp 33, MV 12, MR 13

AL CG, Age 27, Height 5'6', Weight 124 lbs

Skin Pale, Hair light Brown, Beard - Eyes blue, Vision Infra 90', Wealth 130 gp

Weapons

Long Sword (Sp), Dagger (Sp), Short Bow (P), Two Handed Fighting Style.

Non-Weapons Proficiencies

Many...

Spell casting

Casts Mage Spells up to 3rd level. He is not specialized in any school

Special abilities

Helethemus is a reformed Serial Killer. What this means in the campaign is that he must, in times of extreme stress and/or frustration (excluding normal, even, calm fighting-not wild, intense, large, heated battles) determined by the DM, make a wisdom check, w/ appropriate modifier, or snap. When he snaps he gets -2 to hit, +3 to damage, and attacks anyone near him, unless a special circumstance determines otherwise (nearest target has a SHEILD spell on, and he can't hit, for instance). He must make a wisdom check every 1d3 rounds, making it lets him return to normal. He also returns to normal when a CALM spell is cast on him, or a SLEEP, WISH, LIMITED WISH, etc.(DMs opinion of what other spells would work).

Possessions

Spell Components, bow, quiver w/ 25 arrows, pack, 75' rope, foul weather gear, provisions for 3 days, flint and steel, tinder, torch, 2 flasks of oil

Magical Items

Sword of Flames (+4, lights on command word, does 1d4 additional fire damage), sheild +1, dagger +2, Elven Chain Mail +1, Spell Book of Infinite Pages, elven boots

Notes and History

In his home city, he was a noble, and was taught to be a fighter/mage, like many elves. One day, as he was being tutored by a high-level mage, he snapped and killed the mage, stabbing him through the back. He stole the Mage's low-level spell book(the only one the mage had with him), and took his own meager one. He ran to his room and took his elven armor and weapons, then fled the city. He ran for month's, still half in the possession of insanity. He earned his nickname, which he sometimes jokingly uses, "Lord Bovine" when for days he thought he was lord of a herd of cows. A rider passed by and called him "lord Bovine", and he promptly killed the rider, but remembered the name. He regained a sort of sanity, and would have killed himself in remorse but he spotted a cleric in trouble and forgot all thoughts of suicide and saved the cleric. The cleric forgave him his sins, but required Helethemus to accompany him on a dangerous mission he was on. A rugged Dwarf, a bard, a half-elfen thief, and a wandering paladin eventually joined them, and they shared many adventures. He is afraid to deal with elves, especially elves of his city, for fear that they will recognize him. He knows that there are still elves looking to revenge themselves on him for his treachery, including his family, who see him as a disgrace. He has little use for laws, since he is a renegade anyway, but tries to remain sane and to do good to make up for his continued sins.

Helox Lancia di Ferro

Fighter/Mage 20th/15th Halfelf male
Master of Necromancy, Ruler of Oakcastle, Knight of Banzikan

STR 20 (Mus ?/Sta ?), DEX 19 (Aim ?/Bal ?), CON 17, INT 18 (Rea ?/Kno ?), WIS 16 (Inn ?/Wil ?), CHA 15 (Lea ?/App ?), COM ?, PER ?

AC -10, hp 135, MV 16, MR 75 AL Chaotic Good, Age 137, Height 6'5", Weight 195 lbs

Skin pale, Hair Golden, Beard none Eyes Blue, Vision Normal, Wealth infinite

Blue staring eyes. Ponytail. Looks slender but something is holding him down. (He looks quite sad.) His pale skin is covered with scars.

Weapons

Taiken (longsword) 1, Great Axe (one in each hand) 2.

Non-Weapons Proficiencies

(I use normal d20 system where 20 is maximum, 5 is normal and 15 master) Chess 18, Healing 16, Tatoo 13, Law 15, Poisons(making)18, Administration 16, Leadership 17, (Knowledge about); Dragons 12, Orcs 14, Humans 16, Elves 14, Dwarves 10, the unexplained 10, Undead 16, Demons 13. Botany (plants and stuff) 12, Hypnosis 16, Fishing 12, Read and write (8 languages to 16, 6 to 12), Acrobatics 17, Lute 14, Sing 12, Strategy 16, Alchemy 15, Navigate 14, Conceal (hide things) 14, Embalming 10, Count 18, Paint 10, Weaponsmithing 14, Astrology 16, Geology 12.

Spell casting

Shapechange into a wolf, hawk and Neroq (demonlike dogcreature, large as a bull). Telepathic abilities (100 yards radius), Fast strike (always strikes first), can't be damaged by necromancy.

Possessions

Two or three castles, some towns, a large county. Something like 1.000.000 in goldcoins. Large treasury filled with loots from evil enemies. 1500 soldiers (standing army), 250 knights, 25 magicians and 150 fighter monks. There is also two to five dragons closeby to support. He also controls the thieves guild in his region.

Magical Items

Windcleaver: Dwarven doubleaxe +3 with the power to "kill" storms and shoot lightning 5 times per day. Also it has numerous other minor powers (it can fly). The Eraser: Gigantic twohanded sword +4. Fires 2d6 Fireballs per day, protects its wielder with a 75% antimagic. Lowers AC with 10 and controls every undead within 15 yards. Battaglia di Nord: Slender longsword +3 with the ability to make its bearer invincible at will, kill any undead at touch twice a day. An-moyya-tsaler: heavy field-plate lowers AC with 20, can withstand any dragonbreath without check, the wearer must check but only at half normal chance. Its gloves are +3 weapons (knuckles hard).

Notes and History

Helox, a halfelf from breed, was forced to study the black art of necromancy by his human father. His elven side was so damaged by this experience that Helox went mad. When he was powerful enough he slayed his father, burned the academy and ran for the hills. Searching solitude and harmony he came upon a wise warrior named Skral the Twinhanded. Skral showed Helox the way of the sword and gave him the power to forget. While the years passed Helox made sure that his powers didn't decline. Because he knew one day he would use them to fight the evil in the world and inside him self. He travels all over the known world and demiplanes to find out why he still can't find real peace within.

Herby

Fighter/Thief 3rd/4th Kobold male

STR 17, DEX 18, CON 17, INT 12, WIS 13, CHA 11, COM , PER

AC 0, hp 27, MV 6, MR AL cn, Age 18, Height 3'4", Weight 95 lbs

Skin green, rough, Hair brown, Beard - Eyes Red, Vision Normal, Wealth 400 gp

Herby may seem like a normal little kobold that fighters love to squash, but if you get on his bad side you better run. He has a bad temper with a short fuse. Thieving is only a secondary thought to him and he would prefer fighting. Herby has been known to be tricked and has a problem with eating soap..... ha ha ha.

Weapons

Herby loves his short sword and would not part with it for the world. It is rusted and bent so he doesn't use it much. He has 2 red dragon tooth daggers which he uses most of the time. He is specialized in both.

Non-Weapons Proficiencies

Tumbling, fire-building, singing, blind-fighting, and he can speak common (yeah right) and kobold.

Special abilities

Basic thief skills, and he hates water, loves soap, hates water.

Possessions

Soap, lock picks, assorted dragon claws, soap, bottle full of kobold sauce, basic clothing, soap, eating utensils, oh.. and did I mention.. ...soap

Magical Items

Bag of holding.

Notes and History

Herby has been traveling with a group of creatures that he doesn't like and they don't like him. Javan, a huge minotaur fighter that threatens to eat Herby every night for breakfast the next morning. Darby, a human bard that won't shut up for half a second. Talgat, a half-dwarf fighter that pretty much keeps to himself. Herby might be dumb, but he's no idiot. He knows one wrong word and he could end up dinner for his party. Herby first showed that he was great goblin killer at a young age. He once killed three with one swing. He was told by his village to accompany three travelers to kill the red dragon in the underground caves. They were successful but when he returned he found that orcs had destroyed his village. He joined the travelers and they searched for the orc tribe. They came upon a city that was about to be attacked by the orcs and welcomed the travellers in. Now they are waiting for the orcs to arrive.

Hoagie Siang II

Fighter/Mage 15th/14th Half-elf

STR 18/00 , DEX 17 , CON 12 , INT 17 , WIS 11 , CHA 13 , COM , PER

AC -1, hp 59, MV 12, MR AL LN, Age 44, Height 6'0, Weight 127 lbs

Skin White, Hair Brown, Beard - Eyes Green, Vision Normal, Infra 60', Wealth 2000 gp

Hoagie is a tall, imposing figure. He wears a long, hooded black cloak that hides his face when he sees fit. When he reveals his thin, well-defined face and short, usually unkempt brown hair. Although he is strong, he doesn't appear it at first glance.

Weapons

Hammer of Thunderbolts Hand Crossbow with 25 quarrels +2 Silver Dagger +1 Long Sword +3 Two-handed fighting style (2 slot sp)

Non-Weapons Proficiencies

Reading/Writing Blind-fighting Tumbling Spellcraft Swimming Riding, land-based Languages, modern (6) -common -elvish -gnomish -halfling -orcish -drow signs

Spell casting

1st level-Audible Glammer, Burning Hands, Cantrip, Chill Touch, Comprehend (confuse) Languages, Detect Magic, Detect Undead, Feather Fall, Hold Portal, Identify, Magic Missile, Read Magic, Shocking Grasp, Wall of Fog

2nd-Continual Light (darkness), Darkness 15' Radius, Deeppockets, Detect Evil (Good), ESP, Flaming Sphere, Spider Climb, Knock (Lock), Melf's Acid Arrow, Ray of Enfeeblement, Shatter, Strength, Tasha's Uncontrollable Hideous Laughter, Web.

3rd-Clairaudience, Clairvoyance, Dispel Magic, Explosive Runes, Feign Death, Fireball, Fly, Gust of Wind, Haste, Hold Person, Hold Undead, Lightning Bolt, Protection from Normal Missiles, Wraithform

4th-Dimension Door, Ice Storm, Improved Invisibility, Improved Phantasmal Force, Polymorph Other, Polymorph Self, Stoneskin, Wall of Fire, Wall of Ice, Wizard Eye

5th-Airy Water, Bigby's Interposing Hand, Cone of Cold, Feeblemind, Hold Monster, Magic Jar, Passwall, Transmute Rock to Mud (Mud to Rock), Wall of Force, Wall of Iron

6th-Anti-magic Shell, Chain Lightning, Disintegrate, Enchant an Item, Stone to Flesh (Rev), True Seeing

7th-Delayed Blast Fireball, Prismatic Spray, Teleport without Error

Special abilities

30% resistance to all sleep/charm related spells Chance to notice concealed portal, while within 10' of it 1 on 1d6 Chance to find secret doors, while actively searching 1 or 2 on 1d6 Chance to find concealed portal, while actively searching 1-3 on 1d6

Possessions

Hoagie never goes anywhere before he's prepared. For me to include all of his normal items would be a waste of time. Just assume that he's prepared to travel wherever you want to take him.

Magical Items

Bag of Holding (weighs 15 lbs./capacity 500 lbs.) 3 potions of extra-healing

Notes and History

Hoagie Siang is the son of a human Paladin who was killed shortly after his birth. He was raised by his mother in the forests of Mistledale just outside of the capital of Ashabenford. He is a Journeyman who has raised the ire of some of the most powerful villains in Toril, Ravenloft and countless other worlds. People who know him pay him respect. The mention of his name in the company of thieves sends shivers down their spines. He currently resides in Waterdeep, part of a covert undercover team of adventurers employed by the Lords of the city. Although he can still be persuaded to fight for a cause if the moment strikes him.

Jack (the fist)

Fighter 3rd Vibrant Elf Male

King of the ring

STR 17 , DEX 19 , CON 14 , INT 12 , WIS 11 , CHA 14 , COM , PER

AC 2, hp 30, MV 12", MR 0 AL CE, Age 407, Height 5' 4", Weight 169 lbs

Skin Golden tan, Hair Blond, Beard None Eyes Gold, Vision Infra 60', Wealth 500 gp

Strange elf with gold skin, eyes, and hair allways wearing a smirk. Likes bar fights, likes gold, nuf said.

Weapons

Proficiencies: Two handed sword (1 slot). Specialization: Punching (4 slots). Weapons: Fist to stone gloves (18.00 strength). Two handed sword +1 Knife gauntlets (1d4 from concealed knife).

Non-Weapons Proficiencies

Juggleing (1 slot), Blind Fighting (2 slots).

Possessions

Steel toed boots, Favorite gauntlets, Belt pouch.

Magical Items

Gloves (Fist to stone(PHB) 4 times a day), Clerical breath spray (2d8 HP back), Sleeping dust (5 doses, acts as mage spell Sleep(PHB), Vest of holding (4 secret pockets, one pocket acts 1/4 bag of holding).

Notes and History

Jack, a mighty elf, lived by his fists alone. A unique person he was, even though evil in entention, he never fought with a weapon, preferring to disarm his foe, then grapple them and tear them to bits with his bear fists (and gloves with a stone fist spell on them...). But alas, he fell prey to a jelly, but being despised by all the other characters didn't get him anywhere when time came around to be Raised... So Jack, the fist, met his fate, but alas, he came back as an NPC to taunt the PC's in my campain once again (you see, he was MY character;that'll teach them not to raise me).

Jacques Dragonbane

Dragonslayer 10th

Human male

The Dragonslayer

STR 17 , DEX 18 , CON 14 , INT 15 , WIS 15 , CHA 18 , COM 18, PER

AC -1, hp 85, MV 14, MR – AL CG, Age 25, Height 1,85 m, Weight 85 Kg lbs

Skin White, Hair Black, Beard - Eyes Blue, Vision Normal, Wealth Unknown

Jacques is a very smart, intelligent and audacious good looking young man, blessed with a lot of luck. His sincer smile, captivates everyone. He adapts himself quickly to any kind of situation and learn the things really fast. He always listen to stories and legends and fights using his skills and his high intelligence. He has an unbelievable willpower and determination and never misses an oportunity of a good adventure. He does not follow any order of knights acting by himself. Jacques knows that he has the potential to become a legend, just like Huma Dragonbane, his greatest idol and inspiration.

Weapons

Long Sword Mastery (+2 to hit and damage), Heavy Horse Lance Sp (+1/+2), Weapon and Shield Style , Single Weapon Style , Two-Hander Style , Two Weapon Style (His preferred) ,Martial Arts Sp .

Non-Weapons Proficiencies

Ancient History (Huma, War of the Lance), blind-fighting , direction sense , dirty fighting (combat and tatics rulebook), dragon lore (all dragons), endurance (combat and tatics rulebook), healing, heraldry, horse riding, iron will (combat and tatics rulebook), local history (the new coast), legends & lore, mountaineering, musical instrument (guitar), observation , quickness (combat and tatics rulebook), reading/writing, rope use, running, survival (forests, mountains), trouble sense (combat and tatics rulebook).

Special abilities

Jacques can sense the presence of any evil dragon on a 1 mile area (works like the Spiderman's Danger Sense); He adds his level to damage rolls against ANY kind of dragon (including the good or neutral dragons); He adds +1 to hit ANY kind of dragon for every 4 levels; He is TOTALLY immune to ANY kind of dragonfear;

Advantages (Skills and Powers): Ambidexterity, fast-healer, keen eyesight, keen hearing, light sleeper, lucky, obscure knowledge.

Thief Skills: CW: 50%, DN: 65%, F/RT: 60%, HS: 80%, MS: 80%

Possessions

Plate Mail Armor, Light Chain Mail, Exceptional Quality Adamantite Long Sword (2), Dagger (2), Helm, Heavy Lance, On or in his backpack: Silk Rope with hook and spikes, Oil Flask (2), Dry Ration (2), Scroll case with papyrus, Vial with healing herbs, Guitar.

Magical Items

Amulet of Noseum (nothing less than a God can locate him or use ESP, Clairvoyance, etc..)

Backpack of Convenience (he opens, think about an item that is inside the backpack and the item comes to the top). Dragonslayer's Medium Shield (Works as a Paladin Wyrmslayer's shield: against dragon's breath, the wielder makes a saving throw. If he fails, he takes half damage; if he success, no damage is taken)

Notes and History

Jacques Dragonbane is the descendent of Huma Dragonbane, a Solamnic Knight that lived a long time ago in Krynn. Born in a city called Antara, stated at the New Coast, Jacques always showed interest in the history of Ansalon and the other lands of Krynn. His fathers taught him about the legends and lores, the history about the world. As the time passed, he learned to fight, grew up and went to his destiny: To become the greatest dragonslayer in the history of Krynn.

Jaiden Kyoshima

Fighter/Psionist 5th/5th

Wood Elven

Zin Shao martial artist

STR 14 (Mus 14/Sta 14), DEX 17 (Aim 17/Bal 18), CON 15, INT 17(Rea 17/Kno 17), WIS 18 (Inn 18/Wil 18), CHA 13 (Lea 11/App 15), COM, PER

AC 4, hp 46, MV 15, MR 0 AL Neutral Good, Age 87, Height 5'8", Weight 129 lbs

Skin Light brown, Hair Wavy Black, Beard - Eyes Dark Green, Vision 60' Infra, Wealth 698 gp

Jaiden Kyoshima is a reclusive elven figure, but he looks like the usual elf, chisled features, looks delicate. He has a tattoo of a dragon on his shoulder and right arm that swirls down to his hand and the mouth of the dragon opens up in his hand. He has 2 earrings on his left ear and usually wears a copper medallion from the Zin Shao temple.

Weapons

Chinese Broadsword (2d4/1d12 L) Long Bow Zin Shao Martial Arts

Non-Weapons Proficiencies

Tumbling Oriental Weaponsmithing Hunting Contact Mental Armor Rejuvenation Ancient Languages-Elvish Flying Kick Spring.

Special abilities

Move Silently-As Ranger of same level Control Flames Inertial Barrier Molecular Agitation Bio-Electricity Healing Adrenaline Control Complete Healing Control Light Levitate Molecular Manipulation Enhanced Infravision Ectoplasmic Form

Possessions

Green Cloak, backpack, Tia Sword, Long Bow, soft leather shoes, pants (various colors), 2 earrings in left ear; one gold and one silver, 2 week worth iron rations, dagger, blanket, 2 vials of lamp oil.

Notes and History

Jaiden hails from the lands of Kara-Tur. Since his parents disappeared in a raid on their village, he was raised by Zin Shao monks. The monks were fleeing from a dark group of ninjitsu assassins to the West and Jaiden went with them, learning the fighting style very few people know.

Jarne

Fighter 2nd

Human male

Crusher of Orcs

STR 18/87 , DEX 16, CON 15, INT 9 , WIS 13, CHA 14 , COM , PER

AC 5 (8), hp 16, MV 12, MR 0

AL NG, Age 17, Height 6'2", Weight 194 lbs

Skin Tan, Hair Sandy Blonde (Shoulder), Beard Gotee (Brown) Eyes Green, Vision Normal, Wealth 65 gp

Farmtown brawler who's either exceptionally good or amazingly horrific. Likes to even the odds by taking on an armed opponent with his fists and without maximum Hit Points.

Weapons

Bastard Sword (sp), two-handed weapon style, Dagger x2 (p), Hand Axe (p), Knife, Whip, Stiletto.

Non-Weapons Proficiencies

Blind-Fighting, Fire-building, Swimming, Common, Forester.

Possessions

Ten gallons of Ale, Belt pouch x4, Belt, small chest, grappling hook, soft boots, vest, pants, flint and steel, backpack, blanket, whetstone, cloak, sheath x3, scabbard.

Magical Items

Potion of Healing, Potion of Undead Control, Potion of Animal Control, Potion of Super-Heroism.

Notes and History

He and one other companion took on an entire Orc tressure train by themselves. Defeating, mainly scaring them away, the bulk of the force by consuming a poiton of Giant Growth and chasing after them screaming obsenities and crushing a few along the way. The loot recovered was more than he could carry, so he burried it. Wealthy beyond his wildest dreams, if only he could remember where he burried the loot.

Javan the Man-Eater

Fighter 4th

Minotaur male

Viking Slayer

STR 20, DEX `14, CON 19, INT 17, WIS 16, CHA 10, COM , PER

AC 0, hp 50, MV 12, MR 0

AL CN, Age 43, Height 7'6", Weight 750 lbs

Skin Brown, Hair Brown, Beard 6 in. Brown Goatee Eyes Red, Vision Infra 60', Wealth 600gp

A minotaur who decides before he acts, novel idea. He is smart enough to know when he is out numbered and when he can win a battle. He got the title Viking Slayer after destroying a viking long ship, they gave him the nickname man-eater because he had the survivors for dinner.

Weapons

Longsword (sp), Battle axe (sp), Warhammer (sp), Crossbow.

Non-Weapons Proficiencies

Endurance, Ambidextrous, Animal Handling , Animal Training, Reading and Writing common.

Special abilities

+3 save vs. fear spell, 100% resistant to maze spells, tracking 50%

Possessions

Crossbow, Warhammer, long sword (Louise), Battle axe (Thelma), A Battle axe that has yet to be identified, 3 togas, belt, Quiver with 20 bolts.

Magical Items

Ring of sustenance, Wand of magic missile.

Jeggred "Pale Hunter" Lier'Beslian

Fighter [kit: Beast-Rider - Sinister] 15th

Moon Elf (Albino) Male

Silent Ghost that Hunts

STR 16 , DEX 19 , CON 16 , INT 15 , WIS 14 , CHA 16 , COM , PER

AC -4, hp ?, MV 12, MR 0 AL NG, Age 145, Height 5'11", Weight lbs

Skin White, Hair Stark White Dreadlocks, Beard No Eyes Pale Red, Vision Infra 90', Wealth 1200 gp

Jeggred is a tall, slender albino elf. His sharp features seem to be carved from pale quartz. He is garbed almost totally in black, covered in a large black silk-like cloak. Twin swords are strapped to his waist, both of medium size and slender. His huge manta-like companion hovers nearby.

Weapons

Grand Mastery in both Short sword/Wakizashi, Proficiency in Light crossbow and dagger.

Non-Weapons Proficiencies

Many...

Special abilities

Special telepathic rapport with his Sinister who he rides. Sinister is fitted with a harness and gives both itself and Jeggred its protection field.

Possessions

Clothing, Harness for Sinister, pouch, scabbards, small sack, flint/steel, rations, small blanket.

Magical Items

Wakizashi of sharpness +3, Shortsword +5, Boots of Elvenkind, Cloak of displacement, Elven chainmail +3, Wand of Viscid Globs.

Notes and History

Jeggred was raised in a community of worshippers of Eilistraee on the surface in the mountains near Baldurs Gate. As a adolescent he frequented the caves nearby and found a wounded sinister that he nursed back to health and developed a bond with. Several drow in the community trained him well in the arts of weaponry and during a battle against hostile drow raiders, obtained the strange twin blade of the shortsword that is the family heirloom. The rescued sinister grew to full size and through experimentation a harness was created which allowed the 2 to compliment each other when adventuring in the caves nearby and through these, the wilds of the Underdark.

Jeggred Vandree

Fighter 6th Drow Male

Weaponmaster of House Vandree, 16th House of Menzoberranzan

STR 18/73 , DEX 19 , CON 16 , INT 14, WIS 12 , CHA 12 , COM , PER

AC -4, hp 61, MV , MR

AL LN, Age 38, Height 5'10", Weight 175 lbs

Skin Ebony, Hair White

Eyes Green, Vision Normal, Infra, Wealth 3,900 gp

Jeggred is very large and muscled for a drow reminiscent of the late Uthengental. Jeggred wears normal attire for a drow: a piwafwi, drow boots, and a magical suit of black chain that appears to be misty and shadowy. He has green eyes and wears his long hair shaved on the sides with the top pulled back into a pony tail.

Weapons

Jeggred wields two magical longswords of drow make, finds two-handed, and specializes in the longsword. He disdains most other weapons and only carries the two swords.

Non-Weapons Proficiencies

Read/Write Drow, Duergar, & Undercommon, history drow & menzoberranzan, riding lizards, etiquette (Illoth's version).

Spell casting

Spell abilities of a drow noble.

Special abilities

Special abilities of a drow noble.

Possessions

Jeggred keeps his non-magical possessions in a locked and trapped chest in his room at the House Vandree compound. This totals 3,900 gp.

Magical Items

Longsword +4, longsword +3, buckler +2, armor of the warrior +3(drow chain +3,+1 to initiative and reactions, doubles attacks for one round 3/day, regenerate 1hp/turn), piwafwi, drow boots, house insignia (non-detection, blur, spider climb, & prot. normal missiles all 2/turn).

Notes and History

Jeggred was born a noble of House Vandree in Menzoberranzan. He is the grandson of the matron Troken'ther. He was sent to Melee-Magthere to learn to become a drow warrior. He learned the fighting arts and grew to an immense size for a drow. He easily finished first in his class. Right after he got out of school he plotted with his wizard brother, Ebo, to take over as weaponmaster of the house. Ebo approached the weaponmaster and offered to change him into a house commoner so he could kill his younger brother during a training exercise and escape blame. Seeing Jeggred's potential and fearing the loss of his station, he accepted. Jeggred and the disguised weaponmaster began their training confrontation. To the weaponmaster's surprise, Jeggred knew it was him. The two fought for many minutes, evenly scoring hits back and forth, then Jeggred finished his older brother by three successive hits. Jeggred became the new weaponmaster of the house and the youngest ever in Menzoberranzan. Since then, Jeggred and Ebo have journeyed to Mantol-Derith twice and found the magical armor Jeggred wears. Currently they are thinking of plots involving other houses to destroy their own house and then join House Faen Tlabbar.

Jeleshek the Undying

Fighter 4th

Male Goblin/Troll

STR 16, DEX 12, CON 18, INT 13, WIS 10, CHA 12, COM , PER

AC 3, hp 43, MV 6, MR 0

AL LE, Age 90, Height 5' 6", Weight 180

Skin Olive, Hair Black, Beard scraggly Eyes Red, Vision Infra 60', Wealth 1,320 gp

Weapons

He is proficient in the use of the short sword, mace, dagger, axe, and sling. On him he carries a magical short sword (see below) and a mace.

Non-Weapons Proficiencies

He is trained in the arts of mining and rope use. He also knows animal handling as it applies to giant lizards. He is one of the few in his tribe to speak the common language of the good races.

Special abilities

As a goblin, he gains infravision and a few minor abilities similar to dwarves. As part of his twisted trollish heritage, he can regenerate at a rate of 3 hp per round.

Possessions

He usually wears worn finery. Rags which were once beautiful clothing taken from his victims. As a mark of his rulership over the Mt. Theddar goblins, he wears a steel crown cut from the helmet of a defeated warrior and embedded with gemstones taken from caravans. Under all this is a sturdy set of plate mail also taken from the defeated warrior.

Magical Items

In addition to magical items kept in the tribes hoard (hidden in his personal chambers,) he carries around a magical, intelligent shortsword. It is called "Hoardseeker" by those who can read the inscription on its blade. It was created by a greedy mage for the purpose of seeking out hidden treasures. It is completely neutral and communicated by empathy. It can detect objects and secret doors, and is +2 to hit and damage. Jeleshek also wears a ring of fire resistance at all times.

Notes and History

This character is intended as an NPC villain. His Equipment and abilities, along with his deep-seated cowardice in the face of true danger, should keep him around as an antagonist for a long time.

In the lands of Baalthurbis the Mad, many twisted and strange beings emerge. One such was Jeleshek.

Twisted spawn of troll and goblin blood. He rose to lead a band of goblins in the lands of Jaxissik the Soulreaver before their purification. After the land had been retaken by the good races, Jeleshek turned to raiding the human settlements and trade routes, he was even so bold as to set his base in Mt. Theddar, only two days ride from Artel city, the center of the lands of the good.

Jim Slayer

Ninja/Wu-jen 15th /16th

Human Male

Most Honored Black Dragon Master, Chief Assassin of Maztol

STR 14, DEX 18, CON 16, INT 17, WIS 13, CHA 16, COM 15, PER

AC -5, hp 49, MV 12, MR

AL chaotic Neutral, Age 36, Height 6'1", Weight 190 lbs

Skin Caucasian Tanned, Hair Dark Brown, Beard Dark Brown, short clipped Eyes Dark Brown, Vision Infra (60'), Wealth uncounted

A name to be feared throughout the Sorcerian Empire, Jim Slayer is the master of a clan of Ninja-Assassins called the Black Dragons who are based in the mountain region of southern Mooncrest. Not truly evil, Jim is more of an advocate of chaos, and will sometimes aid his enemies if he believes it will serve his interests better. Jim commonly dresses in a hooded, black cloak made of an unknown material (actually of Drow make made permanent). He is tall and thin with a graceful step that can commonly be seen dancing at his friend Zanakar's high society parties (few know his true face, and he therefore is able travel unmolested). He has an engaging smile and will occasionally travel with adventuring parties to see more of the world (although he just likes to do this because of its potential for chaos). He is an incorrigible liar and will usually say anything to make people believe what he says.

Weapons

Dagger, Shuriken, Ninja-to, Caltrops

Non-Weapons Proficiencies

Alertness, Spellcraft, Tumbling, Dancing, Etiquette, Meditation, Tighrope Walking, Set Snares

Spell casting

Jim Slayer has the standard spell casting abilities of a sixteenth level mage, though he tends to favor spells that deal with misdirection and deception rather than explosions and the like.

Special abilities

PP: 85%, OL: 90%, F/RT: 95%, HS:99%, MS: 99%, DN: 45%, CW: 99%, RL:40%, Backstab X5.

Possessions

Jim Slayer has access to all of the specialized thieving equipment shown in the Complete Thieves Handbook, and has artisans in his employ that can produce most items that he needs.

Magical Items

Ninja-to of Dancing +4, Cloak of Darkelvenkind, Boots of Springing and Striding, Bracers of Defence AC2, Ring of Protection +2, Dagger of Darkness

Notes and History

As a young boy, Jim Slayer traveled to his parents to the far east, where they met disaster at the hands of a clan of assassins on a training exercise. His parents were killed, and he was taken and trained as an assassin and as a mage by the head of the group: Master Johtun. Eventually, however, Jim rebelled and returned to the land of his birth to seek his own fortune and was accompanied by several other of the younger students who were also more concerned with seeing more of the world than killing for their master. Finally, they settled on the island of Mooncrest and established a ninja clan that hired out as bodyguards and assassins. Several years after their landing on this new world, Jim received an invitation to a ball hosted by the new Lord of Maztol, Zanakar. The two met and eventually became friends (although they both know how far to trust each other). Recently, Jim released his favorite apprentice (a Jangulari named Moss) who, due to his more good alignment, began to rebel against his master. Jim has since kept an eye on him and intends him to succeed him as Master of Assassins.

John Smithe

Fighter/Mage [Something servant] 4th /3rd Something Male

STR 19 , DEX 15 , CON 15 , INT 17 , WIS 11 , CHA 4 , COM 00, PER

AC 0, hp 28, MV 15, MR 50

AL TN, Age 23, Height 5'11", Weight 110 lbs

Skin None, Hair None, Beard - Eyes Two glowing blue spheres, Vision Nightvision 100', Wealth 50 gp

He is permanently invisible, one would only see the armor he wears and the weapons he carries. That and the two glowing blue spheres that make up his eyes. A chilling sight indeed. It seems he is only partially solid, and this makes his life even harder. But it has its bonuses as well. He never eats, because he doesn't need to. And he is immune to cold below -10 and heat up to 100, this not including cold and fire based attacks. But other than that he has normal bodily functions, he must sleep about 8 of 24 hours, he must breathe once a second only being able to hold his breath for about a minute. He needs more air when he is doing strenuous things. He can eat, but he doesn't need the nourishment and after four rounds it falls to the ground. He still thinks of himself as a human, while he is something completely different. His voice is a baritone, and in life he was a rather unimpressive person, so he still acts this way. He has realized that people are very unfriendly toward him, and so he keeps to himself as much as he can. He carries enough gold on him for a few nights rest, giving the rest away to whoever is in the right place at the right time.

As he has been a something for a while he has gotten used to the thought of being not human. And it angers him greatly, he wonders if it wouldn't have been better to just get killed. He misses his wife Sarah, and he hopes that she misses him.

Weapons

Longsword (Sp) +1 to dam, +2 to hit, Dagger (P), Staff (P), Shield (P).

Non-Weapons Proficiencies

Swimming, Blindfighting, Herbalism, Reading/Writing, Dual weapon attack, Shield attack. Languages: Elfish (Spoken;Basic Writing), Dwarvish (Spoken;Basic Writing).

Spell casting

Casts as level 6,he gains 1 casting level.[Left forearm guard]. Can memorize 4/1, 2/2 , 2/3 spells. His spell book contains the spells:

First: Burning Hands, Enlarge, Find Familiar, Mending, Tenser's Floating Disc

Second: Detect Invisibility, Flaming Sphere, Knock, Levitate, Pyrotechnics

Third: Fireball, Hold Person, Phantom Steed

Special abilities

Note:Any ability given through John's enchanted armor will appear in brackets: [Armor Type] throughout this character sheet. Gains a critical strike, if a natural 18, 19, or 20 is rolled then he deals twice the damage.[Right Forearm Guard]. He can only use his weapons and armor, those that he was carrying when he was enchanted. He is invisible to undead, as long as he doesn't attack. If he attacks then that single undead creature will treat him as a normal target.[Wedding Ring]. Can Vampiric Touch as per the spell 3 times a day.[Wedding Ring]. John has a hard time holding items he wasn't enchanted with, so he can hold any item that isn't his for 4 rounds, then it slips through his hands. He can only use 1 magical ring or necklace, and only for 4 rounds. Because he is semi-corporeal, all items that weren't on him when he was enchanted, he receives 1 damage less from all attacks (even magic weapons), and traps that are physical, but he still receives full damage from magic if he fails his throw.[Breast Plate]. He almost always scares people away, so any encounters with townsfolk is at a -10 reaction, people who are used to seeing weird things get a -5 reaction. He is immune to any sight based attacks.[Visor on Helm] By looking at a map, he sees his position as a blue dot. When he moves on land the blue dot moves on the map.[Helm] While looking at a map, he sees his target(a man, some flowers, a gem, 20 oz of riverwater flowing enroute to the ocean, or whatever he deems his target) as a red dot on the map, when it moves so does the dot, it is good to within 10' of the actual placing.[Helm] He has an increased movement rate(15).[Leg Plates] He can leap 15'forward or backward, and 7' straight up 2 times per day.[Leg Plates] His armor can't be taken off, unless it is by very, VERY powerful magic. As this is the case, he is able to cast spells but they take twice as long. Other than that there are no other penalties to spell casting. He cannot use any magic item that is eaten, drunk, inhaled or rubbed on his body; they just don't work. If he stays in water up to his chest for more than 4 rounds it is as if he inhaled water, and unless he gets out in the next round he will drown.

Possessions

3 Pieces of the gem key, an overland map of Tor, a travel sized pack that latches directly to the back of his Breast Plate, a cloak with a deep hood that easily fits over his armor and covers him completely as long as his arms are at his side, a pouch with 56 gp in it, Spellbook with 35 pages(13 left)

Magical Items

His armor is noted above. There are effectively 6 pieces: Helm, Breast Plate, Left Forearm Guard, Right Forearm Guard, Wedding Ring, Leg Plates. John can parry with his longsword, giving him -5 AC, but he can't attack with it for the entire round, no matter how many attacks he has left. His dagger gets +2 to hit and damage, and returns to his hand when thrown, this takes the rest of the round. His staff is collapsible and made of metal, so it does 2d4 to small medium creatures, and 2d4+1 to large. It also has 13 charges, and even though he knows this he doesn't know what they are for... His shield seems to be a regular medium kite shield, but when he is attacked by multiple opponents its true nature comes fourth. It allows him to ram one of the opponents, a normal attack roll for success, and it throw the person 2d3 feet. The victim of this attack is stunned for 1 round, and will be lying prone for the next as they get up, so they are out of the fight for 2

rounds. This attack can only be used once per round, and only if there are two or more people attacking John at the same time, otherwise the attack won't work. This attack, if missed will not leave John open to an attack, so he will always get the shield bonus. If he is only being attacked by one opponent it will function as a normal indestructible shield.

Notes and History

It started 23 years ago when two farmers became the proud parents of a bouncing baby boy. They named him John. He grew up fast, maturing in mind and body quicker than his friends. He could easily best all of them in the mock fights that took place during the off farming season. It was his father that thought he should try out to be in the king's army, to seek fame and fortune. It was John who wanted to stay home and become a farmer like the last four generations of Smithes. But his father insisted. And so when his eightieth birthday came about, he tried out and was accepted. He wasn't the best, but far from the worst. The next two years were intense physical training, and he found he quickly took to the long sword. It was one rather lucky day on guard duty that he spotted someone slinking around in the middle of the night. He followed them into the royal mages quarters, only to be disarmed and put in a sleeper hold. He defended himself well, a hard elbow to the ribs of his attacker knocked their wind out. When they released their grip he turned and quickly whacked them with the flat of his sword, knocking them out. It was the commotion that awoke the mage at this point, only to discover that the sneaker was the mages own daughter! She had been trying to steal his spellbooks, and would have succeeded had John not been there. She was put in jail for an undetermined amount of time, and the key was thrown away. When asked what kind of repayment John wanted, he expressed his interest in magic. So in addition to his sword training, the royal mage was training him in spellcraft. The king was very pleased with John, being the only spellcasting person on the guard. And he was pleased with himself. And he owed it all to the mage's breathen. Who was still forgotten about. So when she came up missing, no body noticed until a couple months later. By this time John was becoming quite the celebrity. He was especially glad he had gained the notice of a serving maid he had a fancy for. The two of them were married not a month after John's twenty-second birthday. That was when tragedy struck, as the daughter came to exact revenge on John and her father. She had the help of a lich. It was all the king could do to keep his castle up, a task at which he failed. The king and most of the castle's occupants were killed including the mage. John and his wife and less that a dozen of the thousand people who made the castle what it was made it out alive. But the lich wasn't satisfied. So he killed the daughter and quickly started to hunt down the members of the ill-fated castle. When John heard of this he took his wife and ran, trying to stay alive. It was a year later that the lich finally caught up with them. He was looking for a special medallion that would allow him to cast even more powerful spells. It was the mages wedding gift to John a year ago. The lich then planed to kill them both but John pledged his undying allegiance to the lich if his wife would be saved. The lich agreed, much to John's wifes dismay. She was allowed to go on with her life, but was told that John had died, instead of the original deal. When John was taken back to the lich's layer he met what he would become, a Something. A race of beings that was, with his addition, five members strong. The lich was creating a powerful race of beings that would help him conquer the world, a common lich goal. So John was the fifth member, and he served the lich to the best of his ability. Until a huge group of adventures got together and killed the lich. The lich had killed most of the 158 person band, but his death was their ultimate goal. The five somethings helped as much as they could and all died but John, had it not been for his shield he too would have surely perished. With it he was able to keep many of the band away from him, knocking them back into other members. When the lich died he stopped fighting, John was a man without a race. Because they were all changed by the lich's magic, the five had no desire to rejoin their old lives. Their bodies were taken away and replaced with armor. Then they were allowed to enchant the armor as they saw fit. John was the only magic user in this group as well, so he was the only one who didn't give mass destruction spells to every piece, and this allowed him to live. But the change was irreversible. John was allowed to go his own way, as did many of the adventures. Back when the lich was creating his master race, he had used twenty plus magical items and artifacts, these were dispersed among the most powerful mages in the land, then their locations lost to the world. Or so they thought. It turns out the items will help themselves be found, if the Key can be located. The Key was the lich's cornerstone to the whole changing spell. It was a bunch of gems, John doesn't know how many. It is hard to count when your entire being is ripped to shreds right out from underneath you, then put back in a way that the world has yet to see. John has found 2 pieces of the key, one was in a crown. The other had been located in the ruins of an old temple, the next has yet to be found. So for now he is a wander. Until the day when he can call himself "A Human" once again. For three months after his freedom was obtained he wandered around aimlessly. With no idea

what his target was he wouldn't get a target dot. The third town he came upon was located on the coast, and it like many others was a bustling port city. It was named Karge Shell. His quest led him to a bar named The Drunk Fish, where he was searching for a lead to a mage named Sagitario. It was there that he met a serving girl by the name of Sarah Smithe, she was still wearing his ring. He hid, not knowing what to do. If he should make contact and explain his situation it could drive her crazy, or she might fall in love with him again. But the first was more likely than the second. So after getting the information he needed, he was off for some nearby mountains. Even as all this was happening he was getting used to the idea of being the last of his race. He decided that he would contact his wife, but not for a while.

Jyohan Ughlar

Fighter 9th Half Ogre Male
Royal Guard of Waterdeep

STR 18/78 , DEX 9 , CON 19 , INT 10, WIS 11 , CHA 8 , COM , PER

AC -3, hp 97, MV 15, MR 0 AL CG, Age 32, Height 7'11", Weight 286 lbs

Skin Brownish, Hair Grey, Beard - Eyes Grey, Vision Normal, Wealth 1450 gp

An ogre that looks a lot more like a tall human than a half ogre that he is. Friendly till battle, where he goes berserk.

Weapons

Used: Two handed sword (in one hand) Halbred. Proficiencies: Dagger, 2 handed sword (Sp), Halbred (Sp), Club, Longsword, Battleaxe (Sp).

Non-Weapons Proficiencies

Languages: Common, Ogre, Blind-Fighting, Woodland Survival, Endurance, Reading/Writing.

Special abilities

3 attacks every 2 rounds (Specialized weapons are 2 attacks each round).

Possessions

Normal Traveling gear.

Magical Items

Two handed sword of quickness, halbred +2, chain mail +3, 3 potions of extra healing, ring of regeneration, ring of intelligence +1.

Notes and History

Born of an actual bond of love between an Ogre Male and a Human Female, he was born into a loving family. He was sent away at the age of 15, he was sent to a swordsman known to many as "Blind Honor". He trained well, and was soon recruited into an army, but later became a mercenary, working for good people, defending farms and villages, until the opportunity came about to join the Freesville Twelve. He now is a High Guard.

Kain fellshell

Fighter 5th Human male

Str 15, dex 13, con 16, int 10, wis 10, cha 9, com , per

Ac 5, hp 47, mv 12, mr Al tn, age 21, height 6'8", weight 173 lbs
Skin tan, hair red, beard no Eyes blue, vision normal, wealth very

Long mated hair, looks beat to shit, cut up chainmail, looks to have had a very hard life

Weapons

Bastard sword (sp 2-handed). Knows one handed use. longsword and long bow.

Non-weapons proficiencies

Survival forest, direction sense, hunting, riding landbase.

Special abilities

Very lucky, naturally high endurance.

Possessions

3 rings, 2 50' rope, 2 weeks rations, 3 greekfire, 2 flint \ steel, 2 extra set of clothes, chain mail, bastard sword (been through hell with him), long sword, long bow.

Magical items

Ring of telecones (200lbs), ring of warth.

Notes and history

From mistal dale. lived thought the randale moor. modles. went through the first of bloodstone. Saved randal. went through most of night below. and kain has been through hell and back

Ka'lain

Fighter [Kit: Berserker] 8th Dwarf Male

STR 17 , DEX 7 , CON 15 , INT 12 , WIS 8 , CHA 9 , COM , PER

AC 0, hp 81, MV 6, MR

AL CG, Age 56, Height 4'4", Weight 160 lbs

Skin Tanned, Hair Long, dark., Beard Long, dark. Eyes Grey., Vision Infra (60), Wealth 6500 gp

Short, solid, strong. Kal'lain is a grim looking dwarf, grey eyes piercing as they look from a tanned face, thick dark hair and beard topping it. He usually wears heavy plate mail armour and his fists are bound with cestus. He carries nothing heavier than a shortsword on him.

Weapons

Cestus +3 (Sp) THAC0 8, d4+6 dam, #att 3/1 ; Punching (Triple Sp) THAC0 4, d4+7, #att 2/1, +3 adj KO chart ; Short Blades Group (P) ; Two weapon style (Sp).

Non-Weapons Proficiencies

Endurance (15), Weaponsmithing (9), Mountaineering, Blacksmithing (17), Tumbling (7).

Special abilities

+4 dwarf Bonus to saves, Dwarf bonuses and penalties.

Possessions

Blacksmithy, mule and riding gear, standard clothing and adventures gear.

Magical Items

Cestus +3 (Two of.) Plate mail +3, 2 potions of X-healing.

Notes and History

Kal'lain is a wild dwarf warrior who like nothing better than to wade into battle swinging his cestus and beating his opponents to a pulp. He has taken part in many fights against undead and hobgoblins, often taking down many opponents with his ferocious assaults. Two of his more memorable encounters was the assault on an hobgoblin village, and the defeat of bandits attacking a humble traveller. The party stumbled across the village, and were told by the hobgoblins that if they wanted any help, they'd have to pay with the dwarf (me) as food. Kal'lain began yelling insults at the hobgoblins, telling them to come and try it.

Next thing we knew, over 20 hobgoblins were attacking five party members. Kal'lain went wild and slaughtered most himself, before storming the town, stealing a boat (after the Cleric charmed the captain) and sailing off, exchanging the hobgoblins to a powerful Wizard in exchange for a teleport home. (It was either that or spend the next 3 months walking home through heavily dragon-infested country. We had already had one unfortunate encounter where the Battlerager got turned to ash..) The encounter with the bandits saw the cleric and Kal'lain in action again. Travelling to catch a boat, we saw three people beating a traveller to death, and looting him. Kal'lain and his follower charged, accompanied by the Cleric. The two fighter/mages sat back and watched most of the fight as Kal'lain almost got killed, finally pitching in to help when all members concerned (except the Cleric) were almost dead. One of the two did get taken out by a wish from a ring of wishes though... Vicious and brutal. The rewards were good though, quite a few (and powerful items being involved).

Kalek Ferrid- the Knight Stalker

Fighter 15th

Human male

STR 18/50 , DEX 18 , CON 16 , INT 13 , WIS 17 , CHA 18 , COM , PER

AC -5, hp 115, MV 12, MR AL CN, Age 42, Height 6', Weight 180 lbs

Skin tan, Hair black, Beard goatee Eyes black, Vision normal, Wealth penniless

Kalek is a well built man with a foreboding, sinister stare.

Weapons

Longsword +2 (master), curved dagger.

Non-Weapons Proficiencies

Proficient in all known blades. Accomplished Weaponsmith. proficient pummeler.

Possessions

Platemail armor (black enameled), open face helm, studded gauntlets, and his horse Shadow.

Magical Items

Longsword+2, Ring of protection+4, horseshoes of speed.

Notes and History

Kalek is a mercenary hailing from the frigid land of Blackmoor. His only friend in life is the archmage elf Mortellan. As a mercenary in Furyondy he was abused and ridiculed by the nobility, thus his hatred of Knights in general. Kalek came into the possession of many treasures in his career most of which he lost due to his thrifty ways. His most carefully guarded belonging is his otherworldly pistol.

Kayyne SunFire

Fighter 8th

Halfling male

Triumvirate Secondary King of Sylvaria

STR 17 , DEX 18 , CON 15 , INT 10 , WIS 12 , CHA 14 , COM , PER

AC -5, hp 80, MV , MR AL CG, Age 20, Height 2'6", Weight 48 lbs

Skin white, Hair black, Beard none Eyes blue, Vision Infra 60ft, Wealth 255,361 gp

Short And Strong Member of the fated w/ tattoo on back of shoulder.

Weapons

+6 +1 longsword Light Crossbow w/ heavy quarrels Sling.

Non-Weapons Proficiencies

B-smith Hunting Land Riding Air Riding Endurance Navigation Rope Use Disguise.

Special abilities

Able to use more proficiencies and those not within fighter category do to being a Fated.

Possessions

Mirror, 9 Oil Flasks, 100 ft rope w/ grappling hook.

Magical Items

Filter of love. Levitation Potion. Oil of impact. necklace of adaptation. Amulet of attribute. Potion of climbing, Ring of invisibility, Oil of slipperiness, Gloves of missile snaring, Oil of ventriloquism, Potion of invulnerability.

Notes and History

Adventures w/ Otto Darkstar & Wilbur McNozzlewafer and rules Sylvania with the 2. Likes lighting bars on fire and lassoing bartenders/bar thugs. Child 12 out of 12. Member of the Fated.

Karsal'lyn Arabani

*Fighter/specialty priest of Eilistraee/mage 10th \ 11th \ 11th
Harper*

Drow female

STR 14 , DEX 19 , CON 15 , INT 19 , WIS 17 , CHA 16 , COM , PER

AC , hp 56, MV 12, MR 65 AL CG, Age 124, Height 5'3", Weight 110 lbs

Skin black, Hair silver, Beard - Eyes purple, Vision ultra 120', Wealth 2075 gp

Karsal'lyn is a very intelligent and beautiful elf. She has a very carefree attitude and is able to adjust to every situation, rolling with the punches without ever losing her cool. She will, however, become extremely serious, even ruthless, when defending her faith and also when in the face of powerful foes. She wears a skin tight sleeveless black leather shirt that stops just below her breasts. She also wears hip-hugger black leather pants and knee high black leather boots. Her long crimson cape is fastened to both shoulders and is embroidered with Eilistraee's holy symbol in silver. She wields a long whip apparently made entirely from silver and a magical rapier. She also stores twin daggers in her boots. The rapier and whip adorn her right side. On her left sits a rod that is about 8 inches long. Her black mithral bracers have the holy symbol of Eilistraee set into each with silver. She has a scar running from just below her left eyebrow down to the middle of her cheekbone. Overall, she is an extremely cunning and, for some reason lucky elf. *** In order to fully understand this character, you will need the following sources: The Seven Sisters, The Code of The Harpers, Drow of the Underdark, The elves handbook, Menzoberranzan Boxed Set, The thieves handbook, The ninjas handbook, The fighters handbook, Dragon #s 240 and 216

Weapons

Whip-grandmaster, longbow, broadsword blades, two weapon style.

Non-Weapons Proficiencies

Musical instrument (harp family and bow-stings family), Gaming, Singing, Information gathering, Observation, Voice mimicry, Tumbling, Disguise, Tightrope walking, Enamor.

Spell casting

As an eleventh level mage

Special abilities

PP 95%, OL 30%, FRT 85%, MS 95%, HS 95%, HN 60%, CW 95%, RL 30%, 1\day- Dancing lights, faerie fire, darkness, levitate, know alignment, detect magic.

Possessions

A lot of very expensive jewelry, violin, 100 feet of silk rope, grappling hook, thieves picks, climbing daggers, housebreakers harness, marbles dice, riding horse (kept in waterdeep stables), giant lizard (kept in skullport)

Magical Items

Harpers pin, Guadle's rod of rings, Ring of Shooting Stars, Ring of Spell Turning, Ring of Warmth, Storm's Garter, Methilds harp, Portable Hole, Bracers of Defense AC3, Cloak of Stars, Silver Lash-a seven foot long whip appeared to be made of pure silver, it deals 1d6 points of damage and is +3 to hit. It also allows for an additional +3 to hit to all special maneuvers performed. This whip was given to her by Qulue Veladorn herself, after Karsal'lyn helped defend the Promenade from the worshippers of Ghuandar. Rapier +1 Luck Blade (3 wishes left). Mask of Illusions, Wand of Viscid Globbs, 2 dagger +4 of Venom, Duell's Iron Bow, Quiver of Elhonna, Arachne arrow (can be used repeatedly), Arrow of endless archery, Arrow of Thunderstrike, 6 Diamond tipped arrows.

Katar Hol

Cavalier 4th

Human male

Wishes to become a holy warrior for the church of Eros, though his former party titled him "*the Unlucky*".

STR 18/58, DEX 12, CON 16, INT 10, WIS 17, CHA 17, COM , PER

AC 0, hp 32, MV 9, MR AL LG, Age 19, Height 5' 10", Weight 187 lbs

Skin Light, darkened from travel., Hair Blackwith hints of grey., Beard Stubled. Shaves once or twice a week. Eyes Hazel, Vision Normal, Wealth 3 gp

Road weary and dirty (he is not given many opportunities to clean up). His weapons and armor recieve more care than his body or soul do. Look of destitution and dejectedness. Prematurely greying hair. Scar across lips from sparring with the "leader" of his party. Scar entirely ringing his shield arm from a kobold attack.

Weapons

Bastard Sword (sp), (+1/+2), medium Lance (6 in wagon-they've been known to break) (+1/+1), light crossbow hanging off pommel of saddle, horseman's Flail (+1/0), dagger. Weapon/Shield Specialization (0/0), ambidextrious

Non-Weapons Proficiencies

Riding, land, animal lore, animal handling, weapon smithing, armorer, metal smithing.

Possessions

Light war horse draft, horsecustom wagon with supplies good for a month, horse supplies, 3 sets of traveling clothes, hard riding boots, full plate mail with coif and full helm polished nickel medium kite shield, soap and towels

Magical Items

Bastard Sword +1

Notes and History

As an orphan Katar was raised up as a stable boy for the church of Eros where he came under the tutelage of his mentor, Daemynos, who was a protector of the church. After coming of age Katar was sent on a mission to help protect a village with a priest of Eros and that priests companions. While trying to protect that village's artifact Katar (and the rest of his party)was transported to a far off land by an evil wizard's spell, where he has been wandering ever since. Whether or not his dwindling party will ever find their way to their homeland remains to be seen.

Kazganthi

Fighter 1st (mrymidon)
Member of the Clan Orgil

Minotaur male

STR 22 , DEX 17 , CON 20 , INT 16 , WIS 15 , CHA 14 , COM , PER

AC , hp 22, MV 12, MR 90 AL CG, Age 45, Height 8', Weight 475 lbs

Skin light brown, Hair ligh brown, Beard- Eyes blue, Vision , Wealth 200 gp

A powerfully built Minotaur, we travels the woods just outside of his home city of Kothas. Is a respected member of his clan because of his fighting ability.

Weapons

2 Handed Battle axe (sp), War Maul (sp), Short sword (p), Heavy Crossbow (p).

Non-Weapons Proficiencies

Weaponsmithing Military History fire building endurance swimming

Special abilities

Minotaur Abilities

Possessions

Normal stuff

Notes and History

Born into the clan Orgil which is one of the larger clans in Kothas, Kaz is becoming a great warrior and hopes to lead his people against any who would enslave them.

Ken, Member of the Shining Force, an Adventuring company

Fighter 20th Centaur Male
Knight of Guardiana

STR 18/25 (Mus 17/Sta 17), DEX 13 (Aim 14/Bal 12), CON 17 (Hea 18/Fit15), INT 9 (Rea 12/Kno 8), WIS 12 (Inn 11/Wil 12), CHA 11 (Lea 11/App 11),COM 12, PER

AC 1, hp 100, MV 18, MR 100 AL LG, Age 20, Height 06' 8", Weight 199 lbs. Lbs

Skin Light, Hair Blonde, Beard - Eyes Blue, Vision Normal, Wealth 5,000 gp

Ken is a powerful fighter. He was taught by Varios, the leader of the knights in his town. He would love to be a paladin, though it probably will not happen. He gets hurt a lot, as he is overzealous in battle.

Weapons

Halberd of Lightning, 10 Javelins.

Non-Weapons Proficiencies

None important.

Spell casting

Ken cannot cast spells, though his Halberd can cast Lightning Bolt once per day.

Special abilities

Ken can attack twice per round.

Possessions

Plate Mail, Helmet.

Magical Items

His Halberd of Lightning.

Notes and History

Ken grew up with Max. After the disaster, he went with him to destroy Dark Dragon. After having his life saved by Max, he became a bodyguard of sorts.

Kheldarn "Caeleb" Brightstone

Fighter/Mage 9th /10th Gold elf Male

The Grand Wizard of Neverwinter

STR 12 (19), DEX 17, CON 11, INT 19, WIS 14, CHA 12, COM , PER

AC -4, hp 48, MV 12, MR 0

AL N/G, Age 124, Height 5'9", Weight 110 lbs

Skin golden brown, Hair brown-blondish, Beard - Eyes hazel, Vision Infra 60', Wealth 1000 gp

A lean, regal gold elf with thin, dexterous fingers, deep eyes, and hair in pony tail

Weapons

Quarterstaff +3, "Dragon's Fang", with pop-out spike-confers protection from fire, same as ring-"Flame gout", once every 6 turns, 6d4+6shortsword of speed +2; strikes first every round

Non-Weapons Proficiencies

Blindfighting, tumbling, spellcraft, riding, landbased, horses, dir.sense, read/write

Spell casting

Effective casting level=5

Special abilities

Mage spells

Possessions

Dark purple robes, golden cloak, pantaloons, gold earring

Magical Items

Bracers defense, ac 3; ring, protection +4; girdle, hill giant strength;boots, striding/springingMyrgel's bag of holding* myrgel was an ancient wizard/cronomancer who befriended Caeleb and became his teacher; he left the bag to Caeleb at his death. BecauseMyrgel was a cronomancer, there are a wide array of unusual objects,some never heard of (i.e, lighters, flashlights, windup toys, etc.) Also included are an assortment of non-magical pieces of equipment, andsome magical; since caelem hasn't figured out everything in the bag, the items he knows about are not listed under other equipment lists(besides, they are too numerable to name)

Notes and History

Born into a nobel household on Evermeet island, caeleb ran away from wanderlust,and in order to not inherit the family name. Taught by the greatest swordsmen in all of the island, as well as great spellcasters, Caeleb made his fortune as a sell-sword, until meeting Myrgel, where he had more adventuresin Myrgel's company. Caeleb is curently searching for Black-adder, the evil counterpart to Dragon's fang. According to ancient tomes, the staves, when meeting, will combine and form a more porweful weapon.

Khufu Xercher

Fighter 10th Hill Giant Male
Lord and Baron Of castle Rockfell

STR 20 , DEX 14 , CON 14 , INT 10 , WIS 18 , CHA 14 , COM , PER

AC 3, hp 56, MV , MR AL CE, Age 80, Height 10'2", Weight 341 lbs lbs

Skin Yellowed, Hair Gray, Beard none Eyes Red, Vision normal, Wealth 5,000,000,000 gp

Khufu Xercher pretends to be a Large scale thinker, an has 3 fingers missing from his left hand.

Weapons

Dinosaur thighbone

Possessions

Dinosaur thighbone Giant's chain armor.

Notes and History

Khufu Xercher is the Rightfull lord of castle Rockfell. He has A lvl 6 Gnoll Fighter as an advisor, 3 lvl 3fighter goblins as guards, and a lvl one fighter as a daughter. He is cowardly as sin. The news of a Powerful Kenku Slave (see the charecter Clawgiz Azax)escaping and killing 1/3 of the royal guards has unsettled him, and is mustering Goblins and Gnolls to defend his castle.

Kizz Wekk

Fighter 10th Orc Male
Baron of castle Krofyre, Enemy of Lord Khufu Xercher

STR 17 , DEX 10 , CON 18 , INT 15 , WIS 16 , CHA 8 , COM , PER

AC -2, hp 82, MV 12', MR AL NE, Age 45, Height 5'1", Weight 152 lbs lbs

Skin Grey, Hair Red, Beard n/a Eyes Green, Vision Infra 60', Wealth 5,000,000,000 gp

Kizz Wekk is a middle aged orc male who gained the privelidge to rule castle Krofyre through acts of murder and treachery. He has Knowledge of Theology and Modern languages. He is actually very intelligent. His most evil enemy is Lord Khufu Xercher.

Weapons

+4 dagger

Non-Weapons Proficiencies

Bowyer/fletcher

Possessions

Large Metal Shield

Magical Items

+4 Dagger, +3 Elfin Chain mail.

Notes and History

Kizz Is planning an attempt on Baron Xercher's Castle. Evil Pc's (if used in campaign) may align themselves with either castle.

Kilvak Blackanvil

Fighter [kit: Battlerager] 9th

Dwarf Male

STR 18/00 (Mus 18/00/Sta 18/00), DEX 12 (Aim 12/Bal 12), CON 19 (Hea19/Fit 19), INT 9 (Rea 9/Kno 9), WIS 4 (Inn 4/Wil 4), CHA 12 (Lea 14/App10), COM 12, PER 15

AC -5, hp 98, MV 8, MR 0

AL CN, Age 96, Height 4'3", Weight 123 lbs

Skin tanned, Hair blue, Beard blue

Eyes red, Vision Infra 20', Wealth 16000 gp

Weapons

+3 Dwarven Thrower Mastery

Koran Telcontar

Fighter/Mage 5th/20th

Human Male

King of Lendore

STR 17 , DEX 16 , CON 13 , INT 18 , WIS 10 , CHA 17 , COM , PER

AC -4, hp 100, MV , MR

AL LG, Age 56, Height 6'3", Weight 198 lbs

Skin Fair, Hair Black, Beard None

Eyes Grey, Vision Normal, Wealth 120,000 gp

Koran appears most often in the guise of a simple mercenary, an appearance he is most comfortable with. When travelling, he goes armed and armored, but wears a heavy grey cloak about him that tends to hide this. When sitting in his state in his castle, he dresses more formally (which he does not like), but still prefers simple elegance to the over-blown finery of many nobles.

Weapons

His primary weapon is his longsword +5 (Named Deathstroke; note: no special powers). An ancient weapon, he has carried it for many years and it has become a symbol of the King of Lendore. He also uses a Dagger +3 as well as a Longbow +2. Though a powerful Mage, he prefers to fight using these weapons. He is most often found wearing leather armour, but in a battle, he will sometimes wear chainmail and carry a shield.

Non-Weapons Proficiencies

History, navigation, blind fighting, languages, direction sense, engineering, spell casting, survival, foraging, riding

Spell casting

He casts spells as a 20th level Mage. Koran has an extensive spellbook, collected over a long lifetime of adventuring.

Special abilities

Koran can use ESP once per week, the effect of a strange fountain he drank from many years past. Further, he has been granted the chance to avoid any situation once, after drawing a card from a Deck of Many Things.

Possessions

Standard adventuring gear, a warhorse (Avenger), a hawk familiar (Caradoc), and a journal, pen and ink (for recording his adventures)

Magical ItemsBesides the weapons mentioned above, Koran possesses a collection of various magic items, including Wands of Illusion/polymorphing/fire/ frost/paralyzation, a cloak of elvenkind, portable hole, magic arrows, a rod of cancellation, a ring of wizardry, an amulet of finding, and most valuable, a staff of

power. He also possess a number of powerful artifacts which he keeps in a trophy room, underground and well protected. Most of these items are extremely powerful, extremely dangerous, and some are extremely evil. None are ever used by Koran, and are kept locked up to prevent them from falling into the wrong hands.

Notes and History

Koran was born in the Grand Duchy of Geoff (World of Greyhawk). After the death of his family, he was raised on the estate of a local noble, where Koran was trained to become a simple man-at-arms. A friend of the nobleman, a Mage, met Koran and noted that he was a quick learner and avid reader. Sensing he could be a good Mage, the Mage Radigast asked the nobleman to instruct him in the magic arts. Thus, Koran was to receive training both as a warrior and a wizard. He proved to be more apt as a Mage, though he much preferred the physical aspects of battle. After the disappearance of Radigast, and the death of the nobleman with whom he lived, Koran set out into the world to seek his fortune as a mercenary. He had many adventures as a lowly fighter, and eventually travelled through many lands, ending up in Veluna. Here he re-met Radigast, and resumed his training as a Wizard. During this time, he spent time amongst the nobility of Veluna (Radigast had many powerful friends) and this exposure softened his mercenary ways. His training proceeded well, until the rise of the Temple of Elemental Evil. In the ensuing war, he left Veluna to join the volunteers rallying to Verbobonc to fight the evil threat. Radigast, upon his leaving, pronounced his training as a Mage complete. During the campaign that followed, Koran fought at both the great battle of Emridy Meadows and the subsequent Siege of the Temple of Elemental Evil. After this profound experience, he once again became a mercenary, this time rising quickly to lead the Black Tower Company, one of the most renowned companies in the west. His work led him ever more eastward, until eventually he found himself hired to aid the rebels fighting against the Scarlet Brotherhood. After this great victory, he was next hired by the people of Lendore in their struggle against the orcs. After this great victory, the people of Lendore saw Koran as their savior, and because of their previous factional fighting and the threat of invasion from other lands, they offered to make him King to unite the land. This he accepted, with some reservations. What has followed has been a long and colorful history, too detailed to go into here. Suffice to say that there have been many victories, many defeats, and a good deal of adventure all the way around. (Note: This character was rolled up in 1980 and has been in play ever since. His fellow characters, Ayelborne, Condor the Conqueror, Tellion Steele, Adonis, Lant the Bold, etc. all have as long and colorful histories. This is a very short version of the longer history I have written. Please write me at Welleran@aol.com if you want more information on Koran and his friends)

Krishna Ghallath

Fighter/Psionicist 6th /6th Thri-kreen male
Son of Thyl Ghallath the Elven Slayer, also called the Crusher

STR 21 (Mus 23/Sta 19), DEX 17 (Aim 16/Bal 1), CON 15, INT 11, WIS 15 (Inn/Wil), CHA 7, COM, PER

AC -2, hp 59, MV 23, MR 0 AL NG, Age 6,5, Height 8'4", Weight 465 lbs

Skin Yellow-grey, Hair not really, Beard - Eyes black, Vision normal, Wealth none

Sign of the gluecluksclan on my chin. No clothes.

Weapons

Chatka 1 slot 2 att/rnd thac0 11, punching 2 slots (+2/+2/+2chrt bonus) 5 att/rnd thac0 7, martial arts 1 slot, 1 slot free.

Non-Weapons Proficiencies

Natural fighting 1 slot +1 attack roll punching and 1 extra punch, tumbling 1 slot +2 attack roll punching, psionic defense 2 slots -4 at MAC, Rejuvenation 2 slots, contact free.

Special abilities

Special thri-kreen abilities.

Possessions

m-shield, 2 metal chatka's from father exceptional quality, 2 metal chatka's just bought, backpack, map of the regions of Tyr, metal-polish, 4 diamonds (don't know the price), medallion which I got from my father. It has a special power which will show itself someday.

Notes and History

I grow up at the plains and deserts in the Tyr region when I was a young, I and my friend Woodruff were chasing a few crodlu's. Suddenly a sandstorm appeared and we sought shelter behind a rock. When it was over we heard some laughter on the other side. We were curious and took a look. There were 30 Elves. I had never seen elves before so I was very surprised. Suddenly they saw me and caught me. Woodruff could escape. I was tortured and they cut the sign of their clan, the gluecluksclan, in my chin. Meanwhile Woodruff warned my father, Thyl Ghallath. He could run 60 miles/hour and sprinted towards the Elves. He killed them all, but when that was over he died from his wounds. Just before he died he gave me his chatka's and he gave me a medallion which, he said, had a special power. After that I grow up with Woodruff and his parents. I developed psionic powers in me and I also learned to fight very good from my uncle Chucky. (There are a lot of adventures from my third level till my sixth level, but I am not gonna write all those down, but I must tell you that he took revenge on 120 elves of the gluecluksclan.).

Krom

Fighter 9th Human male

STR 19.1, DEX 14, CON 18, INT 9, WIS 15, CHA 15, COM, PER

AC 1, hp 96, MV 12, MR 0 AL N, Age 24, Height 6'3", Weight 240

Skin Brown, Hair Brown, Beard - Eyes Brown, Vision Normal, Wealth 100 gp

Weapons

Two-Handed Sword (Sp), Long Sword, Long Bow, Footman's Flail

Non-Weapons Proficiencies

Blind Fighting, Swimming, Bowyer/Fletcher, Running, Mountaineering, Tracking

Possessions

50' rope, 6 oils, torches, field glass, wineskin, waterskin, extra bow strings, Long Bow w/ strength bonus

Magical Items

Plate +1, ROP+1, Two-handed Sword +2, Two-handed Sword +1, Long Sword +1 Magical Gauntlet providing immunity to polymorph and magical fear along with battering down doors and damage d4+1, magical forearm piece when combined with gauntlet provides immunity to ESP.

Notes and History

Part of Waterdeep based adventuring band known as "Nightmare Company". Exceptional Strength from wishes received from a "deck of many things". Has traveled as far east as the Dales and Hillsfar. Currently under Waterdeep in Skullport and the Undermountain.

Krunch

Fighter 15th Ogre male

STR 21 (Mus 23/Sta 19), DEX 18 (Aim 18/Bal 18), CON 20, INT 3 (Rea 2/Kno 4), WIS 3 (Inn 1/Wil 5), CHA 8 (Lea 10/App 6), COM, PER 3

AC -2, hp 161, MV 17, MR none AL none, Age ???, Height 11'1", Weight 900 lbs

Skin grayish, Hair lanky, white, Beard - Eyes purple, Vision normal, Wealth none

Krunch is a complete moron, so much that he does not have an alignment (he cannot comprehend morality or law. He comes close to CN, but does not act upon a whim, nor is he crazy. For game purposes, he is assumed to have the alignment of those in his party, for he just does what they do or tell him to do). He speaks mostly in monosyllables and will usually find some association for things he does not understand (he once described a dragon as a "big birdie"). He has a good superstition about weapons and armor and a bad superstition about magic (he will beat to a pulp anybody he suspects of using magic). It is not known what Krunch's real name is (when asked who or what he is or does, he simply replies, "Me krunch," with a big toothy smile).

Weapons

Two Giant-kin Maces +3 (Grand Mastery), Two weapon Style, Punching Triple Specialization.

Non-Weapons Proficiencies

Modern language (common), Stonemasonry, Charioteering, Blacksmithing, Blind-fighting, Endurance Whistling.

Possessions

Specially made plate armor and visored helmet Barrel of dried meats.

Magical Items

Two Giant-kin Maces +3.

Kyle Windrider

Fighter 4th Elven male

Honored First Protector of Tuntan

STR 19 (Mus 21/Sta 18/(83)), DEX 18 (Aim 16/Bal 20), CON 14 , INT 12 (Rea 12/Kno 12), WIS 10 (Inn10/Wil 10), CHA 10 (Lea 10/App 10), COM , PER

AC 1 (6), hp 36, MV 12, MR 0

AL CG, Age 121, Height 5'2", Weight 132 lbs

Skin Fair, Hair Auburn, Beard Nope

Eyes Grey, Vision Normal (No Infra), Wealth 90 gp

A city born Elf. No formal elven training or upbringing. Raised by "modern" elves. Cocky and confident. Slayed twenty ogres and hobgoblins in the battle of Tuntan.

Weapons

Bastard Sword (sp, one-handed and two weapon style), Dagger x4 (sp, one-handed and two weapon style), Short Sword (P), Multiple Specialization.

Non-Weapons Proficiencies

Dancing, Common, Blind-fighting, Blacksmithing, Swimming, Rope Use.

Special abilities

Sword Bonus, Light Sleeper, Quick Healer, Hit Point Bonus. Disadvantages: Severe Phobia Spiders.

Possessions

Chain Mail, Backpack, 50' Hemp Rope, Wineskin, Winter Blanket, Riding Boots, Cloth Cloak, Gloves, Leather Pants, Vest, Scabbard x2, Sheath x4.

Notes and History

An avid party-goer and avid drinker who thinks that he can hold his liquor better than he actually can. Is famous for getting drunk and getting convinced to show-off certain parts of his anatomy. Has a tendency to make very powerful allies and enemies.

Kyung-Mi "Julia" Ravensblood

Fighter / Magic User 9th / 11th

Half-Elf Female

STR 13 , DEX 17 , CON 15 , INT 17 , WIS 15 , CHA 16 , COM 20 , PER

AC -1, hp 59, MV 12", MR

AL LN, Age 58, Height 5'6", Weight 120 lbs

Skin Pale , Hair black, Beard - Eyes green, Vision Infra 30', Wealth 65,134 gp

Julia is a half-elven beauty, lithe as a jungle cat, with womanly curves aplenty. She has silky hair of the deepest blue-black that hangs past the middle of her back and big eyes of a lustrous jade color. Julia has long, slender legs, her skin is a burnished gold and her face usually bares a petulant smile.

Weapons

Julia is proficient in the use of the following weapons: Bastard Sword, Battle Axe, Dagger, Lance, Long Bow, Long Sword, Spear. Julia specializes in the use of the long sword.

Non-Weapons Proficiencies

Animal noise, cooking, healing, horsemanship (x3), masseur, swimming, tracking.

Spell casting

Julia casts spells as an 11th level magic user. Her spell book is as follows:

1st-charm person, comp. lang., detect magic, enlarge, find familiar, friends, know history (OA), magic missile, message (OA), protection from evil, shocking grasp, spider climb, swim (OA), ventriloquism

2nd-invisibility, knock, levitate, locate object, misdirection (OA), rope trick, run, smoky form (OA), strength, wind breath (OA)

3rd-detect shapechanger (OA), fire wings (OA), lightning bolt, memory (OA), protect. from edged weapons, sepia snake sigil, slow, steam breath (OA), tongues

4th-charm monster, dream vision (OA), fear, forcemage, monster summoning II, Mordenkainen's faithful shield maidens, polymorph other, shout (OA)

5th-cloudkill, ironwood (OA), Monster summoning III

6th-contingency, disintegrate, geas, monster summoning III

7th-commune w/ greater spirit (OA), limited wish.

Special abilities

Usual half-elf abilities.

Possessions

A rancho in Dambrath that includes 110 acres of land and 40-50 Dambraii horses (FR16, The Shining South).

Magical Items

Boots of striding & springing; elfin chainmail +3; golden lions; long bow +1; long sword +3, wounding (shou design); necklace of adaptation; ring of protection +2; ring of regeneration (wedding gift).

Notes and History

Julia's mother, Kyung-Im, was a member of the noble "Hwarang" Society (comparable to the Samurai of Kozakura and Wa) in the service of the King of Koguryo. She was respected as much for her intelligence and beauty as she was for her fighting ability. The Koguryo were an advanced civilization of horse warriors living in the northwestern forests and mountains of what is now Koryo. Julia's father was a Green (Wild) Elf sent as an emissary from Evermeet. The couple's illicit affair sent shock waves through the conservative society and ended Kyung-Im's meteoric rise in the Koguryian power structure. Julia's childhood was an unhappy one. Her father left for another assignment when she was very young and soon lost touch with his daughter, she was ostracized by other children because of her appearance, and times were tough for everyone because Koguryo was slowly losing its seemingly endless war against the more numerous troops of Silla. When Koguryo finally fell (marking the unification of the three kingdoms of Choson into the modern nation of Koryo), Kyung-Im fled west with her daughter. Julia had long ago begun her schooling in

the use of the sword and bow as well as horsemanship under her mother's watchful eye; and in the use of magic by the best tutor that money could buy. When the situation became dire enough, the mother/daughter team signed on as mercenaries in the Tuigan horde as it invaded Shou Lung. The two later ended up in Semphar as border guards there. No matter where Julia traveled, she readily found old mages that were willing to teach her magic in hopes of winning the affections of the beautiful and exotic girl. None of these suitors, however, really touched her heart. The pair kept moving, eventually finding permanent employment in the land of Dambrath. Here being female and half-elf was a blessing not a curse. Julia's mother retired and bought a rancho in Dambrath with all the money she had saved. Julia continued her career as a mercenary and adventurer. One day, Julia risked too much, she and the rest of her party came upon an ancient temple in Kethid (The Great Swamp) guarded by lizardmen and worse. Inside was a dragon-like beast of great power that slew the entire party excepting Julia. Her imminent death was stopped by the arrival of another party of adventurers who had staked out the temple for some time and were also fighting their way through the lizardmen and their allies. Among the second group of adventurers was Edward Xavier Thumparr (to be posted later). "Thump" was an ally and protege of Tatsuhiko Yamantaka and brought the girl to Tatsu, in their secret stronghold in the Forest of Amtar, for questioning. Julia and Tatsu found they had much in common and a romance soon blossomed. Today the two are married and have two daughters together. The couple do not always get to spend a lot of time together, as Julia is more active in her adventuring career and tries to maintain the rancho in Dambreth (her mother is now deceased).

Lady Elena Fleetwood of Hermit's Woods

Fighter 15th

Human female

Appointed protector of Hermit's Woods by King Azoun, given the medal of honor

STR 18/50 , DEX 17 , CON 16 , INT 15, WIS 14 , CHA 15 , COM , PER

AC -10, hp 100, MV 12, MR

AL CG, Age 26, Height 5'8", Weight 127 lbs

Skin Fair complexion, Hair Blonde Eyes Blue, Vision Normal, Wealth approx. 600,000 gp

She always wears her brightly polished Elven Plate Mail +5 under a blue tunic. She carries three swords, two at her hips, one strapped to her back. In some cases, she carries a shield +5 with her family symbol on it, a griffon.

Weapons

Long bow, dagger, long sword (mastery), short sword, two-handed sword, bastard sword (sp.)

Non-Weapons Proficiencies

Etiquette (15), riding, land (horse, 17), swimming (18), read/write (16), riding, air (griffon, 12), tracking (14), rope use (17).

Special abilities

She can speak Elf, Halfling, Gnome, Dwarf, Common fluently.

Possessions

Common Adventuring equipment.

Magical Items

Too many to list, but here are the ones she carries: Portable Hole, Wand of Illumination, Gem of Seeing, Figurine of Wondrous Power: Onyx Dog, Ring of Mind Shielding, Ring of Feather Fall, Signet Ring of Arabel (given to her by Myrmeen Lhal), Boots and Cloak of Elvenkind, Sash of Fire Giant Strength, Ring of X-Ray, Ring of Vampiric Regeneration, Combat Ring (gives her one extra attack each round).

Notes and History

Elena Fleetwood was born in the city of Marsember. Her father was a soldier of fortune, who more than earned enough money to support his family. From him, Elena learned the majority of her fighting and

persuasive skills. When she was about 12, her twin brother, Alen, ran away from home; she hasn't seen him since. Not too much later she witnessed first hand her father's death at the hands of the Red Wizards of Thay. Barely escaping death herself she ran away to the nearby city of Suzail (which is the capital of Cormyr) where she grew up living with a blacksmith, until the age of 18. After which, her step-father, introduced her to one of the city's sword-fighting champions. For four years she trained with her master, learning the art of sword-fighting, soon she became so good she challenged him to a match and won. Winning his prized magical sword. Setting off to Marsember, intent on finding her long lost mother, whom she hadn't seen in more than 10 years, only to find out that due to her father's death and her disappearance, her mother went insane and took her own life. Her heart turning toward vengeance, she set out to find the Red Wizards of Thay, and get revenge for the losses that they have brought upon her and her now dead family. Knowing she couldn't do it alone, she decided to become an adventurer. During one of her first adventures she met Bastro Wellwood, who is now her best friend. She met him while competing in a contest with two other people, since then they have become close friends. Bastro's profession somewhat contradicts her aggression toward magic-users, but she knows that he will not use his magic for evil. And because of the death of her parents, she has a strong hatred for magic-users, especially evil or chaotic ones. And she will make their life miserable as long as they are around her; or in some extreme cases maybe even kill them. One of the main highlights of her life was when she won a sword-fighting tournament, winning the grand-prize of 15,000 gp. Just recently, while travelling through Shadowdale, she had the chance to meet Elminster. Unknowingly, they played a game of his, everytime they answered a riddle right they got a request fulfilled. She answered two of the riddles, and chose Elven Chain Mail +5 (though it was halfling size) and the knowledge of where her brother was. Because of her first request being a blunder, she had to travel to Suzail and have Vanderghast enlarge the suit to fit her. It wasn't cheap either, 22,000 gp and a service; which he hasn't made her complete yet. Finally, after thirteen years, Elena and her brother were reunited. Though Alen was a different person, he was still glad to see her. She currently lives in Wheloon, where she and her army live in her near completed castle, though is spending much of her well earned money to complete it. The King of Cormyr has given her the rights of Nobility, and has entrusted her with several of his prized knights, and close to 130 purple dragon's for her to command and not to mention a battle hardened general to aid her.

Lance

Fighter 7th Human male

STR 15, DEX 18, CON 15, INT 12, WIS 11, CHA 16, COM 17, PER n/a

AC 6, hp 46, MV 12, MR 0 AL NG, Age ???(early to mid 20's), Height 6'1", Weight 200 lbs

Skin white, Hair brown, Beard none Eyes hazel, Vision N/A, Wealth 5 gp

A normal looking man with a sword and a pike.

Weapons

Long Sword, Pike, Non-Weapons Proficiencies, none at all have yet to return to him.

Special abilities

Death Vision- He can see all dead beings that are within his view and speak with them as normal. Self Resurrection- for some unknown reason when struck down by a mage he can resurrect himself, from the dead.(any other way of death kills him)

Possessions

Rations 1 week, a set of cloths, a near empty backpack.

Notes and History

This man was found a week ago by an elf in the High Forest, run through by a magical lance spell. He had no knowledge of his past or anything beyond when he awoke. The elf decided to take him to Essembra for safekeeping, but on the way they were attacked by a group of bandits. After a short time the elf was wounded, and the man picked up his sword. It seemed as though there was one thing he could remember

now, how to wield a blade. He struck down a bandit by decapitation and the rest fled. Weapons found were a sword and pike so they became his. The elf decided before they reached Essembra he was to have a name. He named him after his origin, Lance. Well with the help of the wounded elf they made it to the town, and he was given 10gp to have. The elf then left, and told him to search for his purpose in life. There must be one or why would the gods save him, right?

Landesred Stromsfjord

Fighter 19th

Human male

King of Stromsfjord, elf-friend, halfling-friend

STR 18/91 , DEX 18 , CON 18 , INT 16, WIS 15 , CHA 17 , COM , PER

AC 0, hp 95, MV 12, MR

AL CG, Age 56, Height 6'2", Weight 205 lbs

Skin , Hair white, Beard white Eyes black, Vision normal, Wealth 11000 gp

Viking, looks similar to Nick Nolte in 48 Hours (with a beard), wears black and gray clothing, a sky-blue cape with the eye of Odin imprinted, high soft boots. He wears a horned viking helm/crown of an almost art-deco design.

Weapons

His only hand-to-hand weapon is a +3/+3 Minotaur's Axe. He infrequently uses a composite longbow for outdoor long range. He will destroy vorpal swords any time he comes across one, he hates them.

Non-Weapons Proficiencies

His secondary was salt navigator. He has no non-weapon proficiencies since he retired long before 2nd ed.

Special abilities

Immune to fear.

Possessions

He travels very light, usually only normal adventuring equipment and not much of that.

Magical Items

His axe has a blue eye on the tip that was a gift from Odin. It can "see what must be seen". In other words it works when it will help the DM's plotline. He carries a few potions but does not have a love for lots of magic or treasure. He does have a pack of TRUMPS based on the trumps from the Amber novels that enable him to keep in touch with his former adventuring friends and enemies. He has a magical horn that, when blown, can be heard anywhere on the continent by his people. It is now just a keepsake since all those who could hear it are gone.

Notes and History

His brother was heir to the throne of Stromsfjord but disappeared. Against his fathers wishes Landesred set out in search of him. He had many adventures during this search, the most notorious of which was his war with Dispater. He has gained the enmity of Dispater when he unwittingly screwed up one of the Devil's prime material plots. Landesred, with Odin's help, managed to force Dispater back to hell. This made Dispater quite angry and he immediately dispatched a ton of minions to seize Landesred and return him to hell. Landesred spent two real-time years in the torture chambers of Dis before being rescued by a grand party of heroes and friends. Landesred killed Dispater forever during his escape (with LOTS of help from the party). On his return he decided to return home to retire. When he reached his home he discovered that his family had been overthrown with no heir. A small war took place and Landesred took the throne. This continued for two years until members of the grand party that rescued him begged him to lead his people into war against an evil empire they were fighting. Landesred volunteered to go himself but would not lead his people into war in order to pay his debts. His former rescuers disowned him and cursed his name. Landesred then gathered his people and led them to sea in order to find a new land far away from the wars. During the voyage an odd storm blasted the fleet of longships and all were slain except for him. He

washed up on shore, wandered lost for a short time, and now lives a quiet and guilt-wracked life amongst a community of halflings who adore him.

Lange Keltic

Fighter 3rd Human/Baylander male
Deputy of the Highland

STR 17, DEX 13, CON 16, INT 10, WIS 9, CHA 13, COM , PER

AC 2, hp 25, MV 12, MR 100

AL NG, Age 19, Height 6'4", Weight 231 lb.s lbs

Skin white, Hair blonde, Beard none Eyes blue, Vision normal , Wealth 3000 gp

Lange is a tall, stocky barbarian warrior from the southern coastal areas of the Bayland. He is usually adopts the dress of the country or region he is passing through to fit in. He is very sly and intelligent, though he has trouble reading books and memorizing languages.

Weapons

Composite Longbow (Sp), Shortsword, Dagger,

Non-Weapons Proficiencies

Blind-fighting, Endurance, Running, Swimming, Riding/Land-Based.

Possessions

Backpack: 100 ft. silk rope, hooded lantern, flint and steel, whistle, gloves, hood and cloak, paper and ink and quill pen

Magical Items

Shortsword of Quickness, Amulet of Protection, amulet of Fire Protection

Notes and History

Lange Keltic grew up in the seafaring land of Bayland. As he became of age he traveled north to the lands of Nugardia (A European area in my campaign) and became a mercenary. Between jobs he rather accidentally destroyed the Shol River Bandits (a notorious group of thieves) and raided the ancient elven stronghold in Mount Deishall which had lain untouched for centuries. Lange is currently in Northern Cauzim running from about a thousand elves who want his head for stealing their treasures.

Lars Moantol

Fighter 17th Human male
High King of the Westlands, Leader of the War Party

STR 18 (00) , DEX 17 , CON 18 , INT 11 , WIS 14 , CHA 16 , COM 10, PER

AC -6, hp 130, MV 12, MR 0

AL lg, Age 36, Height 6'0", Weight 220 lbs

Skin black, Hair black, Beard black with grey Eyes grey, Vision normal, Wealth 25,000 gp

His royal colors are green and red, with a blue cape symbolizing Lars as the Protector of the Grand Temple of Wotan. Lars believes that he must do battle with any undead that enter his lands, or that he comes across in travels.

Weapons

Longsword (Mstr), long blade group proficiency, sword and shield fighting style, underground fighting prof (avoids penalties for enclosed combat), bow proficiency (long and short).

Non-Weapons Proficiencies

Statesmanship, spellcraft, masonry, religious knowledge (Wotan), direction sense.

Special abilities

Immune to paralyzing and fear attacks of the undead.

Possessions

Croag Castle (large, four towers and keep) Fire Gem of Hisoltoth the Green (from the first dragon he slew, on a chain about neck) Crown of the Westlands Standard gear.

Magical Items

Sword of Light - Flametongue +3/+4 versus trolls and regenerating creatures/+5 against undead - special slays/destroys undead on an adjusted 20, boots of the quickling - +1 to dexterity, doubles movement rate, Ring of Protection +3, Robe of Protection +3, Bracers AC 4.

Notes and History

King Lars has ruled the Westlands of Arglos for 10 summers. In his younger career, he was renowned for his skill on the field of battle, and as an intrepid explorer, always hunting down the undead that his patron deity, Wotan the All-Seeing, dispised. The most famous song of his deeds is about Domagar the Arcanus and the Sword of Light. In this tale, Lars confronts the wizard and through a series of parleys, puzzles and confrontations, convinced the wizard to forge the Sword of Light. The War Party was an alliance of the leaders of the known kingdoms of Arglos against the Lord of the Earth, whose armies were attacking the surface world. They attempted to take the battle to the underground Lord's Throne.

Lessa Silverstar

Fighter/Mage [dragonrider] 12th/12th Female elf
Vassal of Mnementh

STR 16/56 , DEX 16 , CON 16 , INT 18, WIS 15 , CHA 12 , COM , PER

AC -2, hp 71, MV 12, MR 0 AL LG, Age 121, 4'8", Weight 89 lbs

Skin Light tan, Hair Silvery Purple, Beard- Eyes Silver, Vision Normal, Infra 60', Wealth 42 gp

She is a very attractive young elven female. She is very concerned with her dragon patron. Not very tall, but SIZE isn't a factor that has kept her from excelling.

Weapons

She uses a Spear +3, a Bastard Sword +5 (which she can use either one or two hands), and a Composite Short Bow +1. She has proficiencies in the Bastard sword, C. Long Bow, C. Short Bow, Daggre, Flight Lance, Long Sword, Quarterstaff, and Spear. She has no specializations.

Non-Weapons Proficiencies

Etiquette (12), firebuilding, heraldry (18), ancient languages (high draconic), navigation (16), read/write (19), spellcraft (16), blind-fighting, disguise (11), riding, airborne (dragon, 13), survival (mountains, 18), kindred bond (13).

Spell casting

Spells per level 4/4/4/4/1, all schools, casting level 12 ; Spells are up to who ever wants to use her. She has way to many to list here.

Special abilities

Standard Elven abilities, plus she has a limited form of telepathy with her dragon patron, Mnementh.

Possessions

Belt, gloves, good cloth cloak, backpack, spellbook, 2 wineskins, baldric, belt pouch, quiver, riding boots.

Magical Items

She chooses to give all her magical items except her magical weapons to her lord patron, so she only has 3 Spears +3, a Bastard Sword +5, a Composite Short Bow +1, and 18 Flight Arrows +1.

Notes and History

She pleaded to her tribe's high wizard to become an apprentice, and because of the rigours of becoming a kindred she was also trained in the ways of the warrior. At a young age she began training to become the kindred of the soon-to-be-hatched silver dragon: Mnementh. After birth, they began their training together, and they quickly became attached to one another. Eventually a bond as strong as love was formed. She is faithful and loyal to him and only him, taking orders only from the highest of authorities.

Leukon Sabertini (a.k.a. Luke Bonebreaker)

Fighter 13th Half-Orc Male

Leader of Mercenary Company Called 'The Unit'; Bodyguard for Mythiess Deckeron

STR 18.31 , DEX 13 , CON 17 , INT 14 , WIS 14 , CHA 9 , COM 7 , PER

AC -2, hp 101, MV , MR

AL LE, Age 39, Height 6'0", Weight 185 lbs

Skin dark brown, Hair black and curly, Beard yes Eyes light brown, Vision normal, 30' infra, Wealth 176,934 gp

A half-orc that can pass for human. Two potions of longevity make Leukon appear 19 years younger than he is. Luke has an athletic build and was twice Ravensbluff City boxing champion. Due to a couple of incidents during his life, Luke has an unreasoning hatred of Dwarves and will look for the slightest provocation for which to draw steel on one.

Weapons

Luke is proficient in the use of the: Bastard Sword, Dagger, Long Bow, Long Sword, Short Sword and Two-Handed Sword. Luke is specialized in the use of the bastard sword.

Non-Weapons Proficiencies

Boxing(x2); Horsemanship(x2); Leaping; Sprinting; Swimming.

Possessions

Normal adventuring gear.

Magical Items

Bastard Sword +5 ("Skull-Cleaver" int. 17 ego 21 Wielder is immune to charm, fear, and hold spells Can fire paralysis ray (as the wand) 3 x day Can teleport wielder once per day); Bracers AC 2; Ring of Invisibility ; Ring of Protection -4 AC/+2 on saves; Rope of Entanglement.

Notes and History

Born to a human mother in a little fishing village on the coast of the Moonsea, Luke's father was a marauding orc rapist. Leukon has always felt more at home with humans than with orcs, though he has made an effort to learn the ways of the latter. If dealing solely with humanoids, Leukon often uses the name Bonebreaker. Luke matured quickly and left home to seek fame and fortune in the city of Ravensbluff. Joining the city guard there, Luke found that he thrived under the regimented lifestyle of a soldier. His superiors thought well of him, and he rose in rank, despite his heritage. However, he could not keep his hatred and savage nature buried forever. After a couple of "unfortunate" incidents, Luke left Ravensbluff for life as an adventurer. At this time Luke ran into Sirrion, who converted him to the worship of Set and put him in charge of security for Set's temple. A religious war between the cult of Set and the church of Ishtar erupted a decade ago and Sirrion called upon Luke to train and lead the mixed group of humans, orcs, and other humanoids that made up Sirrion's army. Despite Luke's inspired leadership Sirrion's troops were defeated, his church razed, and Luke captured. Luke was imprisoned for one year, during which time priests of Ishtar spoke to him of their goddess and tried to convert him. After accepting Ishtar as his goddess

he was released and spent several years leading Ishtar's troops on holy crusades. This was just a cover however, soon after his release from prison he returned to his (secret) prayers to Set. After a time he asked to be released from his position with the church, so that he might start his own mercenary company. After his mixed band of mercenaries had made a small reputation for themselves they were put on permanent retainer by the arch-mage Mythiess Deckeron. Presenting himself as an Ishtar worshiping mercenary, Lukeon gained Mythiess' trust and friendship. His successes on the battlefield led to Mythiess giving him commanding roles in military actions and a bigger part in matters of Mythiess' personal protection. Of course, Luke's ultimate loyalty lies with Set and therefore the cleric Sirrion (q.v.). Sirrion hates Mythiess and plans to use Luke to help bring him down.

Leviathan

Gladiator Half-Giant

STR 24 , DEX 15 , CON 20 , INT 10 , WIS 14 , CHA 11 , COM , PER 15

AC 0, hp 182, MV 12, MR 0 AL CG, Age 29, Height 12'10", Weight 1769 lbs

Skin White (Sun burned), Hair Brown with Blond Streaks, Beard - Eyes Green with yellow specks, Vision Normal, Wealth 10 gp

A large half-giant, even by half-giant standards. He is wearing a green cloak with gold and silver threads sown into it, a brown hide of some type of insect with a plate arm and a plate legging. In a scabbard on his back lies a two-handed sword. Also a wrist sheath holds a short sword covered with gold and fangs. His leather boots are cracked and worn.

Weapons

Proficient in all weapons, Specialized in short sword, Mastery in two-handed sword.

Non-Weapons Proficiencies

Armor optimization (Dark Sun boxed set), heat protection (Dark Sun boxed set), Water Find (Dark Sun boxed set), Blind Fighting.

Special abilities

Psionic Powers: Adrenaline control, Biofeedback.

Possessions

Full Plate Arm and Legging, Leather Boots, Water Skins X10 (Each Contains a gallon of water), One Mekillot (Dark Sun) carrying: 2 barrels of water (Each Contains 30 gallons), 12 steel spears and 2 steel axes.

Magical Items

Cloak of Displacement, Bone two-handed vorpal sword, Hide armor +1, Wooden short sword +4.

Notes and History

Born as a slave, Leviathan started in the arenas early in Tyr. He fought for many years until the city was freed and he was released. Thinking that this was some kind of mistake he ran into the desert only to collapse from dehydration. Later he was found by an elderly psionist and taught more of The Will, his psionic powers. The old man died five years later and Leviathan buried him and moved on. He was captured by a slave caravan and sent to work in mines he did not know of. One day the mines were attacked by raiders and he defeated the ten of them himself with only a shovel. The man that owned the mine heard of this and quickly took the boy to learn the ways of combat that he did not know. After three years of training he was put into another arena where he could not be defeated. For another two years he fought in the arena until one day a woman helped him escape. She planned to distract the guards on the way out to the arena then have Leviathan escape through the secret exit on the southern wall, she would soon try to follow only to be hit by the man who had taken Leviathan from the mines and trained him. The blow from the arrow was fatal, as he knew and Leviathan quickly ran under the balcony where that man stood. He climbed the wall by punching holes through it and finally got to the top where he strangled that man to death and took his

swords and cloak. Then he escaped the city and came to an ancient tower far east of where he once stood. In the tower lay many dangers, of such no one knows of. Only whispers of great undead defilers and armies of zombies are about. But in the end he emerged from the tower wearing some kind of magical hide armor. He is traveling now towards Tyr to help repair the damage of the earthquake.

Lorak Boneshatter

Battlerager 6th Deep Dwarven male
High Master of the two-handed battle axe

STR 16 , DEX 11 , CON 18 , INT 9 , WIS 9 , CHA 5 , COM 5 , PER

AC 2;1 when enraged, hp 67, MV 6, MR nil AL chaotic good, Age 54, Height 4'3", Weight 129 lbs

Skin scarred dyed pierced , Hair fiery red, Beard fiety red Eyes black, beady, wild, Vision 90 ft infra,
Wealth 10,000 gp

Gruff, loud, forward, ready to pick a fight with anyone, anytime He has numerous scarrs all over his body, which he proudly displays to anyone. Lorak will always be first into battle if he is able, he always gos for the biggest strongest enemy.

Weapons

Two-Handed dwarven battle axe +1 (High Master) thaco 11 (10 enraged) , warhammer thaco 15 (14), two handed weapon fighting style (sp), non-proficient with dwarven body weaponry (but that doesnt mean he doesnt enjoy using them).

Non-Weapons Proficiencies

Armorer, blind fighting, endurance, intimidation, singing, danger sense, fungi recognition.

Special abilities

Battle Rage ;takes 5 rounds to initiate, give him +1 to hit,+3 to damage,+10 hit points,-1 to ac for as long as in the rage. HE also gets numerous immunities and pluses to save vs. many spells(see TSR dwarves handbook for details),+6 to poison ,rsw, and spell.

Possessions

Warhammer, many earrings, wine skin, small keep in the woods inn/tavern in a small nearby town: The Baron of Mutton.

Magical Items

Broken ring of summoning water elementals doesn't do anything anymore, but there is an open gate to the plane of water, to small for anything to come through, it just leaks slowly. He keeps it in his water skin so he has a constant supply of fresh water. Shield +3 worn on back, boots of speed, ring of free action, Two-Handed battle axe +1, Chain mail +1, potion of invulnerability.

Notes and History

Lorak came to the suface because his clan is, unfortunately, at peace. Since then he has acquired a small keep which is shared with the other members of his party. He has fought numerous battles, and is well on his way to becoming a local legend.

Lord Butcha of Ironhouse

Fighter 15th Dwarf male
Ruler of Snowmantle, Champion of Tempus

STR 24, DEX 15, CON 20, INT 10, WIS 10, CHA 14, COM , PER

AC -10, hp 147, MV 24, MR AL LG, Age 60, Height 5'4", Weight 160 lbs

Skin Tough, Hair Black, Beard Black Eyes Grey, Vision Normal, Infra 60', Wealth 175000

Tall, muscular, sturdy dwarf. Carries a full plate mail and a two-handed sword.

Weapons

Two-handed sword (sp), lance (sp), long sword (sp), morning star (sp), long bow

Non-Weapons Proficiencies

Endurance, Swimming, Riding, Gaming, Heraldry, Dwarfish, Common, Read/write.

Special abilities

Dwarven abilities, Call for Tempus: Under level with 1d20 gives +2 to attack&damage

Possessions

Trousers, tunic, vest, underwear, Stronghold in Snowmantle worth 300000 gold.

About 300 followers, Heavy war horse with full plate.

Magical Items

Helmet of waterbreathing (protects 1), Gauntlets of prot. 1, Girdle of giant strength, Full plate +5, Cloak of defense +4, Ring of free actions, Ring of Jumping and featherfalling, Boots of speed, Lance+4, Long sword +5, Two-handed sword +5, Bag of holding Two-handed sword of Tempus: + level/2, *2 damage

Notes and History

When I was a little dwarf, everyone used to bully me for being too big. I was too big for the house so I left home with a two-handed sword and wandered out in the world to become a hero. In the beginning things were really rough, but then I met my friends Clarion the Barbarian, Ren and Illgot. We became best friends and things went on really well. But one day we all retired, feeling we were too old to be out on adventures. And so we took it easy until one day when Bane was resurrected. We put on our armours once again and send him back to his black sleep. A wonderful arrow from Ren's bow saved the world that time. The gods thanked us by giving us a weapon of godly power each and made us their champions. They also made us young and healthy again. So now... We're back in business.

Lord Belour the Firbolg of the DragonSpine Mountains

Fighter 10th

Firbolg male

STR 24, DEX 16, CON 18, INT 12, WIS 14, CHA 10, COM , PER

AC -2, hp 148, MV 24, MR 15

AL CG, Age 62, Height 12'3", Weight 889 lbs

Skin Rough Tan, Hair Fiery Red , Beard 4' Fiery Red Eyes Blue, Vision Normal, Wealth around 10,000 gp

Very tall, even for a Firbolg. Massively built, much larger than other Firbolgs. Long Fiery Red pulled back into a pony tail. Long Beard with a bright red color.

Weapons

Two-handed sword (high mastery), broad sword (p), boulders (sp), long spear (sp), all long blades (p), punching (sp), battle axe (sp).

Non-Weapons Proficiencies

Weapon smithing (18), armorer (15), endurance (18), intimidation (24), black smithing (24), mountaineering, engineering (10), speaks firbolg and common languages.

Spell casting

Firbolg spell abilities: detect magic, dimunation, fool's gold, and forget. Wild talent-read object

Special abilities

With a free Hand can knock down two missiles and catch one and throw it back. Belour can also throw three 212 pound rocks 16 yds.

Possessions

Standard travel gear.

Magical Items

One two-handed sword of nine live stealer +2, one broad sword of sharpness+1, ring of protection +1, ring of the firbolg, periapt of wound closure, collected skins from three different dragon, bag of holding, arrow of direction, hat of disguise, a staff of kneeshock, and an battle axe ??

Notes and History

Born and raised in the Dragonspine Mountains, Belour was brought up in a small community of firbolgs, learning the ways of the noble and mighty giant-kin. During adolescence, however, as the result of a blessing from his patron deity, Grond Peaksmasher, Belour gained supernatural strength, greater than all but the mightiest of true giants. He trained extensively with the two handed sword, as this weapon best complemented his great physical strength. Tragically, his village was destroyed and his people scattered during the attack of a mighty red dragon. Homeless and alone, Belour traveled to the Dalelands, where he became a member of the Brotherhood of the Blade, an adventuring company which stood for justice and right in the lands. During their adventures, which were often terrifying and deadly, Belour and his companions engaged a large force of Zhentarim soldiers which were attacking a small elven village. During this battle, Belour came face to face with the very dragon which had destroyed his village. Cut off from his companions, Belour had to face the beast alone. Nearly overcome by dragonfear, Belour suddenly felt a great surge of power fill his entire being. Guided by the hand of his deity, Belour used his great strength and skill with the blade to single-handedly defeat the great dragon. Though the numbers of Zhentarim soldiers were overwhelming, and the group was forced to retreat, Belour had gained a great victory, and raised his voice in triumph and praise to Grond Peaksmasher. This mighty warrior continues to travel the lands, fighting evil with his companions and gaining a great name for himself.

Lorenz Fo'Nubilus

Fighter/Mage 6th/5th

Dark/Grey Elf Male

STR 12, DEX 19, CON 14, INT 16, WIS 11, CHA 11

AC 0, hp 35, MV 12 F(Boots)18 B, MR 0

AL NG, Age 110, Height 1.78 m, Weight 60 kg

Skin graphite gray, Hair black-silver, Beard none

Eyes black, Vision IV 90', Wealth 10,000 GP

Weapons

Tight group: light blades , Two Weapons Fighting Style, ala Evermeet Elven , Longbow ,Hand Crossbow
Weapons used: Longsword+2, Parrying Dagger+1, Drow-made HandCrossbow with the odd nasty quarrel, Longbow with engraved sheaf arrows .

Non-Weapons Proficiencies

Etiquette, Elven R&R, Common R&R, Dwarven, Blindfighting, Tumbling, Meditation Spellcraft, Rope Use, Musical Instrument (Flute)

Spell casting

Mage Level 5, Casting Level 3

Special abilities

Standard Elven Abilities

Possessions

Purple Dragon Medallion of Distinction. Heavy Black Cloak Embroidered with the Symbols of Eilistraee, his family Crest and the crest of the Evermeet Academy of The Arms. Black Stallion Riding Horse, headstrong. Other Items (Note: in addition to the ones already mentioned) Small mithril reinforced wooden box, Wizard-Locked to carry the Company's treasure. Small reed cylinder with a 'Cont-Light'-enchanted pebble inside to act as discreet lighting source (pen-light). The usual utility items: flint-steel, flask, medium belt pouch. Never carries backpack. Usual Clothing: Heavy charcoal cloak with silver lining (ankle and wrist-length, held at the waist with silver brooch, high collar and deep hood) supple black leather breeches, Weapons belt, Med belt pouch, slim metal cylinder wand holders on the inside of the cloak, Soft boots.

Magical Items

Elvenmade Studded Leather+1, Boots of Flight, Bracers of Defense, Javelin of Lightning, 2 Wands, ChainMail+2 for the odd dungeon crawl, Amulet of Charming, 2 Scrolls (Teleportation, Enchant Item/Airsphere, Enlarge) BTW, disdains carrying potions-

Notes and History

Born in Evermeet, only son of the Fo'Nubilus Family, heir of the Fo'Nubilus Moonblade, only drow family to live in Evermeet. After leaving the Evermeet Academy, joined a scouting Band in the Service of Queen Aumaril. Is currently adventuring in the Realms with his Friends Benedict of Chauntea and Cleovis Battleaxe. They are currently travelling from Waterdeep to Ashabenford in pursuit of Zhentarim Agents.

Lord Kalamar Rowanmantle

Fighter/Mage 9th/14th

Half-Elf Male

Warlord of Kaldun, Viscount of Dawngleam, Protector of the Isle of the Iron Man

STR 18(00) , DEX 17 , CON 9 , INT 18 , WIS 11 , CHA 17 , COM , PER

AC -3, hp 59, MV 17/24, MR AL NG, Age 19, Height 6' 2", Weight 225 lbs

Skin tanned, Hair dark brown, Beard dark brown Eyes green, Vision 60' Infra, Wealth untold wealth....

Kal is usually friendly and outgoing, but can fly into fits of horrible rage when provoked, and at those times is merciless. Otherwise he is kind and even benevolent, but hates criminals, especially those who are cruel.

Weapons

Kal is specialized with Dawnrazor, the +3 2 handed sword of sharpness he made himself from a broken vorpal sword. He sometimes uses the Lance of Kul, a huge spear that unleashes ball lightning, and has expertise with it. If the situation demands, he uses both by resorting to his Coat of Arms, a magical tabard that creates Tentacles (as the 6MU spell). However, if the enemy is especially dangerous, he uses the Coat, Dawnrazor, a shield +2, and whatever is handy.

Non-Weapons Proficiencies

Kal's most noteworthy proficiency is Sage Knowledge, Outer Planes. He is currently training in Airborne Riding to take full advantage of Arrikan, the Black Dragon he raised from the egg.

Spell casting

Kal is actually a 13th level mage. An ioun stone gives him the extra level. Most of his combat spell use is geared towards augmenting and protecting himself and others.

Possessions

Kal is the Warlord of Kaldun, a cloud city he built with a great deal of help, both magical and otherwise.

Notes and History

Kal was raised by a minor noble family of Cormyr, the Azuraks. They and their home on the northern coast of the Wyvernwater were destroyed by Drow, driving Kal to the first of many forays into the Underdark.

With his comrades, naming themselves Shadow Company from their long war in the Underdark, they discovered and finally destroyed a plot by Illithids and Aboleth to take over the Realms (The Night Below).

Lord Tavorori

Fighter/Thief 15th /15th High-Elf, Male

STR 18(93) (Mus 18/Sta 18), DEX 19 (Aim 19/Bal 19), CON 17 , INT 15 (Rea 15/Kno 15), WIS 12 (Inn 12/Wil12), CHA 15 (Lea 15/App 15), COM 17, PER n/a

AC -6, hp 112, MV 28, MR n/a AL CG, Age 287, Height 4'10", Weight 90 lbs

Skin Elvish, Hair White, Beard NO Eyes Whaterblue, Vision 60 feet Infra, Wealth Zipp nada gp

Weapons

Shortsword: 2/1, Longsword: 2/1, Longbow: 2/1, Net: 1/1.

Non-Weapons Proficiencies

Hunting, Tracking, Blind-Fighting, Tumbling, Looting, Appraising, Thightrope Walking, Riding, Land-Base, Disguise.

Special abilities

PP: 95%, OL: 92%, F/RT: 90%, MS: 95%, HS: 95%, DN: 50%, CW: 95%, Backstab: *5, 90% MR slepp/charm, 3ggr/day Light up my eyes, 1ggr/day Fingerfier, 1rd. at a time stand in fire, abd take no damage.

Possessions

Adventuer Kit

Magical Items

Elvenchainmail +4, Boots of Speed +2, Shortsword of Sharpness, Longsword of Sunblade, Quvier of endless arrows, 1st Bard Slaying, 2st +5 arrows, 5st +4 arrows, 4st+3 arrows, 6st +2 arrows, 7st +1 arrows, Ring of Chainmail Armor: The first 30 hits you take from Weapons disappears.

Lothus Ewerbow

Fighter 5th High Elven, Elven Male
White Knight of the Realm

STR 16 , DEX 19 , CON 16 , INT 14 , WIS 14 , CHA 14 , COM 17, PER

AC -6, hp 50, MV 12, MR 0 AL LN, Age 122, Height 5' 11", Weight 105 lbs

Skin Lightly Tanned, Hair Brown, Beard Eyes Green, Vision Infra 60', Wealth 6230 gp

Weapons

Weapons: 2 Longswords +2 used in combat one in each hand. Two handed specialization, ambidexterity, specialized in longsword. Composite Longbow. Specialized in use of bow.

Non-Weapons Proficiencies

Blind-Fighting, Bowyer/Fletcher, Reading/Writing, Riding Land Based, Rope Use.

Special abilities

90% resistance to Sleep and Charm +1 to hit with Longbow, Longsword and Shortword Infra 60' Detect Secret Door 1 on 1d6 Detect Secret Doors Searching 1-2 on 1d6 Detect Hidden Doors Searching 1-3 on 1d6.

Possessions

Composite Longbow, Riding boots, Backpack, Riding Cloak, Quiver, Breeches, Tunic, Belt, Belt Pouch x2, 50' Hemp Rope, 3 Torches, Tinder and Flint, Signal Whistle, Water Skin, 24 Flight Arrows.

Magical Items

Longsword +2, Longsword +2 Ketabs Armor +3.

Notes and History

Born in the City of Eldred in the Elven Empire Lothus decided to go seeking his fortune. On hearing of a war being waged in the South against a hobgoblin hoard he found himself in the small village of Eladon where he joined up with a band of adventurers. Dim Belldermac (Champion of Dermathion)- Dwarven Priest, Ulumcatar (Fallen of Sahanie) - Elven Ex Paladin/Mage, Brinor Ironforge - Dwarven Fighter, Roderick Grazen - Human Fighter. With these great fighter Lothus has seen many a sight. But more on that at a later date.

Lug Ironblood

Fighter 12th Half-ogre male
Most Honorable Warrior of the Woodlands

STR 20 , DEX 13 , CON 18 , INT 7 , WIS 9 , CHA 4 , COM , PER

AC -7, hp 147, MV 12, MR

AL LG, Age 27, Height 7'9", Weight 357 lbs

Skin Dark grey, Hair Jet black, waist length, Beard- Eyes Slate grey, Vision Normal, Wealth 10,000 gp

Lug is a massive, fierce looking half-ogre warrior. He has a barrel chest and huge leg and arm muscles. His rank odor and sloppy appearance do nothing to enhance his twisted face and hairy body, but there is a sense of self discipline in him that goes beyond your average ogre. He seems relaxed and confident in his abilities and purpose.

Weapons

2-handed warhammer +3, "Spinecrusher", sheds a blue light when command word "Shurn" is spoken. SmMd/Lr: 1d12/2d10. Spd: 7. Wt:20 lbs. Warhammers (sp), Maces, Clubs, Staffs, Sling and stone.

Non-Weapons Proficiencies

Firebuilding, hunting, tracking, weather sense, wilderness survival, swimming.

Special abilities

Berserker rage: 1 time every 6 hours, +1 attack and damage, takes 3 rounds to calm down, can fight till -15hp, then goes out for 24 hours, can control his attacks except for: orcs, trolls, hobgoblins, goblins, ogres, undead, and kobolds. Can throw clubs, maces, etc with same accuracy and range as daggers and dart throwing proficiencies.

Possessions

Basic clothes, extra clothing, winter cloak, walking boots, belt and money pouch, backpack: (3 torches, 2 waterskins, 2 weeks dried meat, map case, 50 sheets of paper, inkwell and quill pen, flint and steel), 10' feet of bandages, 50' of rope.

Magical Items

Ring of Free Action, Ring of Protection +3, Helm of Telepathy, Girdle of Many Pouches: (10 Potions of Healing, 6 Potions of Extra Healing, Silver Flask of Holy Banishment (Nurpon)), Dust of Remove Curse.

Notes and History

See history of Kithias.

Luke Thims

Fighter [Kit: Berserker] 9th Dwarf Male
Royal Gladiator

STR 18/99 (Mus 16/Sta 18), DEX 8 (Aim 8/Bal 8), CON 16 (Hea 16/Fit 16), INT 10 (Rea 10/Kno 10), WIS 12 (Inn 12/Wil 15), CHA 9 (Lea 10/App 8), COM8, PER

AC 4, hp 90, MV 6, MR 100 AL LG, Age 99, Height 04' 11", Weight 110 lbs. Lbs

Skin Light w/tan, Hair Black, Beard - Eyes Black, Vision Infra 60', Wealth 5,000 gp

Luke is a cheerful dwarf, with rosy red cheeks and a cheerful smile. He doesn't like to fight, but when he does, he is fierce.

Weapons

Battle Axe +3, Broad Sword +1.

Non-Weapons Proficiencies

Blind-Fighting. All others unimportant.

Special abilities

Resist poison, resist magic, Dwarf abilities.

Possessions

None Important.

Magical Items

Cursed Ring, which he is not wearing.

Notes and History

Luke grew up with Max. He joined Max after the disaster, and has been a valuable companion since.

Lyrano Starshine

Fighter 6th Callarie-Elf, Male
DragonSlayer

STR 18/00 , DEX 15 , CON 13 , INT 12 , WIS 8 , CHA 13 , COM 19, PER

AC 1, hp 54, MV 12, MR 0 AL ng, Age 148, Height 5'10", Weight 142 lbs

Skin Normal, Hair Blonde, Beard No Eyes Green, Vision Nomal, Infra 100', Wealth 23610 gp

Lyrano is a really good looking Elf from the world of Mystara. He dresses in normal elvish clothing and his hair is as blond as any elves. He has some problem to understand the more complex things he encounter, but he is a elf with the heart on the right place.

Weapons

Elven Longsword +1, Spec., Speed -2, 3/2, 1d10+4, 1d12+4, Shortsword +3, Spec., 3/2, 1d6+6, 1d8+6, Longbow, Spec., 2/1, 1d8+1, 1d8+1.

Non-Weapons Proficiencies

Riding (Horse), Running, Endurance, Direction Sense, Swimming, Appraising (Art objects).

Special abilities

90-99 % Hide in Shadows (Due to Cloak of Elvenkind)

Possessions

Robe Quiver, Flint & Steel Weapon eq., Leather Boots Saddle, Saddlebags Waterskin, Rope 50' Silk , Chainmail, Windcover 3 Torches, 3 Winebottles 2 Bowstrings, Backpack Money pouch, 1 Day of Lembas.

Magical Items

Cloak of Elvenkind, Potion of Super-Heroism, 2 Potions of Extra-Healing, Magical Elven Chainmail +1.

Notes and History

Lyrano and his party has adventured in Mystara for a rather long time now and they have recently been to the kingdom of Glantri. In Glantri you can order all kinds of magical items and the mages make them as they get orders. Lyrano would like to have a pair of Boots of Elvenkind to go with his Cloak of Elvenkind and a magical Longbow of some kind.

Machete

Fighter 10th

Human Male

Magician of Weapons

STR 18/00 , DEX 18 , CON 18 , INT 9 , WIS 12 (Inn/Wil), CHA 7 , COM , PER

AC 6, hp 75, MV 12, MR

AL CG, Age 28, Height 6'9", Weight 178 lbs

Skin dark tan, Hair black, Beard

Eyes brown, Vision normal, Wealth 2000 gp

Weapons magician from Aquitania

Weapons

Uses all swords, infused with magical fire (adds 2 damage to each die).

Non-Weapons Proficiencies

None important to character.

Special abilities

Able to infuse Weapons with magical fire.

Possessions

Clothing, studded leather armor, Weapons.

Notes and History

Was fighter in the Aquitanian Imperial Guard until his magical prowess was discovered; member of the Order of Ten.

Mad Axe

Fighter 21st

Male Cross breed of Human, Elf, Giant-Kin and Dwarf

Mad Axe, Crazy Blade, and Lord of Evildeath

STR 19, DEX 16, CON 18, INT 14, WIS 4, CHA 6, COM 14, PER N/A

AC -2, hp 191, MV 18, MR 50

AL CG(pscho), Age ???, Height 5'5", Weight 210 lbs

Skin dark reddish, Hair brown, Beard as dwarf
Wealth 0

Eyes blue, Vision evil vision as normal range (see below),

A odd, but suprisingly not homley creature. Looks like a dwarvish man with features that are not of that race. Seems mad at all times, and when not is in need of information.

Weapons

Two handed battle axe (vorpal)(one hand) 1d12x2+3 2d6x2+3, two handed sword of evils bane (one hand) 1d12x2(x3) 3d6x2(x3) (x3 against evil), long sword, vorpal 1d8+3(x2+3) 1d12+3(x2+3) (as above).

Non-Weapons Proficiencies

Survival all conditions.

Spell casting

Reveal True Alignment, Nourishment (needs no food)

Special abilities

Evil Vision- can see who is evil by looking at them. Sees as normal vision. Rage- always attacks in a fit of anger ,yet under his own control. Can stop whenever. +10hp.+2 to hit.+3 to damage. Not phased by any attack (slowed I mean). He needs no sleep, and will not grow tired.- To do this he must sleep for 5 years straight once a century.

Possessions

His weapons his cloths and his books of a god. (God is unknown)

Magical Items

Weapons above, Ring of regeneration, ring of readiness for all his weapons (3), Elvin Chain +4.

Notes and History

This man is a legend thought to have died. He was made from crossbreeding Humans Elves Giant-Kin and Dwarves. He is mostly dwarven though. It is unknown who created him or how this came to happen, but it did. He was thought dead a centry ago when he disappeared. He was battling an evil mage and was trapped in one of the nine hells. He escaped by destroying everything in his path. He was struck many times but somehow escaped. Now he travels through the land moving on with his career.

The Legend. Since his he was born he was considered mad by all. This is due to the combination of all those race archatypes colliding. Instead of just killing such a fine creature of physical shape the creator decided to use him for evil. He was slain though and never even gave this man a name. As he grew he learned to hate evil, and killed it every day. From some god he gains his powers, but that god remains hidden even to the other gods. He traveled day and night searching finding and killing evil where it stood. If you walk in his view as an evil soul, he would slay thee. And did. I have heard a many tale that says he asks and searches to find roots of evil in this world and destroy them. Only when the roots are all destroyed and no new roots are near may he finaly rest. Thus far he has struck down 427 evil mages 1,987 evil warriors, countless evil theives and assassins, and 2,001 evil priests. He has lived by Elminster's records for at least 400 hundred years. He lives to kill and destroy evil. Some say though his death is near as he comes near the Underdark in the North, and will soon see the evil that emanates from within it. Some say he fights now in the trollands to retrain and sharpen his skills. He brings no fire, and you know trolls do not die unless burned...

Maedhros Nandar

Fighter 12th Human male
The Savage, The Merciless

STR 17 , DEX 16 , CON 16 , INT 13 , WIS 12 , CHA 10 , COM , PER

AC -4, hp 83, MV 6, MR nil AL LE, Age 32, Height 6'1", Weight 160 lbs

Skin tan, Hair dark brown, Beard yes, coarse Eyes brown, Vision normal, Wealth 1500 gp

A ruthless person, he cares nothing and no one but himself. He will take opportunities to assassinate all Lords of Waterdeep, as well as those who oppose him. A veteran of the Zhentarim, he answers to no one other than Lord Manshoon of Zhentil Keep, but he hopes for sure someday he will rule the entire Black Network.

Weapons

Ambidexterity, specialized: 2-handed weapon types. Katana (sp), all kinds of blades (sp), daikyu (sp).

Non-Weapons Proficiencies

Fire-building, swimming, blind-fighting, critical hits, calligraphy.

Special abilities

His only special attack is the 'sneak attack'.

Possessions

Dagger (poisoned), any general equipments used for travel.

Magical Items

Banded mail+3, katana+2, katana of speed+1, 3 arrows +3, 10 silver-headed sheef arrows, elixir of vitality, potion of Xtra healing.

Magdalena Moonstrike of Selune

Fighter/Specialty Priestess of Selune 5th /6th

Half-moon Elf Female

Intiate Warrior-Silverstar of the Silverpyramid

STR 18/78 , DEX 13 , CON 16 , INT 14 , WIS 17 , CHA 15 , COM 16, PER

AC 1, hp 50, MV 12, MR 00 AL CG, Age 22, Height 05'06", Weight 115 lbs

Skin Pale with bluish tint, Hair Black, Beard N/A Eyes Grey, Vision Infra 60', Wealth 236 gp

Magda is a very attractive half-moon elf with waist length black flowing hair.

Weapons

Moon's Hand (These weapons are used exclusively in the clergy of Selune. It is a round-head footman's mace that is magical (+1/+1) in the hands of a Silverstar, the specialty priests of Selune.) -Footman's Mace, Footman's Flail, Quarterstaff, Warhammer, Sling, Proficient in all the above weapons.

Non-Weapons Proficiencies

Religion (Faerunian), Astrology, Navigation, Read/Write Common, Read/Write Espruar, Blind-Fighting, Omen Reading, Swimming, Priestly Spellcraft, Healing.

Spell casting

Casts Priest Spells as 6th level Priestess: Major Spheres: All, Animal, Astral, Combat, Divination, Guardian, Healing, Necromantic, Numbers, Summoning, Sun, Travelers, Weather. Minor Spheres: Charm, Elemental (All), Plant, Wards

Special abilities

Turn Undead (as 6th level Priestess), 30% Resistance to Sleep/Charm Spells, Find/Open Secret Doors, Casts Starshine (3rd level priest spell/PHB, once per day), Casts Moonbeam (5th level priest spell/PHB, once per day), Casts Lower/Raise Water (4th level priest spell/PHB, once per day), Casts Moonblade (3rd level priest spell/Faiths&Avatars, once per day).

Possessions

Large Backpack, Waterskin, Holy Water (2 vials), Silver Holy Symbol of Selune, Assorted Food, Deck of Silverplates (Fortunetelling Cards), Throwing Bones (Fortuneteling Bones) Assorted Herbs and Spices Healer's Bag, Sling, Slingbullets (9), Assorted Clothing.

Magical Items

Moon's Hand, *Plate Mail of Fear +1 (31 charges), Warhammer +2, Scroll, Protection from Lycanthropes, Staff of Striking (12 charges), Scroll, Priest Spells: Create Holy Symbol, Draw Upon Holy Might, Neutralize Poison.

Notes and History

Magdalena, "Magda" as she is known, was born and reared in Immersea, in the nation of Cormyr. She was taught the ways of Selune (goddess of the moon, navigators, travellers and wanderers) by Mother Lledew, the kindly elderly priestess of Selune. At a very early age, Magda being to foster a wanderlust. Her restlessness got her into trouble when she ran away from home at the age of 6, and was nearly killed by a band of goblins. She was saved by a traveling group of fortunetelling gypsy women who happened to revere Selune. She was fascinated by the women and their praises and dedication to the Night White Lady. Recently, Magda was told by her priestess, Mother Lledew, to take a pail of garbage and go through the rose briar far behind the Silverpyramid, their shrine to Selune in Immersea. "You are ready for a great undertaking. Go through the rose briars, there you will experience true travels, my dear.", Mother Lledew said to her. Magda was, of course, perplexed by this task, but heeded the words of her Mother Lledew and walked through the rose briar. While walking through the rose briar, Magda somehow was transported to a great city called Sigil. She is now on another plane of existence spreading the wisdom of Selune to others. She has also formed a fascination with a group of experience seeking beings called the Society of Sensation. Magda loves children (but has none at the moment) and fortune telling. She is very kind and loving, but harbours a mean streak when slighted or wronged. Her warrior tendencies will become evident to those who have wronged her. She is amazingly strong and true pain awaits those who have crossed her. She abhors slavery, arrogance and harsh rulership. She has recently developed a deep hatred of the Tso. An evil race of slave traders who kidnapped her friends and held them for ransom on the Outlands. She and her traveling companions were able to rescue them, but they escaped and she now vows vengeance on the Tso and their wrongdoings.

Magmus Cinderforge

Fighter 4th Dwarven (Azer) male

STR 16 (Mus 17/Sta 15), DEX 9 (Aim 9/Bal 9), CON 18 , INT 12 (Rea 12/Kno 12), WIS 7 (Inn 5/Wil 9), CHA 14 (Lea 16/ App 12), COM , PER

AC -1, hp 48, MV 6, MR AL LN, Age 93, Height 4'6", Weight 180 lbs

Skin Copper, Hair Red (Flaming), Beard Red (Flaming) Eyes Black, Vision Infra 60', Wealth 350 gp

A fearsome looking warrior in the heavy platearmor of his ancient kin, Magmus wears a heavy helm adorned with the horns of an Umber Hulk he managed to defeat and wears the cloak of a Shaagra; a near mythical felinoid beast hunted in ritual fashion by his people. His flaming beard and heavy eyebrows create flickering shadows within his helm.

Weapons

Battle-axe (sp), Hand-axe, Light Crossbow, Headbutting.

Non-Weapons Proficiencies

Firebuilding, Endurance, Mountaineering, Riding, Land-based, Singing.

Special abilities

Standard Dwarven detection abilities.

Possessions

Backpack, 50' rope, rations, waterskin, hammer and spikes, 4 hand-axes, chalk, 12 torches, 4 flasks of oil.

Magical Items

Torch of Baagra: a +2 club that is ever-burning as a torch and can at will emit a fireball of 6d6 damage (centered on the holder of the torch), the holder gains a save for half damage as normal. Dwarven plate armor (base AC2) +3.

Notes and History

Born among the oppressed Azer slaving for the evil emperor of his land, Magnus was put to work in the mines and quarries at an early age. The years of toil firmed his muscles and the abuses heaped upon his people hardened his resolve to change his station. Stealing away one evening he fell through a sinkhole into a lost dwarven hold and battled his way to the surface, gaining along the way his magical torch, armor, and umber hulk horns. Now well known among the rebels opposing the emperor, he stands tall as an effective footsoldier in the struggle for his peoples freedom.

Magnum

Fighter 1st goblin, male

STR 18.00 , DEX 16 , CON 18 , INT 15 , WIS 13 , CHA 18 , COM , PER

AC 10, hp 10, MV 12, MR 0 AL ng, Age 25, Height 5'4", Weight 135 lbs

Skin green, Hair black, Beard none Eyes red, Vision infrs 90', Wealth 125 gp

short and strong, magnum is very useful as a bodyguard as well as fighter.

Weapons

Two handed sword composite long bow

Non-Weapons Proficiencies

Etiquette riding - airbased

Possessions

Two handed sword comp. long bow books

Notes and History

Not much is known of him, except that he's gay.

Mahranlase 'Mara' Talurien

Fighter 7th /Mage 7th /Thief 5th 'Silvanari' Faerie elf female
Heir duchess of Glenhollow - Deceased, slain by Kryl the death knight, now a Reverend One

STR 15, 18 / 100% with Gauntlets of Ogre Power (Mus 18 / 100% (16)/Sta 18 / 100% (14)), DEX 18 (Aim 17/Bal 19), CON 7 (8, had been resurrected once before) , INT 12 (Rea 14/Kno 10), WIS 11 (Inn 13/Wil 9), CHA 15 (Lea 17/App 13), COM 14, PER 12

AC -7 (with shield), -3/-4 with bladesinging sword, hp 51, MV 14, MR 90% resistance versus sleep/charm magic AL Chaotic Good (lawful tendencies), Age 116 at death, she died 6 years before the birth of her younger sister Faeryl, Height 5' 6", Weight 112 lbs

Skin fair, but pale, Hair Mirror-like Silver, Beard none Eyes Steel blue, but while she was casting, they looked golden red, Vision Normal, 60' Infra, Wealth about 500-1000 gp in coins and gems

A beautiful young elven adult female, with long wavy silver hair and eyes of a steel blue hue. She is tall for an elf, being 5'6", but still, she is slender and moves with fey grace. She has a melodious voice reminiscent of a rippling stream through a forest. She is a quick and strong fighter, although her health is precarious from time to time... she is quite frail. She usually wears her shining elven plate if she expects trouble, her magical

shield at her left and her magical curved blade to her right. She usually wears her hair long in the back and makes two long braids in the front of her pointed ears. Mara has a noble character, although she has little to do with laws (especially human ones). She is nice and gentle, but also quick to anger. She treasures her affinity for magic, but prefer to resolve problems on her own. She is a confident swordswoman who has spent years of her childhood to swordcraft. Indeed, Mara is a swordmaster and a dabbler in the bladesong fighting style, which makes of her a figure to be reckoned with.

Weapons

Mara has a Mastery in the use of the long swords. She has two slots in the bladesong fighting style and knows the two-handed fighting style. She is proefficient with the medium shield. She is proficient with thrown daggers, the short bow and whips. The only weapon Mara usually resorts to is her sword, Wyvern Spirit. It is a hereditary magical long sword which is of very fine make. It attacks as a Katana +2 due to it's incurved and serrated blade. The sort itself as a vague likeness with a wyvern. It has several magical powers: The sword has ten charges per day. -The sword is sentient and of neutral alignment. It has an intelligence of 14 and listens to it's wielder's command without fail. It speaks telepathicly. -On a critical hit (a roll of 20), the sword envenoms itself with a type E poison at the cost of 2 charges. -It can throw a magic missile for each charge expended, maxing out with ten projectiles! -Can cast Cure critical Wounds on wielder at the cost of 3 charges. -Can shapechange in a wyvern. The wyvern's hit dice are 1+1 HD per remaining charge. Can transform back and forth three times a day. If slain, it turns back in a sword and has no more charges until the next day. -Protect wielder from death dealing magic (Death spell, Power word kill) -Cause Critical Wound once per round for any person touching the sword without his wielder's consent or agreement. It has to be at the wielder's advantage. -If the wielder falls, the sword will protect it. It can in many ways. First, it cast Feign Death and starts regenerating it's master by giving her 1d12 hp per round. If that isn't enough, the sword will turn into a wyvern and fight to the death to save his master. Cannot revive the slain. -The sword will only be wielded by an elf. It usually chooses it's successor as his master's children or family unless it is claimed by someone at the time of it's masters death. Besides the sword, she usually have her short bow and two daggers. When fighting an opponent up to her measure (lower to her or equal in HD) she just closes in and fights with her blade in melee combat, alternating between the bladesong and two-handed fighting style to dish out at her opponent using the extra strength her gauntlets of ogre power give her. If she faces a stronger opponent, she will try to "soften" him up with spell attacks such a Magic missile, Melf's acid arrow, Fire Ball, Lightning Bolt, Ice storm and Web. If the situation suggest it, she will cast blurr, protection from normal missiles, stoneskin and minor globe of invulnerability for additional protection. Then she'd use her bow and throwing daggers until she'd be obliged in melee combat. Once in melee, she'd lash at her foes with terribles slashes from her sword.

Non-Weapons Proficiencies

Animal Handling (Wis/-1), Animal training (Cooshee and Wolf, Wis/0), Dancing (Dex), Etiquette (Cha), Airborne riding (Wyvern, Wis/-2), Seamanship (Dex/+1), Singing (Cha), Blind-Fighting (NA), Tumbling (Dex), Hunting (Wis/-1), Read/Write Common, Elf (Int/+1), Spellcraft (Int/-2).

Spell casting

Mara has the powers of a 7th level mage. But there is something to note in Mara's magical essence, although it will be more noticable in her younger sister Faeryl. Mara's family have always had difficulties accessing their magic for, about five millenia ago, one of thier descendant, an evil mage, was cursed. The curse continued throughout each member of the family. However, the line of the Talurien became good again and the elders tried to revive their ancient elven magic. They succeeded, but they didn't discover what they expected. They found entropic primordial magic, the one used in krynn's fifth age. So, the Talurien mages have access to wild magic and high sorcery. Mara, reflecting this, has learned to TRY to cast about every spell in existence, although she is also subject to wild surges (see Tome of Magic). So far, her magic has turned a wooden boat into a steel one, it has casted a lightning bolt on her wyvern when a GREEN DRAGON was the target (didn't help her at all), destroyed a ring of fire immunity (which belonged to a friend) and so on. She can also cast high sorcery, but she is subget to the level variation table in the Tome of Magic. Here are her preferred spells: 1st level (4) Magic missile, Sleep, Burning hands, Mending*; 2nd level (3) Melf's acid arrow*, Blurr, Invisibility, Web; 3rd level (2) Lightning bolt, Dispel magic, Fire Ball, Protection from normal missiles; 4th level (1) Minor globe of invulnerability, Improved invisibilty, Ice Storm, Stoneskin A * means that the spell as been augmented somehow.

Special abilities

Mara has the following thief skills while wearing her armor: PP: 20 % OL: 25 % F/RT: 40 % MS: 70 % HS: 70 % DN: 35 % CW: 20 % RL: 10 % Backstab X 3 (hit +4) She has normal elven detection abilities and surprise bonus if only wearing leathers. She can cause wild surges (when desperate) at will. (DM's way of making fun outta me! I was desperate often!).

Possessions

Black cape, leather skirt, supple leather boots and gloves, backpack and other useful adventuring gear.

Magical Items

Jiba's belt of general protection (bestows a +1 to AC and saving throws), White bandana (Protects against any mind attacks, psionic attacks, holds and power words), Gauntlets of Ogre power, Elven plate mail, Medium shield +2, Spellbook and spell components and finally, a Ring of Advice given to her by her uncle before he left for Arvandor (Elven Paradise).

Notes and History

Mara was born in Glenhollow, an elven city at the foot of the place called Dragon Mountain. She left with her older brother, Nuvok (fighter lv. 2/mage lv.3), when he wanted to go adventuring to look over him (in fact, she just wanted to be part of the fun). They had a mission: Priest whom were in the favor of their deities had lost the power to cast spells. She and Nuvok were to join with a band of adventurers and seek out the evil entity that was denying clerical magic. They joined with Perkinard, a sullen but powerful mage; Dyes Tramel, a would be paladin; a Gesuss, another human warrior. They left Glenhollow to reach Twinfork, a coastal town. Their journey went well, but on their second night, they were attacked by rabid wolves. They managed to fight their way out of that tight spot, although Mara had been badly wounded (she was protecting Perkinard but ended up in being protected by him) and that her Cooshe Dramm was slain (it died protecting Dyes Tramel, it slew 3 wolves before dying). They continued their journey, took a boat at Twinfork to reach Guntara, a village under the protection of the Fortress of Ruop (dedicated to Lythia, goddess of Justice). At that night, the village was attacked and the group got separated. Mara, trying to find her brother stumbled into a raider and had the fight of her life. By sheer luck and fear, she blindly skewered him (natural 20) to death (8 damage points). She saw outside a mage dressed in red walking impudently on the street and cast a fireball on a row of houses (that, was the leader). Mara took him on and was soundly defeated. She awoke later, her life saved by a cleric of Mishakal (goddess of healing). The village had been devastated and refugees were pouring in the fortress of Ruop. Angry at such carnage, she vowed to take down Koronus, the fire elemental who had led them and set out east to find her brother. It was a long trek. At some point she had been obliged to hunt to keep her belly full. On her third day in the wild she was attacked by an evil Naga. She tried to flee while nocking arrows at the snake-like creature, but it slithered at an amazing speed (hasted), so Mara stopped, drew her sword and fought. She was hurt and very nearly charmed through the battle, but she prevail and slew the Naga (what a jump in XP for a lv. 1/1!). She continued her way and found her brother fighting a lizard man. They defeated it together and went south. They found near the testing grounds for the paladins of Lythia 2 humans, one turned to stone who was a squire to-be paladin (transformed by Koronus). Mara and Nuvok entered a rift that led to a distant land where Koronus was said to live. They reached a village after fleeing a trio of wyverns, bought supplies, inquired about Koronus and began to explore. They entered a forest to the south where they were ambushed by Greich, a green dragon. After much talk, Nuvok fled after having told the dragon that he gave him his sister (Mara was betrayed). The dragon afterwards toyed with Mara, which was utterly terrified from dragonfear. She later managed to flee, although she was badly wounded by the dragon's talon in her back. She reached the village and looked for her brother after being healed. Having no news, she left and explored. She fought the wyverns again and managed to slay them, although she had been poisoned. Only a charm given to her from a priestess of healing saved her (slow poison) as she ran toward a village she saw in the distance. She reached the village and collapsed. She was saved by a kender healer. Then, she looked again for her brother and found no trace. A elven warrior in the village came to her and asked her if she would repair a broken magical sword which her magic (which she had displayed before). She tried and succeeded, restoring the blade. The elf, grateful, brought her to a friend of his, an old mage (in fact, Fizban the fabulous). The old man told her that he'd bring her to the place where she was needed. She began protesting (she wanted to find her brother to know why he betrayed her), but she was then covered with a sticky web (oops! sorry!) and then was sent into Guntara, where she reunited with her former companions (save her

brother). Dyes Tramel had become a paladin and destroyed a evil undead priest which denied the clerical magic. Perkinard was stronger and Gesuss... well, you don't want to know about him (his player sucks!!) They went on another quest to retrieve dormant artifacts of the newly arisen gods called the lost heroes. After retrieving Jivaak's gauntlet, they went to an ancient volcano where there was a shrine of the four gods and gave the gauntlet back to its respective god, Jivaak (god of longevity). Afterwards, the gods rewarded them with their own arms. Dyes Tramel received Lythia's sword, armor and shield. Perkinard received Castellia's (goddess of superior magic) staff of the magi, Gesuss received Jiba's (God of life protection, Mara worships him, just by the way...) ring of fire immunity and Mara received Jiba's amulet (cast two spells at once... wow!) and Jiba's belt. Perkinard then laughed and teleported himself safely away (and never to be seen again), just as two scores of draconians entered the shrine and attacked! They fought for their lives and Mara discovered the magic in her sword. She weakened but fought on, cornered by three creatures stronger than she. The sword healed her and released itself as a wyvern. The large steely hued wyvern slew the draconians about and chased the remaining ones away to finally return to its mistress. They afterwards entered the rift again. Dyes Tramel went to see the evil black robed mage Gildarius to retrieve the White bow (Lythia's bow) while Mara sought out a way to penetrate the magical groove which surrounded the forbidding tower of Koronus. She found in a dark temple belonging to Sargonas's faithful an artifact called the Black Diadem. Thanks to her sword's power to preserve life and to her wild magic, she managed to master the black crystal and created a gateway to escape from the Abyss where she had got it from under Sargonas's nose. She then returned to the forest where she had met Greich the green young adult dragon to retrieve the white bandana (Jiba's bandana). After a climatic fight in which Mara used the Diadem to protect herself from Greich's breath weapon, she got in close to land several sword blows. When Greich went aloof to gain the advantage of flight, she summoned her wyvern and there was quite an aerial battle. She tried to assist him with an acid arrow (direct hit) and a lightning bolt (direct hit on wrong target. Target was friendly... that happens when you use spells you aren't supposed to cast as a 4th level mage) She retrieved her fallen sword and sent two volleys of two magic missile on the dragon, only to see them shrugged off by magic resistance. As the dragon towered over her Mara braced herself, readied her sword with a whisper "Please don't fail me now!" and chopped through the dragon's gullet, slaying him. The dragon was dead and Mara exclaimed to herself: "Hey! I'm actually alive!" The next day, she, with the help of her regenerated wyvern retrieved the dragon's hoard, the white bandana, and a dragon's horn and scale (small trophy, you don't kill a dragon every evening) and headed back to the nearest village with her loot. Money disappears quickly when you learn spells... so the money Mara carried overweek got much lighter. She used her money to get a rogue's training while Dyes was away and after one month, she was a 1st level thief. At her first pick pocket, she got caught. In jail, by the time the constable went to see her, she had tried lots of spells (synonym: wild surge) and finally got right the acid arrow spell just before the constable asked her which she wanted to lose (ULP!). After some arguments, Mara was relieved to know that she had just to do forced labors. She also learned that Nuvok had also been thrown in jail earlier for some offense and that he escaped by teleportation. Since she knew some things about seamanship, she was sent on a merchant / fishing ship. The ship was attacked by Sahuagins! Mara prevented many of them to get on board, but the hull had been perforated. The captain yelled at her to go down and find a way to stop the leak. There were big holes... Mara tried to cast Warp Wood to repair the breach... no luck, only a fire ball on herself and fried, stinking fish. She tried again and the wood warped, mending the hull and then petrified into steel! The attack was stopped. After some verifications, the sailors realized that the ship was still seaworthy. They got back to the mainland and Mara got her freedom back and a reward of 30 platinum pieces. She rejoined the company of Dyes Tramel (with the white bow) and of Gesuss (whom had found a frostbrand bastard sword). They set out toward Koronus's tower. The trek took many weeks. They fought and Ice bear (easy, although Dyes was hurt), A eight-headed hydra (could've have had been tough, but Mara killed it with one swipe of the poisoned sword... Poison type E, remember?) and finally a white wyrm dragon (repulsed by the Black Diadem). They got to the tower and destroyed its guardian, a Yugoloth which Mara, trying to cast Melf's minute meteor, turned into a 20 HD earth elemental (OOOOPS!!!) They defeated it anyway (whew!) and entered the tower. There were many creatures opposing them in the tower. They finally reached Koronus, and his apprentice, NUVOK. Mara had quite a showdown with her brother, which had turned evil: a dark elf. The battle ended when Mara got knocked down, breathless from a well placed kick. Koronus explained that he never attacked Guntara or any other village. He had been framed by Dais, an evil mage priest of the Chaos god. Having just learned that, a black robed mage named Tanras (a servant of Dais) and four draconians appeared in the room. With a well chosen spell, Tanras slew Koronus and severely wounded Nuvok. Nuvok fled, teleported and Tanras turned on the companions. Gesuss was killed under the talons

of the draconians as he rushed the mage. Dyes managed to down one of the vile creatures with Lythia's sword as Mara got to her feet, gasping for breath. A draconian jumped at her as her hand went to Jiba's amulet to cast a spell. Alas, the Amulet was ripped from her neck and the draconian fled before she could have any chance to react. While Dyes fought Tanras was not idle, so she squarely faced the mage, and, summoning all her magic and that of the Diadem, she killed the mage in a room-shaking blast which destroyed the top of the tower. Dyes was wounded and the diadem destroyed. Furthermore, Chaos minions were invading the tower. They had to flee. After healing the paladin with her blade. Mara and Dyes Tramel fled. After several encounters, Mara got separated from the paladin and got caught by daemon warriors. She was given as a slave to an arena. After a few bouts, she managed to find a way to escape as Cristalia, another elf whom was a slave, was rescued by a wild elf druid and a warrior mage named Katarina Goldenleaf. They fought their way out and Katarina, an experienced adventurer, had admired Mara's fighting ability. Katarina invited her to storm the shrine of darkness, a nearby temple were lived an evil mage and several evil minions of chaos. Mara gladly agreed, for this was the mage whom had defeated her earlier and stolen her spellbook. They managed, at grievous cost, to slay the mage. They found a note warning about an attack on an elven tree town in a month from an evil undead mage (a lich). They rushed to help to the village's defense. The lich attacked on the same day they got there and only the arrival of Lythia's avatar would stop the lich and its fiery minions. At long last, Mara found her way back to her homeland. For she was to find clues of where Dais laired. Once at Glenhollow, she got a well deserved rest, but then Nuvok came to her. After trying futilely to fight the now much stronger dark elf that had once been her brother, Mara had help. Her uncle, one well versed in primordial magic sorrowfully slew the evil elf. After some mourning, Mara discovered that her uncle, to whom she had always been close, was now leaving for the next world. After saying his farewells to his kin, he left to Mara (his favorite niece and would-be daughter) a ring into which he could advise her in times of need even as he was gone from the mortal realms. Afterwards, Katarina, Mara, one of Katarina's human friend, a human warrior and Katarina's lover, an wild elven druid. They were to find tree relics which, once reunited, would revive Ganavan, Nature god and consort to Chislev. After much hardship, they found two of the relics and faced the guardian of the third, an extremely powerful living wall. Mara, bearing her gauntlet's of ogre power, came in and made mincemeat of the wall as it was battering at the elf druid. The human warrior joined in to help Mara and Katarina used her newly found clerical powers to help and her spells to protect her friends and attack the wall. The wall was defeated and the third relic found. Thus, the dormant Ganavan revived and the seasons were less harsh and nature rewarded the land with life. Mara came back to Glenhollow and found out that one of her friends, Lauralan, priestess of Kiri-Jolith, had came back to Glenhollow bearing grievous wounds. Mara went to the side of her dying friend and learned where Dais laired. Full of wrath Mara recruited some soldiers from her own household, enlisted the help of Katarina, her human friend and the elf druid to challenge Dais as well as a strange masked red mage. Following Lauralan's directions, they entered a huge complex of caverns and fought many guards, soldiers and mercenaries mostly. They met dragons lairing there, in full cooperation with Dais. In one of these confrontation, the red mage revealed himself to be a traitor as he cast a fireball on the group. He was Ardableau (Mage lv.7), son of Dais. And he had Mara's Amulet of Jiba! Mara tried to take him in, but was then knocked unconscious by a dragon's paw. They continued to storm the complex and finally came upon Ardableau standing in a design of a circle of warding bearing several braziers containing blood. Their blood, he informed them. If they passed the edge of the circle, they would die. It was an horrible spell combining abjuration and necromancy. Finally, Mara thought aloud that she could maybe shatter that spell with her wild magic. So, drawing from her friends's magic and their magical items, Mara unleashed a world shaking wild surge that shattered the entire complex as Katarina used a ring of wish to teleport all of them to safety. Thus Dais died, slain by Katarina's magic as the complex fell to rubble. Mara had some more adventures after that. After a few weeks, a call for help came from a large island. Laertis, vicious and intelligent lizard creature were destroying any sentient lifeform in that territory. Mara and Katarina teamed again and went to destroy the race's queen mother. Then, the inhabitants managed to destroy the remaining lairs on their own. When they had returned to Ramolise, Katarina's homeland. Mara heard that Katarina would soon search out the rainbow stone, a key relic which later, a diviner sage said, would become useful to Katarina's second child, Aldya. Having heard of the great hardship that endangered Katarina, she decided to go ahead to spare her friend the danger. In a cavern that stank of evil, Mara came upon the dreaded guardian of the rainbow stone, a Death Knight. Mara faced him in battle, having had an agreement with him for honorable combat and no spell-use (since the death knight could've have had killed her outright with a 20-die fireball and he was magic resistant). It was a glorious fight, but in the end, Mara finally breathed her last, the death knight having impaled his sword on her fallen form.

Afterwards, at least, the death knight, wounded almost to the point of death, let Katarina pass to get the rock and requested that she seal off the entrance for eternity. Having sealed the cave, Katarina left with the stone. Mara's spirit was trapped, tortured continuously by the death knight. Six years later, Mara's younger sister, Faeryl Talurien, was born. 84 years later, Faeryl came to the sealed cave with Aldya Goldenleaf and freed Mara's spirit, vanquishing the death knight and an ArchShadow with the help of Gildarius, Faeryl's Archmage master (she was his apprentice). Mara's spirit freed from the foul cave and thanks to her younger sister now rested in her homeland. Her spirit became a reverend one, a protector elven spirit, and defended the far away elven lands in Arvandor as the Chaos god, father of all and nothing, was bent to the destruction of all things. The destruction that Chaos was causing was stopped when a chosen group (in which Faeryl was a key member) managed to destroy him utterly. The third Chaos war came to an end and finally Mara could have the rest she deserved.

Marikoth Runelance

Fighter [elven knight] 13th

Moon elf male

Lord Runelance: Defender of the elves

STR 17 , DEX 16 , CON 15 , INT 14 , WIS 16 , CHA 13 , COM , PER

AC -5 to -9, hp 87, MV 12, MR none AL LG, Age 135, Height 5'7", Weight 145 lbs

Skin Pale white, Hair Silver, Beard none Eyes blue, Vision elven vision, Wealth 2500 gp

Marikoth is a elven knight, the personal defenders of Queen Amlaruil-he has devoted his life to protecting her and Evermeet, no matter where it takes him. He is adorned in beautiful elven plate mail, wieldes a pure silver shield and sits astride his fully barded moonhorse, Sundancer. He is truly an awe-inspiring site.

Weapons

Heavy Horse Lance, Longsword (sp), Longbow, Weapon and shield specialization (1 slot), Medium shield proficiency, two weapon speccialization, Warhammer.

Non-Weapons Proficiencies

Horse riding, Heraldry, Endurance, Gaming, Armorer, Etiquette.

Special abilities

+4 to hit with lance, +5 to hit with Longbow, +6 to hit, +2 to damage with Longsword, +1 to hit drow. Must follow code of Cavalier and defend any elf in need and must fight any orcs, goblins, Drow, giants, or other evil creature encountered "Sundancer" moonhorse acts as heavy horse and can cast wall of fog 1/day

Possessions

Longbow, Quiver + 20 flight arrows, Warhammer, Riding saddle, Horsegrooming Kit, 2 large saddle bags.

Magical Items

Elven plate +4, Longsword +4, Defender, Lance of Nhamashal (heavy horse lance +5, +8 v/s giants, orcs and tanar'ri). Full elven plate barding, Cloak of stars, Helm of Valor (+19 on rolls), Shield +2 (bears the queen's personal seal).

Marl

Fighter 8th Minotaur

Capt. of Romars Revenge, a dolphin ship

STR 21, DEX 16, CON 20, INT 13, WIS 13, CHA 16, COM 16, PER

AC -2, hp 110, MV , MR 0

AL l-n, Age 33, Height 8'6", Weight 510 lbs

Skin , Hair black, Beard black Eyes black, Vision 60' Infra, Wealth 40,000 gp

Has silver tips on his horns, wears leather kilt, bracers, two rings eye patch w/ a phoenix symbol

Weapons

Bladesclabbard exp. made x2 spec, battle axes spec.daggers

Non-Weapons Proficiencies

Ambidex, two-weapon style, blind fighting, rope use, seamanship, gaming, common r/wminotaur r/w.

Special abilities

50% tracking by smell, +2 to surprise

Possessions

Scabbardsx4backpacrope 300' silkwhetstoneflint and steelpouchx3fake diceboks on unhuman wars and history of the world part 1parka

Magical Items

Boots of springing and striding, winged boots (worn), wand of enlargement, four griffon grapples, ring of vampiric regen (worn), ring of prot. +2(worn), ioun stone-stores 4th level spells, eye patch w/ phoenix symbol-3d6 fireball, portable hole (full of kegs of ale).

Notes and History

Marl is from Krynn and was basicly kidnapped into space where he was captured by neogi and freed by Romar. He then served as Romar's first officeron his dolphin ship. Then was given his own command in Romar's fleet(3 ships)and did work for the elven navy. He is now also a owner of a bar (marls bar) and that s where hespends most of his time.

Marten the Orphan 'Mad Mar'

Fighter 7th sellsword Human male
Freedomrider of Merrydale, Protector of Tantras

STR 18/76 , DEX 18 , CON 15 , INT 11 , WIS 14 , CHA 14 , COM , PER

AC -5, hp 57, MV 12(24), MR 14

AL NG, Age 22, Height 6'6", Weight 225lbs lbs

Skin Tanned White, Hair Long Black, Beard - Eyes Black, Vision Normal, Wealth 52,420 gp

Has a tatoo Tempus' symbol on both his right and left arm on the forearm. Large build and extremely muscular.

Weapons

Field plate+2, longsword+4, Flametongue longsword+1/+3, weapon mastery in the longsword.

Non-Weapons Proficiencies

Hunting , tracking, rope use, mountainering, blindfighting, iron will, endurance, artillerist.

Special abilities

Magic resistance-14% (2%/level), ambidexterity, hit dice d12.

Possessions

Too many to list.....

Magical Items

Girdle of stone giant strength, boots of speed, cloak of arachnidia.

Notes and History

Sir Marten is part of the Swordkeep Council and part owner of Swordkeep in Merrydale (Daggerdale). The adventuring band has made it's fame and fortune fighting the Zhentarim, Bane, Cyric and The Cult of the Dragon. Has made freinds with many famous people includin Eliminster, Lheao, Khelben Arunsun, Maskar Wands, King AzounIV, Vangerdahast and Randal Mourn.

Mash (Krash/Marrissa)

Fighter Level 8th Minotaur/Drow Male/Female
Psycho

STR 14 , DEX 17 , CON 15 , INT 6 , WIS 7 , CHA 6 , COM 18, PER

AC -1, hp 64, MV 14, MR 66 AL N, Age 35/115, Height , Weight lbs

Skin Black, Hair White, Beard- Eyes Red, Vision Infra 60', Wealth a couple thousand gp

Mash is a female Drow elf curenly.He started out a male minotaur of krynn but in a Ravenloft adventure he had his personalty switched with the female Drow elf and is now stuck in her body because of her death.Krash is a typical minotaur sailor/soldier loud,horny,boistous,rude and crude.

Weapons

Oathbreaker a intelligent longsword+2 with common,solomic,Heal 1/day and Str 1/day(special takes 18 str up 25% for every point) and is immune to fear by fallen knights(ie Lord Soth). Oathbreaker has a Khight of solmnia personality , Normal Clabbard Sword, Sabre+2, Master of Clabbard Sword, Broad group swords, Two-handed combat sp.

Non-Weapons Proficiencies

Fishing, spellcraft, common, minotaur of krynn, others i forgot.

Special abilities

Standard drow abilities : Faerie Fire 1/day, Darkness 1/day, leviante 1/day, dancing lights 1/day.

Possessions

Food, water, cermiac minotaur statue.

Magical Items

Plate Mail+1 of Fear, Drow cloak, Drow boots, Ring of substance, Chunk of Underdark.

Notes and History

Krash/Mash named himself Mash because « Me was Krash now me Marissa so me is now MASH »he hails from Krynn but was sucked into Ravenloft and nows recides there.

"Master" Logen

Elitie Fighter 24th Half Drow/Half Gold Elf, Male
Master or Lord

STR 17 , DEX 18 , CON 17 , INT 19 , WIS 16 , CHA 17 , COM , PER

AC -2, hp 514, MV 12, MR 90 AL CG, Age 117, Height 5'9", Weight 145lbs. lbs

Skin GoldenBrown, Hair Silver, Beard Eyes DarkBlue, Vision x100nor.vision/60'Infra, Wealth 35032 gp

Weapons

Twohanded mithril katana Compound Master Bow(master with bows) (master with small throwing weapons:knife,stars,ect...)

Matthew the Dragon Hunter

Fighter 11th

Human male

The Royal Dragon Hunter of Macuria, Knight of the True Light

STR 18, DEX 15, CON 17, INT 10, WIS 11, CHA 14, COM , PER

AC -5, hp 107, MV 12, MR 100

AL LG, Age 38, Height 6'9", Weight 320 lb.s lbs

Skin slightly tanned, Hair fiery red, Beard full red beard Eyes bright green, Vision normal, Wealth 3000 gp/various lands

Matthew is a towering, hulking man who usually dominates most opponents with his sheer size. He walks proudly, always wearing his necklace of dragon claws from his victims. Matthew is also never seen without a thin shirt of chainmail he fashioned from dragon scales.

Weapons

Two-handed sword (sp +1), heavy lance (sp), horseman's mace (p), heavy crossbow (p), dagger/normal (p), dagger/throwing (p), javelin (p)

Non-Weapons Proficiencies

Armorer – expert, weaponsmith – apprentice, blacksmith – expert, cooking, healing, herbalism, riding/land-based, riding/air-based, swimming.

Special abilities

Due to his years of experience, Matthew has developed a sort of sixth sense for detecting dragons. When a dragon comes within five miles of the fighter, he automatically knows it. He does not know the direction or intent of the dragon, but he knows it is there. He also can never be suprised by a dragon, as he is immediately aware when one comes within 500' of him.

Possessions

Warhorse (high-spirited) named Vanin, Basic adventuring equipment (backpack, rope, grappling hook, lantern, torches, whistle, flint and steel, compass, etc.)

Magical Items

Suit of Dragonscale Mail: This functions as plate mail -5 since it was forged from the magical scales of a rare dragon. The mail negates all dragon breath attacks and gains an additional point of AC reduction when used in battle against dragons. However, it negates all dexterity bonuses due to weight and encumbrance.

Dragon's Fang: This magical two-handed sword gains a normal +1 on attack and damage. Against dragons it adds a +2 to all saving throws and acts as a +4 on attack and damage.

Notes and History

Matthew was born a nobleman, but his father's house and name was eradicated when an angry red dragon attacked their keep. The monstrous beast turned the retainers into globs of burning flesh with her breath and steadily tore the castle apart until it had killed everyone, but him of course. Matthew wandered from the ruins and eventually made it to the city of Keirsage. There he told the story and a band of wandering knights hunted down the dragon and brought Matthew it's head. The impressionable youth quickly joined the band and they taught him the finer points of fighting. Afters years of wandering and killing dragons (only the evil ones mind you!) Matthew found himself in the kingdom of Macuria, which was beset by the evil minions of the DarkLord Hagius. Coincidentally, the DarkLord's minions were lead by a gargantuan green dragon named Fangfear. Rallying the remnants of King Macur's once grand army, Matthew drove the DarkLord's minions out of Macuria and became an overnight hero. He was given a title and a keep and mounted Fangfear's head over the drawbridge to serve as a warning. In later times he joined the Knights of the True Light and campaigned in the far, distant desert lands of Muhajar against the paganist nomads that lived there, but that is another story

Max Olos

Fighter 20th Human male
Swordsman Extraordinaire, Hero of Light

STR 17 (Mus 15/Sta 16), DEX 13 (Aim 11/Bal 14), CON 14 (Hea 14/Fit 14), INT 15 (Rea 13/Kno 16), WIS 12 (Inn 12/Wil 13), CHA 18 (Lea 18/App 16), COM 16, PER

AC 2, hp 80, MV 12, MR 100 AL NG, Age 23, Height 06' 6", Weight 154 lbs. Lbs

Skin Light, Hair Blonde, Beard None Eyes Brown, Vision Normal, Wealth 10,000 gp

Tall, muscular, and very charismatic. Everything you look for in a leader. He looks no nonsense, and is. He is never cheery. He wears a gauntlet on his left hand.

Weapons

Chaos Breaker (Broad Sword +6)

Non-Weapons Proficiencies

Cooking; Astrology. All others unimportant.

Special abilities

Has the unique ability to escape from battle and to the gates of the last friendly town he has visited.

Possessions

Grappling hook, jet black plate mail. All others unimportant.

Magical Items

Chaos Breaker (his sword).

Notes and History

Max began as a swordsman in his hometown. When he discovered he was the legendary hero, he set out to destroy the evil Dark Dragon and his servant, the Evil Mage Dark Sol. He has not succeeded in destroying either.

Mertwix Anthalron-Elric

Fighter/Mage 43th / 43th Human male:(demi-god)
Son of Carolinus Elric, Slayer of Black Terras, Vanquisher of Tiamat, Master of Asmodeus, Destroyer of Menzoberranzan, Bane of Drow, The true fear of Lloth, Seeker of the Heart-Stone

STR 25, DEX 25, CON 25, INT 25, WIS 25, CHA 25, COM 21, PER n/a

AC -25, hp 399, MV 48', MR 70 AL cg, Age 256, Height 6'7", Weight 187 lbs

Skin weathered tan, Hair white, Beard white, hangs to his waist Eyes blue within blue, Vision infra. 120',
Wealth unlimited

Mertwix looks as if he is in his early 60's, but his eyes look far too young for his age. His robes are silver with a blue tinge. He wears a tall crooked hat with a roc's feather in it. At first meeting Mertwix, PC's find a dottering old man who talks to him self(he's actually talking to his familiar "Skizzm" the weasle).

Weapons

He can use any weapon his disposal. His favorite is the "Sword of Thorndearth" a +6 longsword that has the ability to cast the "Thorndearth" spell 3 times a day at the wielder's command, on a natural roll of 20 the sword casts the spell it's self

Non-Weapons Proficiencies

Any the DM chooses.

Spell casting

1st:16 2nd:16 3rd:16 4th:16 5th:16 6th:16 7th:13 8th:13 9th:13.

Special abilities

All saving throws are auto, and his stats are god given.

Possessions

None that aren't magical save his pipe and hat(but for some reason it never falls off!?)

Magical Items

Cloak of protection +7, robes of invulnerability, bracers AC 0, boots of speed, ring of protection +5, amulet of protection from dragon breath (forms a 10' globe around wearer), ring of magic reversal (item used to destroy Menzoberranzan), ring of wizardry ring shaped in the likeness of a gold dragon, ring of summoning (Carolinus), wand of rapid fire, fireballspellbook.

Notes and History

Mertwix was born a normal child, except for one thing, he had a favor from a god. He began his life as a thief and then after meeting a grand mage he decided to change careers and become a grand mage himself. While he was on a quest, The one in which he began seeking the Heart-Stone, he found and defeated the drow's high goddess, Lloth. This got some very powerful drow very angry at him. To get their revenge against him for defeating their goddess, they attempted to go back in time and eliminate him at the time of his birth. This caused the god to grant the favor he owed to baby Mertwix. The favor that he granted was for the child to be protected and raised by a great and powerful mage, Carolinus Elric. Carolinus raised the child as a normally as possible, given the circumstances, and when he reached the age of twenty, Carolinus told Mertwix who had killed his true parents and about everything else that had transpired. Mertwix then decided to take vengeance against these drow. His vengeance came in the destruction of Menzoberranzan, he used the ring of magic reversal to destroy all life in the once powerful city. All of his stats are god given (by Carolinus) and he obtained a lot of his training from the same man. He still seeks the Heart-Stone and is currently engaged in the third dragon war (thirty years after the war of the lance).

Moke

Fighter 20th Human Male

Moke the Golem

STR 19 , DEX 17 , CON 18 , INT 5 , WIS 5 , CHA 13 , COM 17 , PER

AC 2, hp 101, MV 12, MR 00

AL CG, Age 23, Height 6'6", Weight 280 lbs

Skin White/dark tanned, Hair Brown/Black, Beard - Eyes Blue, Vision normal, Wealth 15+a home in Arabel

A tall handsome man, with an extremely large build. Many call him the Golem, not because he is but because he responds to his friends as a golem would, and aint much smarter than a golem. He lives for his friends and lays great trust in their orders. He would walk off a cliff if told to. On the battlefield he is a strikingly formidable enemy. This is where all his knowledge lays, in fighting.

Weapons

Sledge Hammer of the Golem- 1d12+1 1d12+1, and it regenerates 2hp/round, Grand Master .

Non-Weapons Proficiencies

Alertness, Cooking, Brewing, Riding: Land Based, Air Based, Blind-Fighting, Reading/Writing,

Special abilities

Moke is under a constant telepathic link with the rest of his friends.

Possessions

A loin cloth, A pair of ripped breaches. Knee high.

Magical Items

Girdle of Storm Giant Strength (24), +4 Defender Long Sword

Notes and History

Moke has never been bright, and as a child he wasn't very big either. He had friends though. Friends who respected and used his devotion to them. As time passed he began to grow rapidly until he became the sprawling mass he is here... Moke's friends grew into their own fields of profession, as he was told by his father to become a warrior. Since Moke had no other weapon he took the weapon of his father, a blacksmith, and it was a sledge hammer. Moke and his friends started the Adventuring band they called- The Metra. As time passed they explored some of Myth Drannor, the Undermountain, and even went south into the southern lands to explore. During that time Moke's band paid a Wizard to form a link from him to his friend Telepathically. It worked so well that he gained the name golem for his loyalty, and trust in their thoughts in battle. Moke was the strongman. He had never met stronger until his meeting with a hill giant. This Giant beat him in combat and killed a newer member of the band. So he set on a quest to find something to make him stronger... When he came to a great sage he asked him what might help him gain strength. The sage told him and his friends of a book that could make one stronger. It was within an orcish King's treasure room, deep within the halls of a goblinoid infested mountain. They entered... When all was done a goblinoid army was in pursuit and book was to be read. Four of the members of the band had perished yet none of the founders. So he read the book and learned new strength. Then he went to the Hill Giant and destroyed him... It was later when the God Bhaal became mad at Moke and the Metra for destroying a Temple of Bhaal when the god himself came to battle with the band. Out strengthened Moke wrestled with Bhaal, and was spared his life when a Wizard and Priest of the Metra devised a reverse Banishment, god summoning spell of Lathander, Combination to send both Lathander and Bhaal back to the outer planes for 1 week. In that time Elminster the sage helped the Metra to create two things for Moke. The Sledge Hammer of the Golem, and a Girdle of Storm Giant Strength. With these and time to train with them he would be the Metra's Challenger to Bhaal himself. For that time only he was given all the protection items in the group and all helpful spells were to be pointed at him. When the angry Bhaal returned, he found Moke the golem waiting for him at the ruins of Bhaal's formerly most favorite temple. With the direction of his friends he came to a wrestling match with Bhaal. And with his girdle he overpowered him. And when Bhaal used his magic to break free he found a sledge Hammer waiting at his hip. When he came to strike Moke with a Death Touch, he could not break through the magic items' protections. So Moke made a many blow, along with many attack spells from his friends and Bhaal fled, not knowing that he was only using magic items and thinking he must be an avatar of some god... Before Bhaal could take vengeance on the Metra he was destroyed in the time of troubles. Now the group has been invited to Evermeet with the elves after helping fend off an attack of orcs near Waterdeep saving a distant relative of the Elven Royal Court...

Monvin the Elder

Fighter 10th Human male

STR 14 , DEX 15 , CON 16 , INT 15 , WIS 13 , CHA 15 , COM , PER

AC -1, hp 76, MV 12, MR AL NG, Age 68, Height 5'14", Weight 180 lbs

Skin tanned, Hair black with silver streaks, Beard long and coarse (gray) Eyes green, Vision normal, Wealth 45000 gp

A sturdy man with dignity, he is stubborn aged man but with a soft heart (especially towards women or children). He always wears his blue shirt, but hiding his magical chain mail.

Weapons

Flail (p), morningstar+2 (p), broadsword+1 (sp), halberd (p).

Non-Weapons Proficiencies

Direction sense, blacksmithing, fishing, heraldry, modern languages, armorer, blind-fighting, endurance, running, survival, tracking.

Possessions

Soft boots, fine fur cloak, gauntlets, backpack, large belt pouch, buckler, whetstones, wineskin, chain mail+3 protection against normal missiles.

Mora

Fighter 12th Deep Dwarf Female

STR 18/00 , DEX 16 , CON 19 , INT 16 , WIS 18 , CHA 13 , COM , PER

AC 0, hp 156, MV 6, MR AL NG, Age 79, Height 4' 4", Weight 110 lbs

Skin White, Hair Red, Beard Eyes Blue, Vision Infra (90'), Wealth 20000 gp

Weapons

Small Sword, Head Spike, Elbow Spike, Knee Spike, Glove Nail, Chain Flail, Tight Group Axes.

Non-Weapons Proficiencies

Weaponsmithing (15), Armorer (16), Blacksmithing (19), Bowyer/Fletcher (16), Underground Survival (16), Underground Navigation (16), Slow Respiration (N/A), Blind-fighting (N/A), Knows languages of Dwarven (C), Dethek (L), Undercommon (C,L), Drow (C), Common (L).

Special abilities

5/6 Detect Grade, 5/6 Detect tunnel construction, 4/6 Detect shifting wall & rooms, 3/6 Detect traps made of stone, 3/6 Detect depth, +1 to hit drow, illithids, and duergar; Ogres, trolls, ogre magi, giants, and titans hit at -4; +6 to all saves (Con bonus, +1), 20% magical item malfunction, -1 in sunlight & continual light.

Possessions

Dwarven Plate Armor w/Head Spike, Elbow SPIkes, Knee Spikes, and Glove Nails; Chain Flail, Two-Handed Battle Axe .

Notes and History

Born under the Thunder Peaks 100 years ago. Became greatest female fighter ever in deep dwarven history. 22 years ago, was forced to the surface by packs of drow. A year later, was turned into statuary by the red dragon Kossuth's Rage.

Morak Hammerhand

Fighter 9th Dwarven male

Ruler of stronghold in Desertsmouth Mountains, Forgotten Realms

STR 18/40, DEX 13, CON 15, INT 18, WIS 12, CHA 9, COM , PER

AC -8, hp 81, MV 6, MR 0 AL LG, Age 171, Height 4'6", Weight 180 lbs

Skin White, Hair Black and Gray, Beard Black and Gray Eyes Blue, Vision 60' Infra, Wealth 40,000 gp

Tough, middle-aged Dwarf that has established a stronghold in the Realms. Can be bad tempered and grumpy, but will always support friends and allies in times of need.

Weapons

Orcsbane (Battleaxe +1) Specialized Hammer of Pain (Hammer +2) Proficiency Frostbrand (Bastard Sword) Proficiency; stolen by clerics of Malar

Non-Weapons Proficiencies

Armorer, Weaponsmith, Dwarf-Runes, lots of others (craft and survival related, mostly)

Special abilities

Standard Dwarven abilities from PHB Automatically strike Orcs with Orcsbane (3/1 att, Critical on 17-20) Screw up evil with Hammer of Pain Can survive unharmed on Plane of Fire (for about another 100 years); power granted by a Solar.

Possessions

Great Wyrms Blue Dragon hide and teeth, Venerable Red Dragon hide and teeth, Emerald worth 500,000 gp Fire Giant sword Zombie Statues (4) Wyvern and Tyrannosaurus teeth Mezzoloth spear Friend has preserved Venerable Deep Dragon in stronghold Venerable Red Dragon Armor

Magical Items

Great Wyrms Blue Dragon Armor +2 Great Wyrms Blue Dragon Shield +1 Orcsbane (Battleaxe +1) Hammer of Pain (Hammer +2) Ring of Regeneration Plus some other miscellaneous items Once had a Ring of Air Elemental Command; stolen by clerics of Malar

Notes and History

Morak was raised in Waterdeep after his home was conquered by Drow. Worked for many years as a weaponsmith and adventurer, until he met up with Graar, Silinar and Karoon. That's when he really started his career; subsequent missions took Morak and Co. into Undermountain (plundered the Eye's lair, as well as the Blue Dragon lair there; had a potion of Evil Dragon control), into Hell, across the Realms. Went up in levels, until 9 was achieved. Then Morak began to construct his stronghold (In the Desertsmouth Mountains). Stronghold has faced many attacks by hordes of undead (summoned by some evil Demi-god named SIRSIR). Currently engaged in a quest to save the Realms themselves.

Morbog Thunderforge

Fighter/Psionic 6th/6th Dwarven Male

STR 18(92), DEX 14, CON 19, INT 14, WIS 16, CHA 9, COM 10, PER

AC -2, hp 79, MV 6, MR 0

AL n-e, Age 49, Height 4'8", Weight 180 lbs

Skin dark, Hair red, Beard red Eyes black, Vision infrav. 60', Wealth 20000 gp

Morbog is a tall (by dwarven standards) and dark dwarf, whose demeanor almost matches the color of his eyes. Few deep dwarves have ever attained the rank of psion-master, but Morbog achieved this rank at a young age, therefore his haughty attitude, although annoying, may be well-placed.

Weapons

Specialized in dwarven battle-axe, two-hander style Uses +3 battle-axe (Shadow Fury), which can detect invisibility 3x/day. Also proficient in whip, dagger, and cross-bow

Non-Weapons Proficiencies

Engineering Blindfighting Weapon smithing Tracking (underground) Meditative Focus PSP Restoration

Spell casting

Psionic: Psychokinetics, Psychometabolics Momentum Theft, Cause Sleep, Accelerate, Complete Healing, Ectoplasmic Form, Double Pain, Flesh Armor, Kinetic Control, Magnetize, Static Discharge, Nerve Manipulation, Disintegrate, Soften PSPs; 96

Special abilities

Standard dwarven abilities (detect grade/slope, detect secret doors...)Psionics

Possessions

Basic underground exploring gear. Morbog, however, is laden-down quite heavily. You can never have enough stuff.

Magical Items

Battle-axe +3 (Shadow Fury), detect invisibility 3x/dayWand of mineral-detectionIoun Stone of protection +1Ring of Protection +2Ring of Invisibility

Notes and History

Morbog was born as son to the Darkaxe clan's chief of security (father) and king's advisor (mother - psionic). It was through them that he got excommunicated from the clan for protecting the drow-princess Havoc, heir to the throne of the underdark. He managed to escape the wrath of his clan, but lost his precious beard in the process. His beard has since grown back, but his pride was left behind. Ever since this incident he has roamed the underdark, seeking out those who betrayed him, leaving a trail of death and mayhem behind. Morbog vowed to return to his clan and claim the throne for himself. Morbog has been known to travel with a drider and two drows. Recently they have crossed paths with a pair of MINDFLAYERS, which left him with a scared mind. Because of this he is on a quest to rid the realms of this devastating pest, as well.

Morga Ratsmasher

Fighter/Mage 15th /15th

Half-Ogre female

STR 21 , DEX 14 , CON 19 , INT 23 , WIS 12 , CHA 10 , COM 14, PER

AC -2 (7), hp 106, MV 12, MR 0 AL Neu. G, Age 26 (40), Height 7'4", Weight 262 lbs

Skin greenish bronze, Hair Dark green, Beard Eyes amber, Vision Infra 60ft., Wealth 3,956 gp. gp

Loves to laugh, drink ale, and is always looking for a new adventure.

Weapons

Battle axe (sp), Hand axe, Club, Sling, Dagger, Long Sword, Spear, Short Sword, Light Crossbow.

Non-Weapons Proficiencies

Blind fighting , Swimming , Mountaineering , Hunting , Herbalism , Reading/Writing , Spellcraft , Navigation , Etiquette , Riding(air/dragon).

Spell casting

No specialization Up to 5th level illusion immunity Enchanted tattoo +1 A.C. bonus Enchanted tattoo +1 Dex. bonus Enchanted tattoo bonus 3rd level spell

Special abilities

Teleport contingency spell

Possessions

Special 400 page traveling spellbook Black laquered waterproof box for pen and ink Neverwinter water clock general traveling clothes High walking boots waterskin Purple satin party gown with matching slippers And other basic girly stuff Two story home/herbal shop in Waterdeep Iron golem security

Magical Items

2 potions of extra healing in metal flasks, Amulet proof against detection, Bracers a.c. 2, Ring of protection +3, Ring of mind shield, Ring of fire resistance, Wind fan Battle axe +2 (hidden items) , Vorpal Long Sword, Hat of Disguise, Axe of Hurling +2, Helm of Telepathy, Ring of the Ram (36 charges), Rope of Climbing.

Notes and History

Morga was a little witchdoctor girl from the Dragonspire Mountains. Ogre life just wasn't doing it for her, so she decided to follow the next group of adventurers out of the mountains. They gave up trying to get rid of her and found she was quite useful. She found a magical deck of cards on one of her adventures that changed her and granted her wishes. She wished for strength and great intelligence. And she wished to be a mage. She eventually ended up in Shadowdale where she learned to read and write and study magic. (That was the best I could do for now).

Morgrif Hemenoff

Fighter 3th Human Male
Called Morgrif the Bold

STR 18/00 , DEX 17 , CON 18 , INT 10 , WIS 13 , CHA 9 , COM n/a, PER

AC 6, hp 34, MV 12, MR 0 AL N, Age 19, Height 6'4", Weight 204 lbs

Skin Normal for Human, Hair White, Beard None Eyes Baby Blue, Vision Normal, Wealth 30 gp

Morgrif is a very well built human. He looks like he is about 45 years old except for his baby blue eyes. He looks this way because of all the stuff he went through as a child.

Weapons

Vorpal Blade +3, Defender+4. Both Longswords Proficiencies, long sword (sp) short sword, dagger.

Non-Weapons Proficiencies

Blind Fighting Armorer Weapon Smith Survival

Special abilities

Has an exceptional talent with the Long Sword (he fights two handed style no penalties) (also has Ambidexterity).

Possessions

Has basic clothing and some traveling equipment

Magical Items

Morgrif has 2 Long Swords Vorpal +3 and Defender+4, the swords are identical other than all the runes on the pommels.

Notes and History

The boy's father abandoned the boy and his mother just after child birth. As a child he grew up as the runt of the family always being picked on being beat up by all the big kids then one day when he was getting beat up a old man stopped the other boys from beating on him then took him and started training him how to fight. Eventually the old man died and the boy went back to his mother who barely recognized him for he had grown up a lot. The only thing that gave him away was his baby blue eyes and his shoulder length white hair. He also as a gift from the old man he got a Vorpal Blade +3 and a Defender+4. Morgrif does not know of the powers of his swords, the swords are identical other than all the runes on the pommels. Just before the old man died he told Morgrif that he was his father, that's why he got the swords and no one else got them. Morgrif at the moment lives at home and defends the village from raiding orcs and/or goblins.

Morticius

Fighter 8th Human Male

STR 20 , DEX 17 , CON 19 , INT 7 , WIS 12 , CHA 13 , COM , PER

AC 4, hp 52, MV 12, MR AL NG, Age 24, Height 6'3", Weight 180 lbs

Skin fair, Hair none, Beard brown goatee Eyes brown, Vision normal, Wealth 20000 gp

Very strong in mind and body; much endurance; very sarcastic

Weapons

Proficient and uses: footman's mace, flail and pick, battleaxe, warhammer, club, morning star

Non-Weapons Proficiencies

Mountaineering, blind-fighting, mining, ninjitsu, Animal Training.

Possessions

Studded leather armor, backpack, horse with pack saddles

Magical Items

Battleaxe +2, Ninja Star Emblem, piece of Stone of Empowerment.

Notes and History

Baltician fighter from the manors of the czar; fought in the Empire's personal army and bodyguard; was discharged with honorable merit and began adventuring.

Mr. Happy

Fighter/Thief 8th/10th Minotaur Male

STR 19 , DEX 14 , CON 16 , INT 12 , WIS 11 , CHA 18 , COM , PER

AC 6, hp 69, MV 12, MR 0

AL CN, Age 24, Height 7'5", Weight 483 lbs

Skin Furry, Hair Black, Beard black

Eyes Green, Vision Infra 60', Wealth 19525 gp

A happy go lucky guy who tries to be a pacifist as much as possible. If someone attacks him though he will be forced to defend himself with extreme prejudice.

Weapons

Bullfriend-Great Axe(Sp)+2, vampiric regeneration. Telepathic.Flying. Boomerang.Proficiencies: Great axe(sp), flail, oaken club, long bow, shortsword, longsword, giant throwing rocks, warhammer, broadsword.

Non-Weapons Proficiencies

Blind Fighting, Intimidation, alertness, observation, eating, direction sense, drinking, hunting, natural fighting, craft instrument, rope use.

Special abilities

Pp : 75%, Ol : 45%, F/rt : 60%, Ms :75%, Hs : 95%, cw : 45%, rl : 5%, dn ; 40%, backstab X 4, farmer/gambler, 2 attacks every round.

Possessions

Loincloth, belt, beltpouch(large), backpack, rope, grappling hook, thief's kit, lock picks, 2 wineskins, 2 large pouches taken from slain giants, and 2 keeps from a deck of many things.

Magical Items

Bullfriend- +2 great axe with vampiric regeneration, telepathy, flying, and boomerang. Potion of invulnerability, potion of invisibility, potion of flying.

Notes and History

Mr. Happy has had a history of violence and bad luck. He has stumbled across a few decks of many things and now has a lot of enmities with outer planar creatures. He has also fought 3 lesser deaths and won easily. Mr. Happy is currently adventuring with a group of wonderful guys. Together they have defeated clans of hill giants and dragons. This party is almost unstoppable.

Nikolai

Fighter [assassin] 5th human male
The head chopper

STR 18/86 (Mus 18/00/Sta 18/72), DEX 16 (Aim 14/Bal 18), CON 17 , INT 13 (Rea 14/Kno 12), WIS 12 (Inn11/Wil 13), CHA 15 (Lea 13/App 17), COM , PER

AC 2 (1 vs. missile attacks), hp 70, MV 20, MR 10 AL neutral evil, Age 28, Height 6'7", Weight 196 lbs

Skin white, Hair black, Beard black Eyes black, Vision normal, Wealth 300 gp

A tall guy with a frightening look in his eyes always holding his two handed axe ready for action .

Weapons

Two handed axe (weapon of choice+mastery), two handed style, missile style.

Non-Weapons Proficiencies

Herbalism, painting, hunting, blind-fighting, tracking, survival, swimming, rope use.

Special abilities

HUMAN ABILITIES: tough hide, TRAITS/DISADVANTAGES: lucky, bad tempered, greed for power

FIGHTER ABILITIES: defence bonus, single specialization, 1d12 for hit points, increased movement, magic resistance, no armor is allowed, no magical armor is allowed, no magical oils potions and scrolls are allowed.

PSIONIC WILD TALENTS:

PSP: 124 shadow-form (psychometabolic - science), mind link (telepathic - science), contact (telepathic - devotion), detonate (psychokinetic - science), telekenesis (psychokinetic - science), molecular agitation (psychokinetic - devotion).

Possessions

6 doses of sleep poison, 6 doses of death poison, 6 doses of stunning poison, black pants, white jersey, with blood stains (not his), brown belt , rope 60', a bottle of red wine.

Magical Items

Two-handed axe +1 in abyss.

Notes and History

Nikolai was enslaved in his youth by a group of merchants. As he grew old he killed the merchants and ever since he seeks to destroy almost everything that's in his way using his two-handed axe as his symbol .

Nikolai Axehand

Fighter 4th Dwarf male

STR 18/77 , DEX 17 , CON 17 , INT 14 , WIS 12 , CHA 14 , COM , PER

AC -1, hp 43, MV 6, MR AL , Age 51, Height 4'2", Weight 200 lbs

Skin Tanned Brown, Hair light brown, Beard very impressive Eyes blue, Vision infa 60', Wealth 256 gp

Carries the Dwarven Thrower +3 warhammer enchanted with flame tongue, 10 hand axes, and a buckler shield. Wears splint mail and dwarven helm.

Weapons

Specialized in Warhammer and hand axe, proficient with short sword.

Non-Weapons Proficiencies

Armorer, Weaponsmith, Brewing, Reading/Writing-Dwarf, Speaks Dwarf, Common, Goblin, Gnome.

Possessions

Scale Mail, Buckler, 10 hand axes.

Magical Items

Dwarven Thrower +3 - speed 0, returns with +3 to initiative, flame tongue +1, +2 vs. Regenerating, +3 vs. cold using + avian, +4 vs. Undead.

Notes and History

Raised in Mithril Hall after being conquered by the now king, Bruenor Battlehammer. Lived in Mithril Hall until 47, then began adventuring. Adventures lead to the acquisition of the Dwarven Thrower. Currently enjoying a fulfilling life of massacring many goblins, orcs, and trolls.

Novacain de Kalim

Fighter 30th

Dwarven Male

Lord Novacain of Scather, Ruler of Nova (new land formed south of Greyhawk)

STR 25 , DEX 25 , CON 25 , INT 18 , WIS 18 , CHA 16 , COM , PER

AC -10, hp 475, MV 12, MR 100 AL NG, Age 135, Height 05'02", Weight 250 lbs

Skin Dark Tan, Hair Reddish Brown, Beard Reddish Brown Eyes Green, Vision Infra 60', Wealth Infinite

Novacain stands about 5'2" which is pretty massive for a dwarf... he has a very muscular body with very little scars.. it seems at first glance that he is not a person you would want to mess with. He has a long Reddish brown beard that is highly decorated with deep purple and dark gold beads. His hair is the same color and is tied in a pony tail with a band of the same color as the beads in his beard. Very decorative as most dwarves are in reference to their beards. He looks pretty handsome for a dwarf as well.

Weapons

Platinum longsword (Grand Master), Ivory Longsword of Tyr - Normally acts as a +2 weapon, but +5 vs evil alignment creatures. (Grand Master). Scather - +2 longsword that automatically hits opponents who hit the wielder.. no THAC0 roll is necessary if opponent hit the wielder the previous attack. (Grand Master)

Non-Weapons Proficiencies

Blind Fighting, Ambidexterity, Carpentry, Survival, Direction Sense, Speak Common, Speak Goblin, Firebuilding, Gaming.

Spell casting

Was imbued with ability to cast the following spells: Gate, Heal, Shape Change.

Special abilities

Bonus to hit Lizard men (hated enemy). Protection from Lightning permanently cast on him by a demi-god. All around attack: does all attacks, takes total damage done, and disperses the damage between all the opponents, (e.g. Novacain has 4 orcs around him with 50 hit points each, Novacain rolls and hits on all 6 attacks, does a total of 198 hit points, so 3 orcs die, and the last orc has 2 hit points left) Call Shot: On a roll of 19,20 on a 20 sided when rolling To hit, Novacain can pretty much do anything he wants to the opponent. (e.g. decapitate, dismember, ...etc..) Disarm: On a roll of 18,19, or 20 Novacain can knock the weapon out

of his opponents hand, depending on how good the role is depends on how far away he knocks it..

Possessions

Castle, Many towns, Backpack, Ferronaire, Vest, Breeches, Riding BootsM, Hemp rope (50 ft).

Magical Items

Ebony Fly Portable Hole, Slippers of Spider Climbing, Broach of Poison Protection (adds +4 to your save vs. poison), Longsword of Tyr (+2 normally, +5 against Creatures of Evil Alignment), Armor of Tyr (Full Plate +5), Golden Armor (Full Plate +3), Rings: Ring of Featherfalling, Ring of Fire Protection, Ring of Health (adds 75 hps to your current total), Cloak of Improved Invisibility, Anklet of Health (adds 50 hps to your current total).

Notes and History

Novacain is a 30-level fighter who has been around a long time (in role playing world, and i've been playing him a long time as well as a PC from level 1) He was put on a quest by Ao himself, if the quest was completed, Novacain, along with the other party members, were given the choice to join his ranks, or to have our hearts desire. Novacain's desire was to be an immortal who lives on the pri-material plane, with infinite wealth, with a new land to rule, with health so great that he would be resistant to the most vial poisons and magic, and with skin so tough that normal weapons could not pierce it. Thus his wish was granted and now he is ruler of a newborn land south way south of Greyhawk. He was given a gift by a demi-god of protection from lightning forever. He defeated a draco-lich as a quest given by Tyr. And now he retains the treasure from the ex-draco lich and gives one item from the treasure (most items are highly magical) to adventurers who come by and ask him, after the complete a small quest for them. In another room in his castle there is a fountain. From the fountain springs forth a geyser of liquid gold.. this geyser is everlasting. Through his adventures he has acquired the skills to disarm his opponent, to call shot on his opponent, and the skill all around attack. (most are found in the high-level campaign book) He teaches a skill in exchange for a quest as well. Novacain's mother was killed when he was born, and he was kidnapped and sold into slavery in the land of Dark Suns. His father never saw him for he was on a quest of which he died on. He was raised in the Gladiator Pits of Tyr, as a dwarven fighter. After 15 years of life in the pits, Novacain was given the chance to fight as a gladiator. In less than 5 years, he proved himself and was crowned dwarven champion of the pits. He was then given a "slave" of his own to tend to his needs. This was a halfling female that took care of Novacain. Novacain soon found out that this female had a healing touch. After 5 more years in the pens, Myrina (his slave) shared a secret with him. She had been researching a way to escape the pens by means of creating a gate to another world (greyhawk).. He agreed to go with her, and they followed thru with their plans that night. That night she casted gate and they both stepped through into a new world... They were in the middle of a dense forest. As soon as the stepped thru they were ambushed on all sides by lizard men. The lizard men quickly killed Myrina, sending Novacain into a rage. Soon all 4 of the lizard men lay dead at Novacain's feet. He buried Myrina, and set off to find the source of these lizard men. he travelled all day long, and ended up resting, and falling sound asleep. When he awoke he was surrounded on all sides by dwarven males. The dwarfs took Novacain to their city in the Crystal Mountains where he spent the rest of his youth. He was trained as a specialist in the longsword there, and was taught the ways of Carpentry there as well. After a while this life bored him, so he went to speak with the King, who sent him on a quest. He was to seek out the source of murders and rampages that were going on in a village 2 days southeast of the crystal mts. The city's name was Hommlet, and so, our Hero's adventuring began. (this was the start of the Temple of Elemental Evil) (which I used Novacain starting out as a 3rd Level Dwarven Beast Rider). *DMs feel free to use Novacain de Kalim in any of your adventures as a very high level NPC that will not fight with your PCs but might help them out in other ways.*

For another view of Novacain go to this site: <http://webusers.anet-stl.com/~octavian/den>

Note... Mr Robert, I submitted my character to your site, and want to clear up a few things. You put up on the top of the page, that no Maunty Haul characters will be allowed.. At first glance my character looks as such, but I tell you I've been playing this guy through many many adventures, and for many years. It took me a long time to build him up to where he is now, and a lot of game time. So, I would hope that I could keep him on your site. I think that he makes an excellent NPC as well for anyone that chooses to use him, and that is one of the main reasons I put him on your site. Also I'm darn proud of him. He obtained his Strength by drawing from the deck of many things. His dexterity and constitution were results of his

hearts desire, so Ao made them happen, and reading those wonderful books: Manual of Quickness of Action, and Manual of Bodily Health. And charisma and other stats were results of magical items and side effects of Undermountain... His skills were taught to him by a Half Tanari, and Half Dwarven Demon Pit Fighter in the Abyss. And from use in the 3rd Battle of Orcs and Elves. So as you see I have many tales to tell of this guy. If you have any questions or concerns I would love to answer them for you, so please E-mail me at Shutterl@disa.safb.af.mil I respect your decisions, and the things that you do ...heck you manage the page. I just felt I needed to E-mail this to you, so you would not think that Novacain de Kalim (08Nov132849.html) was not a Maunty Haul character.. That I actually role-played him, and he earned what he got. Thanx for your time, Rick (Novacain) Shutter

Ogrim Doomhammer

Fighter 9th Hobgoblin male
Leader of the Stormreaver Clan

STR 17 , DEX 18 , CON 18 , INT 14 , WIS 14 , CHA 13 , COM , PER

AC -3, hp 89, MV 12, MR 90 AL LE, Age 30, Height 6'1", Weight 180 lbs

Skin Brownish-red, Hair Red, Beard none Eyes Red, Vision infra:60ft, Wealth 7,500 gp

Weapons

Bastard sword (sp), Short sword (sp), Crossbow (p), Dagger (p).

Non-Weapons Proficiencies

Weaponsmithing riding, land endurance Intimidation rope use.

Possessions

Plate mail, Small Shield, Bastard Sword, Short Sword, Crossbow, 4 Daggers, medium War Horse, 50' hemp rope, 2 sets of common clothing, standard rations, 1 mule (carries all other equipment).

Magical Items

Ring of Protection +1

Notes and History

His father was clan leader before him, and when he came of age he killed his father and took control of the clan. he has lead many succesful raids on Human, Elven, and Dwarven. Even though his clan is in constant battle it is one of the largest and best skilled.

Olaf Bacharan

Fighter 13th Orc Male
Baron von Bacharan, Death Knight, Black Spider

STR 18 , DEX 18 , CON 15 , INT 14 , WIS 12 , CHA 10 , COM 17, PER

AC -8, hp 75, MV 10, MR 80 AL CE, Age 25, Height 10'2", Weight 734 lbs

Skin Tan, Hair Black, Beard black Eyes Red, Vision Ultra (100 yds), Wealth 100,000 gp

Olaf is a large extremely stornng orc.He strikes fear into any person he is fighting. Men have been known to run from a battle after seeing his approach. No one has really seen olaf tatics close enough to describe him becasue anyone who has gotten that close has beenn killed.

Weapons

Vorpal Battle Ax +4 (11) , Battle ax +1.

Non-Weapons Proficiencies

Swimming , reading/writing, Chemistry, land/air base riding, forestry, survival, animal lore, 2 handed fighting, blind fighting.

Special abilities

Find traps, their abilities, Martial arts, Hand to Hand combat.

Possessions

Pouch, Hawk, Puma, lock picking kit, cloak(black), neckless of ears, Neckless of teeth, skin(human, elf,ect) tent, skin boots (human), Hat/helmet (skull of large bear).

Magical Items

Rope of climbing,blink ring,full plate +5, ring of truth telling, ring of fire protection, ring of weather control.

Notes and History

Olaf was born on a small moon. He lived their with his abusive father. His mother often tried to stop his fathers abuse but could not. Olaf was at his dinner when he saaw hi father coming, his mother tried to stop his father and was killed by his dad in his rage. When olaf saw this he grapped his dads Vorpall battle ax +4 and in one clean swipe decapitated his father. He then fled his homeland untill he ran into an old human fighter. The fighter taught olaf all their was no about the art of fighting. Olaf then aspired into becoming a great an honorable fighter. But while on walk olaf was struck by lightning, he fell into a coma. In the coma the devil found his way into Olaf mind their he corrupted him, made him evil and full of hatred. So when Olaf awoke, he slaughtered his mentor, and the entire village in which he stayed. He has then roamed the bad land accompanied only by his animal friends, he will kill anyone for money, or even just for the pleasure. He is the devil in carne.

Olgar 'the enforcer'

Fighter [kit:Savage Fighter] 2nd

Ogre Male

STR 19, DEX 10, CON 15, INT 8, WIS 9, CHA 8, COM , PER

AC 5, hp 20, MV 9', MR 0

AL CG, Age 23, Height 8'8", Weight 341 lbs

Skin Tan, Hair Red, Beard - Eyes Green, Vision Normal, Wealth 58 gp

Olgar is a tall stout ogre, who loves to gamble and drink. During his younger years, he made his living at a local humanoid tolerant village, bouncing drunkards. He keeps his hair pulled back in a tail to avoid washing it.

Weapons

Great Club (P)

Non-Weapons Proficiencies

Mountain survival Hunting Endurance Weather sense Animal friendship Blind Fighting

Possessions

Always keeps a few weeks rations as he gets hungry alot. 2 50' length ropes intertwined together into 1 50' length. 2 blankets torches & flint

Magical Items

A vial of strange liquid that silences the imbiber. Shield + 2

Notes and History

Olgar left the ogre village life to pursue greater interests. Unfortunately, with Olgar's skills, he could only find work at a human tavern in the small village of Vinstai in the northern wastes of Toril. After a few months of this monotonous (although fulfilling) work, Olgar returned to his village only to find it destroyed

by some unknown force of arms. Olgar returned to his father's tent and found him lying face down on the ground. Turning over the body, a name was etched in the dirt underneath the body, that name was Taer-lik. Olgar has now set out to find out the meaning of this name and to avenge his murdered family.

Omar El'Hassan

Fighter 6th Human male

STR 15, DEX 18, CON 17, INT 11, WIS 13, CHA 16, COM , PER

AC 4, hp 60, MV 12, MR AL LG, Age 24, Height 6' 2", Weight 172 lbs

Skin Arabic brown, Hair Black, Beard - Eyes Brown, Vision , Wealth 5400 gp

Honest corsair. Walks with a very straight back. Speaks with an arabic accent.

Weapons

Scimitar of speed: (sp) Sling Dagger

Non-Weapons Proficiencies

Seamanship Navigation Swimming Etiquette Haggling

Possessions

Trousers (red arabic) Turban, white Sling + bullets Dagger Belt pouch Backpack Fine food Fishing line + hooks + bait Sword compartment for the back. Dagger sheath

Magical Items

Scimitar of speed Bracers AC 8 Ring of truth

Notes and History

I am a corsair who has just begun his career. On my first mission on the sea, my Captain was lost in the waves. I was the best seaman left, so I became the new captain and the ship now belongs to me. I travel around Al'Quadim and clean the land from Pirates. My scimitar is my best friend and my protector. If you're a pirate: Watch out for the "Desert King", it is my ship.

Orin Stonethrower

Fighter 14th Dwarven Male
Lord of Thunder Keep

STR 18 , DEX 15 , CON 17 , INT 12 , WIS 9 , CHA 8 , COM , PER

AC -1, hp 105, MV 4, MR 0 AL LE, Age 143, Height 5'5", Weight 220 lbs

Skin white, Hair Dark brown, Beard tucked in his belt Eyes steel gray, Vision Infra 40', Wealth A lot

Short, tuff. Scarred face from burns. Tough little warrior. Didn't always make the most intelligent decisions.

Weapons

Axe+5 of slaying(Dragon Gutter) master in Axe.

Possessions

Thunder Keep.

Magical Items

Dargon Gutter (Two-Headed Battle Axe with spike+ 5 of slaying), Dwarven plate armour +2
Ring of regeneration, Ring of fire resistance.

Notes and History

Joined small party sent to kill a band of Drow beneath WaterDeep. This is where he met Crispin Blackwater. Unfortunately Orin spent most of the mission unconscious from Drow sleep poison, only managing to kill one Drow throughout the whole mission. Later he lived up to his name of Stonethrower By single handedly laying an orc archer at the top of a keep by throwing a rock, and knocking him over the wall. In a later date Orin and his party were battling a gargantuan Dragon in which all party members were killed except for an unconscious ranger, Crispin Blackwater and Orin. Orin was knocked to near death by a dragon tail. But later saved the party by throwing his axe and gutting the dragon with it. Later the party pooled their money and built Thunder Keep in the woods near Cormyr where unfortunately to this day Lywellen the Loquacious still comes to this day to annoy the good lord and his old adventuring friends.

Orin The Mad

Fighter [kit: Swash buckler] 8th
Warrior of the tower of light

Dwarf male

STR 18 (Mus 18/78/Sta 18/50), DEX 17 (Aim 16/Bal 18), CON 18 , INT 14 (Rea 14/Kno 14), WIS 12 (Inn 10/Wil 14), CHA 14 (Lea 16/App 12), COM , PER

AC -5, hp 85, MV 16, MR 0

AL ng, Age 56, Height 5'0", Weight 250 lbs

Skin Pale, Hair dark brown, Beard brown

Eyes blue, Vision normal,infra 90', Wealth 200000gp

Bad tempered and always ready to fight. Dislikes mages and elves because they are weak... Loves alcohol and women.

Weapons

Great axe, High master, Battle axe, (sp), Hand axe, (sp), Pummeling, (sp).

Non-Weapons Proficiencies

Many skills, most used are: Spellcraft, observation, drinking...

Special abilities

Alertness, Speak with stone, Fast healer, dense skin

Possessions

Huge sack of gems, Great axe of brook, a giant lord.

Magical Items

Great axe of morr +1 (speed 4), Great axe of giant slaying +1/+3, Full plate mail of elements +2, Amulet of minor globe of invulnerability, Ring of protection +3 (cursed), Ring of water breathing.

Notes and History

Just completed his quest and killed a storm giant king all by him self. Joined to tower of light to battle demons and is still a member.

Orion d'Horrid

Fighter 4th Human male
Horrid Shade O'Magestrate

STR 18 (53) , DEX 17 , CON 17 , INT 9 , WIS 14 , CHA 10 , COM , PER

AC 2, hp 44, MV 12, MR

AL Ch. Evil, Age 26, Height 6' 2", Weight 213 lbs

Skin deeply tanned, Hair none, Beard red Eyes green, Vision normal, Wealth 125 gp
Stands tall with a feigned limp in order to "get the advantage on fools".

Weapons

Lucern Hammer (Sp), Short Sword (Sp), Two-weapon style (Sp).

Non-Weapons Proficiencies

Blind fighting, Swimming, Armorer.

Possessions

Standard travelling gear, Personal ensignia ring

Magical Items

Matching pair of +2 Short Swords, chain mail +1.

Notes and History

Bastard son of the local King. Well taken care of but never acknowledged, Orion took it upon himself to be the "Horrid Shade O'Magestrate". He brings punishment to those who defy the King. All this of course goes on without the knowledge of the King. . .wink!

Otto von Schnitzelpusscrakendescheitmeir

Fighter 4th Human male

STR 18(00) , DEX 10 , CON 16 , INT 7 , WIS 8 , CHA 12 , COM , PER

AC 5, hp 33, MV 12, MR

AL CG, Age 22, Height 6'5", Weight 210 lbs

Skin tanned and leathery, Hair black, Beard Eyes brown, Vision Normal, Wealth 0 gp

Otto is an entertaining companion to say the least. He is quite mad. He is a tall imposing sort, very muscular, and somewhat handsome. He does have a tendency to have conversations with no one in particular about nothing at all. His only constant trait is his overriding dedication to do good. In battle, he is a fearsome opponent and useful ally, just make sure to keep a safe distance.

Weapons

Bastard sword, and a short sword, no specialization.

Non-Weapons Proficiencies

Insanity

Possessions

Otto only owns his weapons, boots, tunic, pants, and chain mail.

Notes and History

Little is known about Otto's past, it is assumed some childhood trauma caused his deterioration into madness. He has been wandering from town to town righting wrongs and depending on the kindness of others for food and shelter for most of his adult life. At least that's what one could piece together from his ramblings.

Per Vartal the Dark

Fighter 15th Human male
Slayer of Giants

STR 19 , DEX 17 , CON 16 , INT 12 , WIS 14 , CHA 12 , COM , PER

AC -4, hp 103, MV 12, MR

AL NG, Age 26, Height 6'6", Weight 254 lbs

Skin Light Tan, Hair Dark Brown, Beard none Eyes Brown, Vision Normal, Wealth 76,755 gp

Probably the largest human (notice he's human) male you've ever seen. He's not ver tall (well, 6'6") but is built like an ox (barely fits through doorways). He wears plate mail armor with a long brown cape, and hide boots. Can almost always be seen carrying his battle axe.

Weapons

Battle Axe-grand mastery (see Combat and Tactics), bastard sword, long sword, 2h sword, short bow.

Non-Weapons Proficiencies

Animal training, bowyer/fletchery, fire-building, riding, land-based (horse), rope use, blind fighting, weaponsmithing.

Spell casting

In the words of Per, "Who needs spells, when I can cut a giant down to halfling size with a single stroke.

Possessions

Normal Adventuring Garb.

Magical Items

Ring of regeneration, boots of the north, quiver of ehlonna, short sword of sharpness +5, ring of telekinesis, 500#, rod of terror-24 charges, wand of secret door&trap location, bag of holding, 500#, folding boat, cloak of elvenkind, ring of fire resistance.

Notes and History

First encountered while adventuring in a far off dungeon. He quickly became a favorite among the rest of the group, and eventually won the heart of the ever stubborn Elena Fleetwood.

Peregrin of the East

Fighter 28th Human male

Commander of the Warhorse Mercenary Company

STR 18/64 , DEX 12 , CON 18 , INT 14 , WIS 12 , CHA 15 , COM , PER

AC -8, hp 155, MV 12, MR 56

AL N, Age 53, Height 6'2", Weight 216 lbs

Skin Tan, Hair Blonde, Beard none

Eyes grey, Vision normal, Wealth approm. 3 million gp

Tall, well built, very average looking. Many scars, most noticable starts left of the center of his forehead and runs down the right side of his nose. His nose looks slightly bent from being broken several times.

Weapons

Bastard sword, high master longsword, dagger, shortbow, lance, trident, axe.

Non-Weapons Proficiencies

Tracking, Weaponsmithing, survival, armorsmithing, common, orcish, riding,land, healing.

Special abilities

Leadership (ability to command 100 men/level) can fight past 0 hit points, falls dead at once at -15.

Possessions

Gear for maintaining Weapons and armor (whetstone, oils, etc) one suit of ceremonial armor, shortbow, 40 arrows.

Magical Items

Sword of defeat- +5 combines wounding and sharpness, also when ever it slays an opponent in the heat of battle the dying person lets out a blood curtling scream that causes all allies of the desceased under 4th level to make a moral check; Dragonsmaw shield - strikes for 2d4 points of damage, counts as a +2 shield; Full

plate +4, Spellblade of fireball(undermountain boxset) longsword +2; trident of submission; lance +3, axe +3, horn of Vallhala.

Notes and History

Born and raised near the Unapproachable East he was raised a warrior. He became a mercenary at the age of 15. By 21 he was leading his own band of 30 men. Now he leads the Warhorse Mercenary Company which consists of 500 men-at-arms, 150 1st level fighters and his personal guard of 30 5th level fighters(12 are of his first company). He is a mercenary to the extreme. He will fight on any side that can pay him. He has lead and crushed peasant revolts. He is always looking for a good challenge though. He is a devout worshipper of Tempus, and usually end up on the side Tempus favors in battle. He is now looking for his replacement as leader of the company so he can go on his final challenge- raising an army to fight one of the biggest battles ever, his enemy is going to be the orcs of the north in the Citadel of Arrows.

Pest

Fighter 1st Gully Dwarf (DragonLance race)

STR 16 , DEX 16 , CON 9 , INT 7 , WIS 7 , CHA 7 , COM 6, PER

AC 4, hp 7, MV 6, MR 0 AL NG, Age 10, Height 4'1, Weight 136 lbs

Skin fair, Hair Brown, Beard Brown, matted Eyes Dull Blue, Vision Infra 60', Wealth 5 gp

Pest is a Gully Dwarf from Xak Tsorath in Krynn. He is big for a gully dwarf, and actually smarter than most! He's the official "Rat-Basher" of his clan.

Weapons

Specialized with a Club, Proficient with a dagger and hand axe.

Non-Weapons Proficiencies

Fishing Hunting Survival

Special abilities

Can find a use for any old piece of junk! Can get one more use out of an item anyone else would consider "spent".

Possessions

Leather Armour Mushrooms (for mushroom and rat stew, hey, he's a Gully Dwarf, whadda ya expect?)

Magical Items

War Club +2 Ring Of Protection +2

Notes and History

Found his "bashin' tool" in the ruins of a once great cite called Xak Tsorath, now it is in ruins and he, with his clan, lives there! Can count to 3.

Quenthel Firestar

Fighter 7th Gold Elf Male

STR 17 , DEX 19 , CON 15 , INT 16 , WIS 12 , CHA 12 , COM , PER

AC -1, hp 60, MV 12, MR 90 sleep&charm AL N (Good tendencies), Age 109, Height 5'10", Weight 121 lbs

Skin fair with bronze tint, Hair coppery red, Beard Eyes gold, Vision 60' infra, Wealth 27 gp, 27 sp, 15 cp

Quenthel is a handsome gold elf with fiery copper hair rare in gold elves yet common to the near-extinct House Firestar. He has a stern set to features to reflect the hard years he's had compared to many elves his age and a sarcastic attitude towards life rare in any elf. is the silent and non-talkative type. His piercing golden eyes seem to stare right past you at times.

Weapons

Steelfire, a longsword+3/ +5 v. fire-based or using creatures, wielder immune to all nonmagical fire and half damage from magical fire three customized silver-plated daggers specialist with the long sword proficient with the dagger, short sword, long bow, and quarterstaff specialist in the two-handed fighting style

Non-Weapons Proficiencies

Alertness (1 slot) Ambidexterity (free) Blind-Fighting (2 slots) Hunting (free) Language/ modern: common (free) Language/ modern: elvish (free) Musical Instrument: harp (free) Reading/ Writing: common (2 slots) Riding/ Land-based: horse (1 slot) Swimming (1 slot) Tumbling (2 slots)

Special abilities

+1 attack bonus with the long sword and bow and the short sword and bow 1 in 6 chance detect secret doors when pass within ten feet 2 in 6 chance detect secret doors when actively searching 3 in 6 chance detect concealed portals when actively searching -4 surprise roll penalty to foes when with other elves or halflings, all of whom must have no metal armor worn

Possessions

Rosy disk of a worshipper of Lathander Morninglord 1 set of extra clothing flint and steel whetstone small waterproof leather sack hooded wool cloak gold ring with House Firestar's six-pointed star symbol engraved on it kidskin gloves lined in wool 2 torches 2 sealed flasks of lamp oil.

Magical Items

Steelfire (mentioned earlier) elven chain mail+2 boots of elvenkind potion of extra-healing.

Notes and History

Quenthel acts more like a half-elf than a true one because of his upbringing. Orphaned at the age of fifty when House Firestar slain while resisting Zhentarim slavers. He was then raised by a family friend, a grizzled ex-adventurer named Gaius Bluearm in the city of Westgate. Left The Night Mask-infested city when Gaius passed away two decades later and the still young elf became a hiresword. Developed in an excellent wielder of the long sword and reclaimed the Firestar heirlooms, the sword Steelfire, a suit of elven chain mail and elven boots from a Zhentarim mage who was part of the original raiding party. Quenthel won it in a tremendous battle of might, magic, and brains when he finally tracked down the mage in Scardale four years ago. Since then gold elf has mellowed a bit but is still a deadly fighter with his natural elven grace and sharp mind. Advances slowly because the DM (no names here) forces all elven characters to advance at a level lower than most other PC's. So Quenthel must earn the XP needed to reach level 9 to actually reach level 8.

Quindel Quickblade

Fighter 7th High Elf Male
Commander of the High Elvish Army

STR 18/73 , DEX 19 , CON 14 , INT 13 , WIS 15 , CHA 17 , COM , PER

AC -6, hp 53, MV 12, MR AL LN, Age 213, Height 5'7", Weight 106 lbs

Skin White, Hair Black, Beard Eyes Hazel, Vision Normal & Infra 60', Wealth 1,370 gp

Shoulder Length Hair worn in a Pony Tail.

Weapons

Long Sword, Specialization Long Bow, Specialization Dagger Hand/Throwing Axe

Non-Weapons Proficiencies

Riding, Horseback Jumping Tumbling Endurance Blind Fighting Display Weapons Prowess, Longsword

Special abilities

Normal Racial Abilities Critical Hit- A Natural roll of 20 causes Opponents Death

Possessions

Commanders Emblem (Cloak Clasp), Tunic, Breeches, Belt, Small Pouch, Scabbard, 2 Dagger, Sheathes.

Magical Items

Long Sword +5, Long Bow +3/+6 to Evil Aligned Creatures, Cloak of Invisibility (Dark Red with Gold Edges when Visible), Ring of Protection +3, Elven Chain Mail +5, Medium Shield +4, Boots of Elvenkind.

Notes and History

After being dragged off the streets by a Recruiting crew Quindel quickly learned how to use his natural talents with the Long Bow to advance in the Military. He quickly rose in Rank until he became the head of an attack unit. After displaying his ability to devise cunning strategies the Elven Army appointed him Commander. He then went up against the Darklord. He killed the leader of their army, Grumpsh One-eye, and a Wyvern, only to be caught unawares by a Mage. He was taken Prisoner and Tortured by the Darklord until his rescue by the Elves.

Quinn

Fighter/ Thief 4th /5th

Elf male

Member of the Purple Flame, Owner of the Dragon's Eye Appraising, member of No-Cha

STR 16 , DEX 19 , CON 16 , INT 17 , WIS 13 , CHA 15 , COM 17, PER

AC -4, hp 13, MV 12, MR AL CN, Age 116, Height 5'4", Weight 150 lbs

Skin tanned, Hair white, Beard none Eyes blue, Vision infra 60', Wealth 7806 gp

Quinn is a fair elf you people trust. Dressed well as befits a owner of an appraising shop. He can be found in the best of places. This all helps hide the fact of his membership in the Thieves guild of Falcongate.

Weapons

Dagger, Dart, Sling, Whip, Mace.

Non-Weapons Proficiencies

Appraising, Cooking, Direction Sense, Disguise, fire-building, Fishing, Hunting, Tracking.

Special abilities

PP:60%, F/RT: 60%, HS: 55%, CW 70%, OL 70%, MS 60%, DN 20%, RL 5% Backstab x2

Possessions

Belt, boot hose, pantaloons, Backpack: 4x lamp oil, clawed gloves, clawed shoes, class cutter, grappling hook, housebrakers harness, bullseye lantern, 50' silk rope, spyglass, Pouch: Thieves picks. Pouch: 3x sling stones, sling, 4x darts.

Magical Items

Armband of the servant, Cloak of elvenkind, Boots of elvenkind, Gorget of Necros, Ring of Purple Flame, Ring of regeneration, Tabard of Free Action, Dagger +3 Footman's mace + 1.

Notes and History

Quinn grew up in Falcongate. He studied under the Priests of No-Cha, god of thieves, and joined the guild. He set up a shop called the Dragon's Eye. During a slow time meet Necros and was taken into the Purple Flames.

Raesene Rhysdiordan

Fighter/Mage/Thief 3rd/3rd/4th
Member of Aelvinnwode Raiders

Half-elf male

STR 18/86 , DEX 19 , CON 16 , INT 18 , WIS 8 , CHA 11 , COM , PER

AC -3, hp 22, MV 12, MR AL NE, Age 17, Height 5' 6", Weight 94 lbs

Skin White, Hair Red, Beard none Eyes Coal Black, Vision Normal, Wealth 20000 gp

Weapons

Broad Group Blades, Two-Handed Sword (Sp.), Glaive-guisame

Non-Weapons Proficiencies

Spellcraft (16), Siegecraft (18), Engineering (15). Speaks Sidhelien, Rjuven, Low Brecht, Vos, Basarji, Anuirean, & Karamhul. Reads Sidhelien

Spell casting

Casts as a 3rd level mage

Special abilities

Bloodline: Major Vorynn 29 Detect Lie (minor), Healing (minor); 30% resistance to charm and sleep spells, 30% resistance to disease and aging attacks, can see as well by moon- & starlight as during the day, PP: 55%, OL: 55%, F/RT: 55%, MS: 60%, HS: 60%, DN: 55%, CW: 70%, Backstab Multiplier: 2.

Possessions

3 sets of clothing, Two-Handed Sword, 12 Daggers.

Magical Items

Bracers of Defense (AC 1), Galive-guisarme +2, +5 vs. Awnsheghlin.

Notes and History

Raesene was born in the elven domain of the Sielwode, before moving north to the Aelvinnwode. He has joined the Aelvinnwode Raiders to gain his slice of the adventure (and for the loot they pillage).

Ragallach mac Cormac

Fighter 7th Human Male

STR 18/80, DEX 15, CON 15, INT 14, WIS 12, CHA 13, COM , PER

AC 2, hp 69, MV , MR AL NG, Age 25, Height 6' 5", Weight 285 lbs

Skin White, Hair Brown, Beard Moustache/Brown Eyes Blue, Vision Normal, Wealth 550 gp

Ragallach appears as a well-muscled human fighter. He usually chooses to dress in the garb of his homeland, which means a kilt and a cloak. Ragallach can usually be found in one of the taverns in town, ingesting large quantities of ale and red meat. If you stopped to speak with him you would find that he speaks with a Scotch-Irish accent. The most unusual feature of Ragallach is a large pair of wings growing out of his back. If you asked him how it happened, he would tell you that he foolishly drank two potions (animal flight and healing) while battling a red dragon.

Weapons

Club/Sp, Long Sword/(P), Javelin/(P), Two-Handed Weapon Specialization.

Non-Weapons Proficiencies

Blacksmithing/18, Charioteering/17, Hunting/11

Special abilities

Del ChlissWarrior's Scream (The abilities above can be found in the Celts Campaign sourcebook)Aerial Combat/12 (Useful when your character has wings)Wing BuffetWings: 16' wing span 24 base movement Manuever Class B

Possessions

KiltCloakBootsBelt and PouchesLong SwordJavelins/5Knife.

Magical Items

Gatecraser: Gatecrasher appears as a for foot tall stone club. Streaks of gold, silver, and platinum can be seen throughout the weapon. Dwarven runes that spell out the word "gatecrasher" line down one side. A large gold ring is set into the butt of this massive weapon. Gatecrasher was created by dwarves to protect their homes from an evil mage. This mage would open gates in the dwarven caves and unleash demons to destroy the dwarves. With Gatecrasher a dwarven warrior stood a chance against the demon hordes. Unfortunately,for the dwarves, the demon's attacks were to fierce for them to handle even with Gatecrasher. The caves were abandoned and Gatecrasher was left in these caves. Gatecrasher is a +3 great club, +5 vs. summoned creatures. Although the club appears massive, it is surprisingly light. It has a speed factor of 5. The club has no higher intelligence but it can sense the presence of summoned creatures. In the presence of such creatures it hums loudly. The club can also sense when its wielder is in danger from summoned creatures. If the wielder is in mortal danger, the club will project a Protection from Summoned Creatures, which acts as a Protection from Evil. When Gatecrasher's name is called upon the golden runes on the club light up and the club forms into a hammer or pick, and will destroy any non living material in its way. The golden ring set in the butt of the club matches a golden armband found with the weapon. When the armband is worn, the wearer can will the weapon back to his hand. When this happens it is instantaneous. Girdle of Firbolg Strength: this large girdle gives the wearer a strength of 19.It also acts as a breastplate +1.

Notes and History

Ragallach is the third son of Cormac mac Airt, lord of Connacht, on the island of Eriu. being third son offered little responsibility and much boredom so Ragallach left when he turned 21. he wandered the world for two years before he encountered the party he currently adventures with. That party is: Elric Roseshadow, Tarlyn Do'Urden, Dantotree, Thrak Kilgore, and Zak Nafein. Ragallach has met many adventures with this group, including demon hordes, a red dragon, slavery at the hands of illithids, vampires, and drow. He is currently adventuring against an evil society of psionicists.

Ragnar

Gladiator Mul male
Master of the Arena

STR 20, DEX 16, CON 18 , INT 9, WIS 10, CHA10, COM , PER

AC 6, hp 32, MV 12, MR 0 AL Evil, Age 30, Height 6'7", Weight 166 lbs

Skin tan-brown, Hair none, Beard none Eyes one black, Vision normal, Wealth none

A slave, scars from battles severed fingers one eye

Weapons

Wrist Razors Sp, Knee spikes Sp, Elbow spikes Sp, Forearm axe Sp, Double Blade Bone Axe.

Non-Weapons Proficiencies

Endurance, Running, Blind Fighting, Human/Humanoid hunting.

Special abilities

Shoot wrist razors-1-4+1 points of Damage.

Possessions

Thri Kreen Scale Male Armor A tattered fur cloth

Notes and History

I was a slave. I won my freedom by killing off all the other Gladiators in the Arena. Then I ran away only to find out that my slave master was chasing me I was caught again and again until the other gladiators helped me escape.

Rambut 'Huggtand'

Fighter 9th Half-Orc, Male
Lord of Castel Blackrock

STR 16/18,00 (Mus 20/Sta 16), DEX 18 (Aim 18/Bal 18), CON 19 ,INT 13 (Rea 14/Kno 12), WIS 13 (Inn 10/Wil 16), CHA 8 (Lea 10/App 6), COM9, PER n/a

AC -5, hp 94, MV 12, MR n/a AL NG, Age 32, Height 6feet3inch, Weight 182 lbs

Skin Brown, Hair Black, Beard NO Eyes Black, Vision 60 feet infra, Wealth 16324 gp

He only got one tooth in gold. He is a very gental Half-Orc and generous. He has a fear off weak,cowerds,heights,dreams and plage.

Weapons

Two-HandedSword (2/1), LongSword (2/1).

Non-Weapons Proficiencies

Running, Hunting, Survival, Tactics.

Possessions

A Castel need i write any more.

Magical Items

Two-HandedSword +3/+5 +5 on elemental plain of fire, DragonLongSword +2 on Black dragons, LongSword +2, Chain Mail +2, Plate Mail +2, Field Plate +3, Gauntlet of Ogre power, Neckless of Fireball, Wand of Fireball, 7 st X-Healing.

Rankfoot Bignose

Fighter [kit: Breach Gnome] 16th Deep Gnome male
Defender of the Tribe, slayer of Trolls

STR 16 (Mus 18/Sta 14), DEX 15 (Aim 13/Bal 17), CON 17 , INT 14 (Rea 14/Kno 14), WIS 13 (Inn 13/Wil 13), CHA 9 (Lea 11/App 7), COM , PER

AC -10, hp 136, MV 8, MR 95 AL CG, Age 54, Height 4'6", Weight 156 lbs

Skin Dull Grey, Hair Grey, Beard Grey Eyes Grey, Vision Infra 60', Wealth none

Rankfoot (Ranky to his friends), is a deep-gnome breach gnome. He is valourous fighter and a good friend. However, hence the name, his feet are rather Rank.

Weapons

Battle Axe (P), Mace (P), Spear-(P), Short Sword (GMST), Two-Weapon, Sword & Shield fighting style.

Non-Weapons Proficiencies

Brewing, herbalism, blind-fighting, cooking, poetry.

Special abilities

+1 AC when one flank covered, +2 AC when both flanks covered (AC bonus, not penalty), Dwarven Constitution Poison save bonus, Standard Deep Gnome ability's.

Possessions

Backpack, flint and steel, cooking wear, brewing supplies, several weird mushrooms, a lot of ale and beer in wineskins all over his body.

Magical Items

Two Short-Swords +5, Vorpall Weapons; Battle Axe-FireBrand; Mace-Frostbrand; Spear +5, Vorpall Weapon; Full Plate Armour +5; Shield +5.

Notes and History

At a young age, Rankfoot defended his home village in the Underdark from a Kuo-Toa invasion by rolling barrels of oil at them and setting the oil ablaze. His village sent him to the surface to see about the legend of a good dwarf by the name of Drizz't Duorden. He did not find Drizz't, but he was found by Elminster. The mage sent the young lad away with a group of adventurers, and ever since Rankfoot has been having fun and living it up.

Rath Silveraxe of the Clan Clangeddin Silverbeard

Fighter 10th Dwarf, Hill Male
Dwarven Hero

STR 17 , DEX 15 , CON 18 , INT 15 , WIS 15 , CHA 14 , COM , PER

AC -9, hp 66, MV 6, MR 0 AL C-G, Age 58, Height 4' 3", Weight 190 lbs

Skin Dark Tan, Hair Brown, Beard Brown Eyes Brown, Vision Infra 60', Wealth Around 270,000gp

Rath is the dwarven hero of his clan Clangeddin Silverbeard. He has travelled much of Toril. He also acquired the title of Lord in the service of the Kingdom New Rakee. King Wolfe granted him this title after many years of faithful support of the crown. In return King Wolfe supplied his clan with valuable trade that both thrived off of. Rath is a gentleman by dwarven standards. However this means he is rude to almost everyone he meets. Besides the fact that he is commonly referred to as bearded and very mean he remains well loved among his close friends. Rath does hold land titles in New Rakee, however he really does nothing with them and is constantly seeking adventure.

Weapons

Battle Axe +5 of Sharpness, Lt. Crossbow (20 Quarrels). Slots--Proficiencies--Base/Power Score. 3--Blades Broad Group--N/A. 3--Cleaving/Crushing Weapons--N/A. 3--Battle Axe--+3/+4. 1--Two Handed Weapon Style--N/A. 1--Light Crossbow--0/0.

Non-Weapons Proficiencies

Detect Grade/Slope in Passage--W/19, Detect New Tunnel Passage Construction--W/19, Detect Sliding/Shifting Walls, Rooms--W/17, Detect Trap/Deadfalls--W/15, Detect Approximate Depth Underground--W/15, Finding Land--W/13, Mining--W/13, Gem Cutting--D/15, Blind Fighting--N/A, Survival Underground--I/15, Free--Weapon Smithing--I/14, Free--Language Common--I/15, Free--Language Hill Dwarf--I/15, Skills point usage based on Dwarven Handbook by TSR.

Spell casting

Rath tends to shy away from magic that does not pertain to armor or weapons. Other items just don't seem to function (20% malfunction rate) for him properly and always gets him into trouble.

Special abilities

Outside of his pure hatred of the goblins races and his complete williness to throw himself in no matter the numbers. Nothing really.

Possessions

Outside of the norm for adventurers he does carry a signal whistle that he uses to call his horse Jackstrong and his dog Grounder. Also he wears the signet ring of his clan on his right hand.

Magical Items

Rath's magical items are special indeed. Elven Cloak +3, Helm +3, Plate Mail +5 of Etherealness (for those quick escapes) Command Word: Shift. Ring of Jumping (Right Hand), Ring of Regeneration (Left Hand), Horse Shoes of Speed (For the horse of course), Various Potions (Noit many though), Healing Potions for the local church.

Notes and History

Rath joined an adventure party at a very young age. He soon then joined with a adventurers guild. After a few years of that he went out on his own. From there he meet King Wolfe and still works for him to date.

Rawl of Dronnar

Fighter [Kit: Corsair] 7th

Human Male

STR 18(86%), DEX 12, CON 16, INT 7, WIS 7, CHA 12, COM n/a, PER n/a

AC 8, hp 64, MV 12", MR standard AL Chaotic Good, Age 24, Height 5'9", Weight 210 lbs

Skin Fair-skinned but tanned and hairy, Hair Short-cropped brown , Beard Brown; short-cropped or stubble-bearded Eyes Brown, Vision Normal, Wealth 43 gp

Rawl is a heftily built man. He is not tall but his broad shoulders, barrel-chest, thick neck and stout limbs give him the powerful, compact form of natural brawler. His facial features are blunt, puggish, unhandsome, but he carries himself with a swaggering affability. He is always open and friendly in his dealings with others. Rawl had dark brown hair and a beard, both cropped chort. Like mose men from the Isles of Jolstra, he is stocky and vigorously hirsute. Typically, he dresses in loose breeches and a vest, with a bandana around his head and leather-wrist bands. He dons a leather jerkin when expecting combat.

Weapons

Cutlass (sp), Proficient in: short sword, dagger, short bow.

Non-Weapons Proficiencies

Seamanship, swimming, blinc-fighting, tumbling, gaming, navigation,rope use.

Special abilities

Corsair special attacks: Can use two weapons at reduced penalty, -1 to first weapon and -2 to off hand weapon. This ability can only be used if the corsair is in studded leather or lighter armour. Can take rogue proficiencies without expending extra slots Hindrance: suffers a -2 penalty to initial reactions (due to corsairs being considered marginal members of society).

Possessions

Rawl does not carry many possessions with him. Typically, he has the following items on him: Clothing: vest, breeches, belt, weapons belt, boots, wrist band, breech clout. Slung: waterskin, 50' rope, short bow and quiver of 20 sheaf arrows. Belt: cutlass, short sword, dagger. Pack: sextant, broken spyglass, provisions, charcoal, maps of the coasts of south-west Melvish and the Southern Enclaves (lands of homegrown campaign setting).

Magical Items

Previously, Rawl had a runic dagger (+1 to hit, +2 thrown) but it was taken away when he was captured by a feudal lord (long story). At present, he does not own any magic items (NOTE: our campaign is low to mid-magic).

Notes and History

Rawl is the first born of the retired privateer and sometime buccaneer Warnum the Black Blade. He was born in Dronnar Isle, one of the 5 main islands of Jolstra to a sea-faring family. Rawl left home at 16 to join his father's own shipmate, Captain Jubelo, onboard the galley Black Wing. After 4 years as a sailor, he disembarked at the port city of Alanya to seek adventure and fortune inland, eventually joining a band of adventurers and forming their own mercenary company (The Iron Stags). He was involved in the ShadowWar against the shadow-minions of the Death God and their orc armies, and acted as a liberator and partisan in the sieges of the Freeborn Cities. He married his co-adventurer, the druidess Namoth of Pride, and finally settled down on a rural property just outside of the Imperial City of Mystara in the fading empire of Melvish. He still adventures with his friends but is longing to settle down for good now that Namoth is with child. Because of his physical strength, he aims to take up blacksmithing as a vocation when he finally settles into family life and fatherhood.

Razeed

Fighter 15th Human male
Defenders of Rashmar (spellbound boxset)

STR 18/00 (Mus 17/Sta 17), DEX 17 (Aim 17/Bal 16), CON 18 (Hea 18/Fit17), INT 13 (Rea 13/Kno 12), WIS 15 (Inn 14/Wil 14), CHA 17 (Lea 17/App17), COM 16, PER 17

AC -2/-5, hp 210, MV 17, MR 100 AL I.good, Age 35, Height 6', Weight 193 lbs

Skin white, Hair black, Beard none Eyes brown, Vision normal, Wealth 14,000 gp

Tall and very built, looks like total hard ass (which he is) but he likes peace unless you get on his bad side

Weapons

Defender+4, long bow, hand crossbow, sais.

Non-Weapons Proficiencies

Blind fighting, endurance, armorer, tumbling, tracking, set/find snares, hunting.

Possessions

Black cloak, boots, sword scabbard, common clothes, under wear.

Magical Items

Stone of good luck, Stone vs. Golems, Ring of telekinesis 400lbs.

Notes and History

Razeed has a patch over his left eye from he was brought down to menzoberanzan. He watched in horror as his parents were slayed in front of him. In an outrage Razeed jumped out of know where and tried to attack the high drow priestes, but a guard stoped him from acheiving that goal and slashed Razeed on the eye.

Razthrr Ar-kazael

Fighter/mage/assassin 18th /16th /15th Drow Male

STR 15 , DEX 20 , CON 16 , INT 18 , WIS 17 , CHA 12 , COM , PER

AC -5/-7, hp 97, MV 12, MR 84 AL CN, Age 89, Height 5'6", Weight 138 lbs

Skin ebony, Hair silver, Beard - Eyes silvery white, Vision Normal, Infra 120'), Wealth not much as of yet

Razthrr appears as a handsome male drow, taller than most, but lean with finely honed muscles. His ebony skin contrasts sharply with his silver hair and his gleaming silver eyes. He usually is shrouded within a great black cloak and wears flawlessly crafted drow chainmail underneath his clothing. Two sabers are comfortably sheathed on his belt and are within easy reach.

Weapons

Saber (Grand Mastery), whip, drow bladesong x2, Two weapon fighting style.

Non-Weapons Proficiencies

Tumbling, tightrope walking, light-fighting, spellcraft, survival (Underdark, woodlands), running, tracking, endurance, direction sense.

Spell casting

As a 16th level mage

Special abilities

+2 saves versus magic, 90% resistant to sleep and charm, +1 to hit with bows, +1 to hit with short and longswords, Detect secret doors 1/6, Detect while searching for secret doors 2/6, Detect concealed doors 3/6, Detect grade and slope 5/6, Detect new construction 5/6, Detect sliding/shifting walls or rooms 4/6, Detect stonework traps, pits, deadfalls 3/6, Determine approximate depth underground 3/6, Dancing lights, faerie fire, darkness, levitate, know alignment, detect magic (all once per day). Thieving Skills: PP : 130%, OL : 97%, F/RT 95%, MS 119%, HS 115%, DN 45%, CW 119.3%, Read languages 65%, Back Stab x5. Ambidextrous, Languages Spoken: Drow Elvish, sign language, Illithid, Undercommon, Common

Possessions

Finely crafted black rothe-hide pants and tunic, high cut boots, backpack, vial of Class E poison, 2 torches, 50' of rope, thieves picks and tools.

Magical Items

"Scythzar" saber +5 of dancing, "Grayskil" saber +5 (see below), bullwhip +3, scabbard of venom, drow chainmail +5, piwafwi, drow boots, ring of the drow, ring of regeneration, wand of continual light, wand of paralyzation, bag of holding 500 pounds, Grayskil- Saber +5 that never allows its wielder to be surprised. In addition, the blade functions as a vorpal sword. Note: both of his blades were created by elves, but not drow. His sabers carry the magic of the surface elves in their mithril edges.

Notes and History

Razthrr was born a noble of Menzoberranzan. His instructors noticed he possessed a rather unique potential for wizardly arts as well as a immense talent for swordsmanship. Therefore, he was trained to become a warrior but also trained in the ways of magic. He excelled at both studies, his mind drinking in both styles of combat and tactics. Seeing his progress, the Matron Mother decided he would be a lethal first strike weapon during House takeovers. Razthrr was taught the many ways of dealing death from the shadows, the ways of the assassin. After finishing his training he was a true marvel of accomplishment, and a obvious replacement for their aging weapons master. Razthrr had developed a unique style of fighting with his twin blades that made him a deadly opponent, and he was getting better every day. The House weapons master knew this and tried to kill Razthrr during a training exercise. He failed and Razthrr slew him with surgical precision. After becoming House weapons master, he continued training and began moving through Menzoberranzan working his deadly craft on rivals. However, his lust for adventure grew and the challenges of Menzoberranzan were waning. One evening, while returning from a mission, he decided to venture into the Underdark in search for treasure. It was there that he secured his ring of regeneration from a kobold! Upon returning to his House, the Matron Mother gave him another ring and a special mission. Human intruders had engaged a drow patrol and barely survived. After the battle, the humans had fled towards the surface. Razthrr was to take a war party of drow and hunt them down and kill them, at any cost. The chase brought Razthrr to the surface. However, before he reached them, the interlopers fell to their doom during a battle with several stone giants. After seeing the skies of Toril, Razthrr decided much

adventure awaited him on the surface. He killed his comrades and established a camp in a cave entrance. The Matron Mother could not find him for she knew not where the chase led him, nor if he even survived. He was finally free to make his own choices. The excess cruelty of the drow seemed a waste of time to him, he would rather fight battles to gain power, magic, or the trust of others who could aid him in his quests. This is where his story ends, for Razthrr has yet to meet any companions, although a local band of elves engaged him but he managed to escape. His primary goals are to establish himself on the surface, seek treasure, and learn more of these "not so twisted" surface elves.

Renak Bryce

Fighter 6th

Minotaur male

STR 20 , DEX 17 , CON 20 , INT 14 , WIS 13 , CHA 10 , COM , PER

AC -2/-1, hp 77, MV 12, MR 0

AL CG, Age 24, Height 7'6", Weight lbs

Skin , Hair BROWN, Beard NONE

Eyes BLUE, Vision INFRA 60', Wealth 100 gp

Renak is a minotaur, I think that says it all. But he can be very stubborn and pretty stupid at times.

Weapons

Two Handed battleaxe (sp), Two Handed sword (sp), two handed style, club.

Non-Weapons Proficiencies

Common (language), Minotaur (language), Blindfighting, Intimidation (strength), Alertness, Tracking, Animal Noise, Drinking, Swimming.

Special abilities

+2 bonus to surprise rolls, Track by scent 50%, Immune to maze spells, +3 to morale checks (including saves v's magical fear), Takes damage as a large creature.

Possessions

Cloak , Lantern, Torches x 5, Rations (1 week), rope 50', Flint and steel, Lamp oil, Small sack, Signet ring.

Magical Items

1 potion of healing, Plate mail +1, Two handed battle axe +2, Mace +2.

Notes and History

Renak was an adventurer and managed to reach 3rd level before an ugly incident changed his life forever. He was a well liked man in his home town and one night on a drinking binge he upset a very powerful wizard. As his punishment the wizard polymorphed Renak into a minotaur. He now adventures to find a cure for his affliction.

Rhodabon Kronelius

Fighter/Mage 13th /11th
The Dark One

Human male

STR 12 , DEX 18 , CON 15 , INT 18 , WIS 14 , CHA 11 , COM , PER

AC -4, hp 67, MV 12, MR 0

AL CE, Age ?, Height 5'8", Weight 175 lbs

Skin tanned, Hair black, Beard -

Eyes ?, Vision Infra 30ft, Wealth 20,000 gp

Rhodabon's features are labeled ? for a reason, no one truly knows his true shape or form. It is believed his height and weight are right for every time he is seen these are consistent. Rhodabon is a very smart individual who always moves with caution and is suspicious of all dealings.

Weapons

Darkness (Rapier) +3,+6 vs. good aligned characters. Int 14 Ego 12 (see magic items page), Scindagger (see magic items page), 3 daggers , 3 darts of homing, Longbow +2, 30 arrows coated with oil of impact, Garrot, specialized in two weapon style using rapier and dagger. Proficient with longbow and darts.

Non-Weapons Proficiencies

Endurance, setting snares, ancient lore, astronomy, navigation, running, mountaineering, herbalism.

Spell casting

Casts spells as an 11th level mage. I have devised my own spell progression so use this factor to figure out the spells he can cast and use.

Special abilities

Rhodabon has a special item he created himself which is his cloak of changing that allows him to "change self" as per spell 3 times a day. He often uses this ability in crowded areas to escape situations should they become to dangerous to stay associated with.

Possessions

3 large pouches, charcoal sticks, scroll case, backpack, special made case for carrying glass vials, 50ft of silk rope, grappling hook .

Magical Items

Cloak of changing, ring of prot +2, bracers ac 2, oil of impact (unlimited supply), wand of lightning 24 charges, wand of recall, wand of illumination 35 charges, 6 potions of extra-healing.

Notes and History

Rhodabon was born to the streets he says. Everyone who tried to teach something he ran from. When he was young he was taken in by a local militia man who taught him to fight. Rhodabon stayed there for five years and on his 17th birthday he killed his mentor, stole his few magical potions of healing and his scindagger and hit the road. He then met an old mage who he "befriended" and asked him to tutor him in the ways of magic. Rhodabon caught on fast and backstabbed the mage not only by stealing his spellbooks, but literally. He then took over the mages residence claiming that he was ill and did not want to see a priest. Rhodabon learned to make magical item and potions and then left the mages tower completely. Since then he has been on the road being an assassin for hire and has faired quite well.

Rock

Fighter 7th

Minotar Male

STR 20 (Mus 20/Sta 20), DEX 14 (Aim 14/Bal 14), CON 20 , INT 12(Rea 12/Kno 12), WIS 13 (Inn 12/Wil 14), CHA 11 (Lea 13/App 9), COM , PER

AC -3, hp 142, MV 12, MR nil AL Chaotic Neutral, Age 23, Height 9' 2", Weight 487 lbs

Skin dark drown, Hair dark brown, Beard Eyes brown, Vision , Wealth 17,00 gp

Rock escaped from slavery where he was forced to fight in the arena. He joined a band of adventures as been travel around and adventuring with them ever since. He loves to fight and enjoys in reeking mush havok on his foes. Few have ever stood up to him in a fight.

Weapons

Grandmaster in the Giant sized two handed sword (a giant sized two handed sword does twice normal damage 1d10x2/3d6x2) Two Handed weadon style the sword he uses is a Giant two handed sword +5

Non-Weapons Proficiencies

Endurance, running, blindfighting, mountainering.

Special abilities

Immune to Maze spell

Possessions

Back pack, breech cloth, belt, sheath, heavy war horse, saddle& bit, saddle bags, five torchs, two bottles of greek fire, 100' of hemp rope, winter cloths, winter blanket, three weeks worth of rations, and a water skin

Magical Items

Giant Two Handed sword +5, bracers of defence ac2, Ring of Protection +3, staff of thunder and lighting, and cloak of the bat.

Rogus

Gladiator 23th Mul Male

Member of the Deathbringers

STR 23 , DEX 18 , CON 20 , INT 16 , WIS 16 , CHA 15 , COM , PER

AC -12, hp 254, MV 15, MR 45 AL C/E, Age 70, Height 6'4", Weight 250 lbs

Skin Dark Brown, Hair None, Beard Eyes Brown, Vision Infra 60ft, Wealth 342,000 gp

Looks as if he lived under the hot sun all his life. With or without armor his muscles bulge.

Weapons

Able to use Any weapon. Two-Handed Warhammar Specialization +6/+6, Long Bow +4/+5, Buckler Axe.

Non-Weapons Proficiencies

Tracking x2, Survival, Endurance, Blind Fighting. Languages, Realms Common, Athas Common, Elven, Dwarven.

Special abilities

Psionics PSP 110, Body Weaponry, Know Direction, Share Strength.

Possessions

Long Bow, 25 Arrows.

Magical Items

Elven Chainmail +5, Earring +5, Rings, Magic Resistance, Free Action, Infravision, Two-Handed , Warhammar +5.

Notes and History

Rogus was born under the Darksun of Athas. He was born in the city-state of Draj as a slave. He was put into the gladiator pits and trained to be one of the best. The crowds chanted his name while he cut down his opponents in sprays of gore. He was then broke out of the slave pens by heroes seeking his help in overthrowing the government, but Rogus waited until he was below the city and then killed the very people that saved him. He traveled over Athas in the burning desert. He kept alive by killing beasts and elves and using them to provide him water and food. He managed to get to the Tyr Region. When he reached the Tyr Region he again fought in the Pits, but this time for money. He became well known as undefeated, this attracted the attention of a very powerful being, Draco the Undead Dragonking. Draco offered Rogus a place in his little known living army just outside of Tyr. The place was the leader of the Army. Rogus took the opportunity to get close to the powerful Dragonking. He did get close, close enough to find a magic item that allowed Draco to escape Darksun and travel the planes. When Rogus found this he used his army to attack Tyr and distract Draco so he could travel through the gate. He did this and escaped Athas, only to find himself in the Abyss. He then joined a mercenary group that was in conflict with a Demon Lord.

While in the Abyss Rogus was found by Alanis while she was looking for another member of her party. The Deathbringers traveled to the Abyss and helped Rogus defeat 20 Vrock sent by the Demon Lord. The rest of the Mercenary group was killed, so Rogus joined up with the Deathbringers.

Rose Shark

Fighter [Pit Fighter] 11th

Minotaur Female

STR 20, DEX 18, CON 19, INT 15, WIS 13, CHA 11, COM , PER

AC -3, hp 130, MV , MR

AL NG, Age 100, Height 7'6", Weight 449 lbs

Skin , Hair Black fur with White Horns, Beard Eyes Blue, Vision 60ft Infra, Wealth 1500 gp

Rose is a a very creation, due to the fact she is a Female minotaur. She wears a Chain Mail Vest, and weilds Two Katana's one has a dragon and the other is a Tiger. She wears a Silver Ring on her finger that a Nyrad gave her for rescuing her, and and Earring, which is actually and Earring of Location (she is unawaer of this) which was given to her by a Swashbuckler Palidin named Soloman Cain. She also wears a horned Mask that helps with her vision, though she can't figure out how.

Weapons

Katana X 2, Katana's of Harmony (d10/d12) speed factor 4: Simply Decorated but beautifully crafted Oriental blades of some unidentifable metal. Crafted by the Master Craftsman known only as Shou. One blade has a dragon etched in it, and the other is a Tiger. Hit +2 Dmg +2, +5 +5 When used in response to a challenge.

Tiger: Inspire Fear 3/day, Incite Rage 3/day, Protect from Evil 10' radius, Striking (speed) *Will give strategy Hints | slowly becomes Chaotic |

Dragon: Soothing Ward 4/day, Cure Serious Wounds 3/day, Detect Evil 10' radius, Feather Fall.

*Gives knowledge when asked | slowly becomes Chaotic |

Horned Mask:

Grants 90ft Infravision, and the ability to clearly see ethereal creatures that can hide in shadows (including thieves). The mask also gives it's wearer the ability to see through flames, mist, fog, smoke, and other opaque vapors or conflagrations. The wearer is protected against blindness, however caused while wearing the mask, and cannot be dazzled, charmed, hypnotized, or stunned by light displays, even if these are very intense or magical. The wearer of the mask cannot confer any of the msk's powers on anyone else, and the mask does not enable it's wearer to detect illusions or disguises, nor to see invisible creatures. The wearer can track as a 1st lvl Ranger.

Non-Weapons Proficiencies

Tumbling, Endurance, Religion, Close Quater Fighting, Blind Finghting, Ambi-Dex.

Special abilities

Natural AC of 6, Fear of Undead, Fear of Mobs, Humans are good Luck, Light Sensitive, Monstrous Smell, Track by Scent 50%, 60ft infravision, Is immune to maze spell.

Possessions

2 katana's, Long Sword, Suit of Chain Mail, 10 Arrows, Suit of leather, Silver Mirror, pp-420, gp-5231, ep-1003, sp-2500, cp-1500,23 gems.

Magical Items

Earring of location, Scroll: Call Pheonix, Potion: Iron Flask.

Notes and History

Rose was a slave in the Gladitorial Pits, but in a Raid was freed, and befriended by a Swashbuckler Palidine named Solomn Cain. He taught her etiquitt and the proper way to act. She thinks Solomans cute, but is still

looking for a mate of her own kind. And in her adventures is looking out for one. She loves her care free life, and her friends, which include a Female Wemic Cleric named Isis, whose tribe was killed by a Cleric of C

Roth

Fighter [kit: Gladiator] 1st Minotaur Male
Son of Toth the Dragonslayer

STR 18/32 , DEX 13 , CON 17 , INT 10 , WIS 11 , CHA 10 , COM 18, PER

AC 0, hp 13, MV 12, MR AL chaotic good, Age 45, Height 7'5", Weight 156 lbs

Skin Black, Hair Black, Beard (Horns) 5 inches Eyes Black, Vision Infra (90), Wealth 1,007 gp

Roth is almost an exact duplicate of his father, Toth.

Weapons

Short Sword (Sp), Clabbard (Sp), Sabre (p), Dagger (p).

Non-Weapons Proficiencies

Swimming, Charioteering, Tumbling, Tracking, Navigation, Astronomy, Seamanship.

Notes and History

Is currently on a quest with his friends for a cure for their gargoyle friend Chenzee'a. Already died once by lava resurrected soon after Cyric, together along with a few others, have had many adventures.

Ryltar, Shadow, Khellebryn

Fighter/Mage/Thief [kit: Shinobi] 8th /9th /9th Drow male
Ninja, master of Darkblade, Wild Mage

STR 18/53 , DEX 20 , CON 15 , INT 19 , WIS 12 , CHA 14 , COM , PER

AC 2, hp 48, MV 12, MR 66 AL CN (strong good tendencies), Age 125, Height 5'8", Weight 145 lbs

Skin Ebony, Hair Silver, Beard none Eyes Blue, Vision normal, Infra 120', Wealth enough

Ryltar 'Shadow' Khellebryn is a lethal and mysterious drow whose two katanas rest on his back like old friends. He is dressed in a black ninja suit, with a midnight cloak. Silver hair peeks from an ink-black cowl, and almost luminous blue eyes peer from its depths. Ryltar was born into a renegade ninja clan in Menzoberranzan. Trained to be a warrior, wizard, and ninja (thief), he also became interested in WildMagic when he discovered its existence. He practices the art of Darkblade, a modified version of elven bladesong and oriental martial arts combined. He weilds two katanas, and always names them Slice and Dice. Ryltar is both very skilled and very deadly. -note: Ryltar's physical stats were originally STR 15 and CON 13. They rose to thier current level after an interesting game of cards with an insane lich (the cards were a deck of many things). He is also a solo adventurer, thats why he looks so powerful. -note: To understand a lot of this stuff you will need (at least) the Fighters Handbook, the Ninja's Handbook, the Tome of Magic, and the Drow of the Underdark.

Weapons

Katana, two weapon style specialization, short blades (tight group), shuriken, manriki gusari (chain), daikyu, darkblade (4 slots) -see below, -meditation, -fall, -choke hold, -all round sight, -mental resistance, -ki (ch'i) attacks, -leap, -blindfighting, -ironskin.

Non-Weapons Proficiencies

(Ryltar is a solo ninja, thus has twice the regular # of proficiencies -see Ninja's Handbook).

Disguise Languages: Toxicology (herbalism) drow, tumbling drow sign language, style analysis common, tight rope walking, r&w drow, observation, r&w common, riding (lizard), r&w thorass, set snares (traps), swimming, information gathering, looting, spellcraft, danger sense, ancient history: netheril.

Spell casting

Ryltar has all the spellcasting abilities of a 9th level Wild mage. He gets to memorize one extra spell per spell level, but it must be wild magic. Ryltar must also roll on the wild mage level variation table in the Tome of Magic with every spell.

Special abilities

PP: 45%, OL: 85%, F/RT: 80%, MS: 95%, HS: 95%, DN: 75%, CW: 85%, RL: 10%, backstab: x4.

Detect: w/in 10' concealed door 2/6, looking secret door 3/6, looking concealed door 4/6, Grade/slope 5/6, New Tunnel 5/6, Shifting wall 5/6, Depth underground 3/6, Trap/pit 4/6, +5 surprise. Dancing Lights 1/day, faerie Fire 1/day, darkness 1/day, levitate 1/day, know Alignment 1/day, detect Magic 1/day. +2 save vs Any Magic, +2 save vs Mental Attacks, +7 save vs Drow sleep & spider poison, +6 save vs sleep & insect poison, +5 save vs injected poison, +4 save vs ingested poison. See also weapon proficiencies for special attacks and defenses.

Possessions

Ninja suit and boots (drow make), 100' rope (cave fisher filaments), Thieves picks, Sleep poison, light pellets, flash globes, Tripwires, snares, traps, Wire saw, Whetstone, caltrops, Clothes: black silk shirt, black tunic, and pants, silver jewelry (neck chain, earring, bracelet), disguises (noble, commoner, beggar), piwafwi.

Magical Items

2 Katanas +3 (drow), 50 Shuriken +1 (drow), 4 daggers of venom +4 (drow) -stolen from Mantol Derith, 3 Daggers +5 (drow) -looted from various drow, Dagger of Throwing +4, clan Insignia (Firestar ninja clan), Spider Mask, Signal Speculum, Ring of Anti-venom (18 charges), Ring of Sustenance, Bracers of Blinding Strike, Girdle of Many Pouches (crossed sword belts), Potions (varies, but usually includes a few healing).

Notes and History

Ryltar was born into the Firestar ninja clan. All the ninja and shinobi are drow, and it only has about 50 members. The clan was founded over 1000 years ago by his grandfather, and remains a deadly secret (that is, anyone who finds out is dead). The symbol of the clan is a Shuriken with red faerie fire on it. Ryltar has adapted his personal calling-card from this, having a throwing star with flames of the purest blue (the color of his eyes). Ryltar was trained from the age of ten by several people, the most important of which is Nym, the only surviving member of his grandfathers adventuring company, now a 23rd level lich. He was also trained by the head of the ninja clan, a drow known only as Whisper. His training ended on his 120th birthday (he has a lot of skills, and it took a while to learn all that). Ryltar practices the art of Darkblade, a combination of ninjutsu martial arts and the drow version of elven bladesong. Darkblade costs 3 proficiency slots minimum. This provides a +1 to hit and +1 to damage with the chosen weapon (almost always paired swords, thus requiring 2 more slots, 1 for the swords and 1 for two-weapons style specialization), as well as a +1 to AC. If another slot is expended (4 total on Darkblade) this increases to +2 to hit and +2 to AC. Darkblade also teaches hand-to-hand skills (ninjutsu). It provides 2 attacks, 1-2 damage, and all special skills listed in Ryltar's weapon proficiencies, as well as Parry All and Arrow Parry. Ryltar resides in the Citadel of the Flaming Star, the secret stronghold of the Firestar clan. It is located in a carefully hidden location in the Underdark several miles from Menzoberranzan. The Citadel also contains preistesses of Eilistraee, a clan of dwarves, and a community of sverfnebli. The Citadel is very rich in resources, a virtual jungle of a cavern in the Underdark, and has many metal and gemstone deposits nearby. Its proximity to Menzoberranzan makes secrecy vital, and only the inhabitants know of it at all. ((It will be destroyed in a titanic battle with the Academy in the near future - this promises to bring a lot of adventuring opportunities.)) Ryltar discovered wild magic just after the Time of Troubles, but recently has acquired a spellbook of it from the surface from a merchant named Hadrog Proll (sp?). His adventures in that escapade took him to Mantol Derith, and knowledge of it has already increased the wealth of the Citadel of the Flaming Star. He acquired several magic items at Mantol Derith too, stealing them from the drow quarter (in a very nicely executed operation). My grand plans for Ryltar involve the destruction of the Citadel by Menzoberranzan, a theft on House Baenre's treasure vault (in retaliation), and heading to the surface near

the High Forest and Hellgate Keep. Later on he must go on a quest into Undermountain to retrieve his family heirlooms (ninja magical items) from whoever killed his father, who disappeared in Undermountain when Ryltar was a child.

Ryan Rynnmark

Fighter 13th Human Male
Dragonslayer

STR 18/35 (Mus 18/35/Sta 18/35), DEX 17 (Aim 16/Bal 18), CON 17, INT 14 (Rea 13/Kno 15), WIS 13 (Inn13/Wil 13), CHA 16 (Lea 16/App 16), COM, PER

AC -9, hp 102, MV 12, MR AL NG, Age 25, Height 6'3", Weight 175 lbs

Skin WHITE, Hair DARK BLONDE, Beard Eyes hazel, Vision, Wealth 150,000 gp

Ryan is a tall handsome man with shoulder length dark blonde hair with bright hazel eyes. He is kind and generous and always willing to help the cause of good.

Weapons

Long sword/grand master; mace; longbow; ambidextrous and two weapon style. Long sword +3 of sharpness* mace of disruption, Long sword +5* 20 Arrows +3; long bow +1 * denotes special functions.

Non-Weapons Proficiencies

Blind fighting, hunting, survival(forest), leathreworking, rope use, riding (horse).

Possessions

Medium war horse, cabin (with basic house hold items), saddle, bit and bridle, saddle bags, chain barding, food rations, 200 ft silk rope, cloths, winter cloths, bed roll, greek fire(5 flasks), holy water(2 flasks), water skin, grappling hook, formal clothing.

Magical Items

Long sword +3 of sharpness*, mace of disruption, Long sword+5*, Battle Armor*, ring of vampiric regeneration, bag of holding, Taliman of protection*, 20 arrows+3, long bow+2, ring of fire elemental command, items with a * see description of in the magic item section of this page. Sword of sharpness+3 is called Razor, Sword +5 is evilslayer. The Armor is Called Ryans Armor of Battle.

Notes and History

Originally from silvermoon he joined the group now has the Company of the Silver Ring at the young age of eighteen. He earned the name Dragonslayer by singlehandedly slaying a white dragon(age category 8)and helping to bring down three more(two reds and a green). He has also gone up against the red Wizards and the Zhentim. Now he lives just outside Silvermoon in the forest. He is always ready to go fight for good in a moment's notice. He has connections with many powerful people(Alestriel, Blackstaff and Learch, Elimster) as well as a few Gods (Sharra, Selune, Lathander and Tor).

Rza Redstar of the Black Rose

Fighter Kit:Ninja/Samurai 8th Elvin Male
3 military medals

STR 18, DEX 18, CON 14, INT 15, WIS 13, CHA 13, COM, PER

AC 3, hp 54, MV, MR 00 AL good, Age 150, Height 5'6, Weight 165 lbs

Skin tan, Hair Dark Black, Beard None Eyes Light green, Vision Infra 60', Wealth 1,500 gp

Rza wears a variety of clothes mainly dark colors and he wears a black mask in all battle situations. He wears a cloak slightly longer than himself. He is handsome but not very charismatic in speech. He has 10 Shuriken (throwing stars) on his belt and a Katana and wakisashi strapped to his left side.

Weapons

Katana (2), Wakisashi (2), Throwing stars (2).

Non-Weapons Proficiencies

Tumbling, blind fighting, tight rope walking, running, jumping, Martial arts, Minor endurance, fishing.

Special abilities

HS:75 MS:75 Backstab: x3 Two handed fighting style, (Katana, Wakisashi)

Possessions

5 pairs of clothes, Mask, Belt, belt pouch, large sack, oil (polishing swords), Diamond, opal, tea bowl, Katana, Wakisashi, 10 throwing stars.

Magical Items

Ring of spell turning, Medallion of communing, Ring of Invisibility (currently Dispelled).

Notes and History

Rza was the oldest of 4 children but was dropped of at the Black Rose temple as a child there he was taught the skills of a ninja but he was taught his fighting style by a Samurai. His temple was thoroughly destroyed in a war by an aligned force of warships of Bahl, Baine, etc. He has now dedicated his life to helping defeat the "Evil army" and he has dueled 3 of the 8 leaders only to get wrecked every time. At least 10 of his closest friends have already been killed.

Sabrar 'Elghinn' Veladorn

Fighter/thief 18th/22th 1/2 Drow 1/2 Gold Elf Male
Elderboy House Veladorn, Hand of Eillistrae

STR 14 , DEX 22 , CON 16 , INT 19 , WIS 16 , CHA 17 (Lea 15/ App 19), COM , PER

AC -14, hp 226, MV 15, MR 92 AL CG, Age 250, Height 5' 6", Weight 115 lbs

Skin Black, Hair White long loose, Beard none Eyes Green, Vision 90' Infra, Wealth very wealthy

Quiet and non assuming every muscle in his entire body is toned and rock hard. He has a somewhat twisted sense of humor often cracking jokes in the middle of a fight

Weapons

Twin longswords Vorpall +2 and a Speed +2 used together Vorpall Speeds +4, High Grand Mastery 2 weapon Specialization Blade Singers fighting style, Hand Crossbow of Speed and Accuracy +3, Throwing Daggers +3.

Non-Weapons Proficiencies

Blindfighting, Herbalism, Healing, Dancing, Tightrope walking, Endurance, Juggling, Tumbling.

Spell casting

Dancing lights 17 sources, Faerie fire, Darkness 84 ft radius, Levitate, Know alignment, Detect magic.

Special abilities

Trained as a Bladesinger by the priestess of Eillistrae, All thief skills at 95% except scroll use 80%.

Possessions

His home in the forest of Shadowwood contains trophies from countless campaigns. His Pouch of Accessibility contains just about everything there is to have for standard adventuring gear.

Magical Items

Earring of Alterself, Armband of Freeaction, Boots of speed, 2 Belts of Concealed Weaponry, Girdle of Storm Giant Strength (kept in pouch), Twin Longswords Vorpal +2 and Speed +2 used together they are each Vorpal Speed +4, Bracers of the Blinding Strike.

Notes and History

Born in the city of Buiyrandyn. When his House fell because they did not follow the laws of Lloth he helped his sister and father, a surface elf, escape to the surface. All others in his house perished in the attack. Shortly after reaching the surface his father died of grief. He and his sister Weilas found a circle of Eillistrae where they stayed for many years. Elghinn left after spending 30 years there. He quickly went back to the Underdark to avenge his family. He spent 5 years there killing off the family that lead the attack. This is where he recieved his nickname Elghinn dal Veldrin "Death from the Shadows". He returned to the surface now 195 years old and realized that he really had no one that he could love. The next 70 years he has traveled about trying to find someplace to call his home with people he loved. He still goes out of his way to investigate drow raiding parties and quickly exterminate them

Sandor Soulslayer

Cavalier 8th

Human male

STR 18/00 , DEX 17/53 , CON 18 , INT 14 , WIS 10 , CHA 14 , COM , PER

AC -5, hp 98, MV 12, MR 0 AL CG, Age 21, Height 6'3", Weight 204 lbs

Skin Medium, Hair Black, Beard - Eyes Green, Vision Normal, Wealth 2000 gp

Sandor wore jet black plate armor polished to a shine on a daily basis. He wore a blood red cloak and matching surcoat with his insignia, a sword and a vermillion sun. He always kept his face clean shaven and his hair was never longer than shoulder-length.

Weapons

PROF ;Long Sword, Scimitar, Dagger, Two-Handed Sword, Lance, Horseman's Mace, Javelin,Trident.

Non-Weapons Proficiencies

Endurance, running, survival:wilderness, etiquette, riding, land-based, animal handling, reading/writing, blind-fighting.

Special abilities

Cavalier Abilities.

Possessions

Normal adventurer's kit.

Magical Items

Bag of holding, Ring of spell storing.

Notes and History

Sandor was born to Arturius and Shilmista Soulslayer of Middle Upper Class in the bustling city of Tantras. At age 7 Sandor was moved a secluded area in the Earthspur Mountains to be taught the code of the cavalier by his father Arturius. Sandor learned right from wrong, and whate should be protected and what should be destroyed. At age 17 Sandor left the solitude of the Earthspurs to purge the world of its evil. Sandor's journey took him to a small town near Mulmaster where he met a group of adventurers much like himself.

Through their many adventures Sandor fell in love with one of his companions, Laurana-a female elven fighter. They soon became intimate and planned to wed, but disaster fell. Sandor and his party were helping a mysterious man named Strahd when they found out he was actually planning to bring his people(Sandor never knew his true form) up from beneath the surface to wreak havoc. Unfortunately, Sandor did not realize Strahd's intentions until it was too late. The party was in a deep cavern searching for a powerful artifact that Strahd wanted. Sandor found it, an evil ring, and put it on, only to have it take control of his body. He instantly started conjuring powerful magic against his party members. Something had to be done or the party would be destroyed. So Sandor yelled for Talen, a male human thief in the party, to cut off his hand but managed to slice off his entire arm instead. Sandor fell back to get bandaged but the ring still animated the arm and continued to invoke fierce magics against the party. Thinking it had destroyed everyone the ring turned to Strahd starting a catastrophic battle of magic. The ring could not destroy Strahd and as his true powers were revealed. In the great battle the cavern began to collapse and Talen grabbed as many living companions as possible and escaped, Sandor stayed to make sure the ring and Strahd were destroyed. A day later Talen came back and found Sandor's body and arm, there was no sign of Strahd or the ring, and took Sandor back to a local cleric. The cleric resurrected him and magically attached his arm. Only three members out of seven survived and unfortunately Laurana was not one of the lucky ones. After resting from the ordeal and grieving from the loss of his love Sandor was visited by her in a dream. The spirit told him that she had magically gave birth to a son, his son. Sandor was last heard of traveling to the City of Splendors to find him.

Sarger

Fighter 8th Minotaur Male

STR 20 , DEX 17 , CON 21 , INT 8 , WIS 6 , CHA 6 , COM , PER NA

AC -10, hp 92, MV 12, MR

AL CE, Age 20, Height 7', Weight 300 lbs

Skin Fur, dark brown, Hair dark brown, Beard- Eyes Grey, Vision Normal, Wealth 2000 gp

What a bastard. Wins every battle against the pathetic monsters that the DM sends at him because he think a horde of 80 kobolds will be able to touch AC -10.

Weapons

2 Handed Sword + 4, specialised, Sanguine (minotaur krynn weapon), (P), Longbow, (P),weighted, (P), Mandoll (minotaur krynn weapon), (P), Heavy crossbow, nonproficient.

Non-Weapons Proficiencies

Not used

Special abilities

Headbutting, 1d8 damage, charge through multiple enemies if previous one killed. Regeneration, 1/5 rounds because of CON

Possessions

Dagger, Silver Sword.

Magical Items

5 potions of healing, Plate Mail + 3, Ring of Vampiric Regeneration ; Constitution + 1, 2 bags of holding,potion of levitation, Ring of Protection + 4, Ring (unidentified), Necklace (unidentified).

Notes and History

Not much...

Satchmog

*Fighter [kit:Myrmidon] 8th
Dragonslayer*

Halforc, male

STR 18/37 , DEX 15 , CON 18 (+1) , INT 14, WIS 9 , CHA 7 , COM 12, PER

AC 0, hp 93 (101), MV , MR 0 AL L/N, Age 20, Height 5'10", Weight 139 lbs

Skin , Hair Dark, Beard No Eyes Red, Vision 60 feet infra, Wealth approx. 60000 gp

Brother to Bogmol. Fierce fighter. A little bit brighter than his brother.

Weapons

Two-handed sword+3 with Twohander-style as the primary weapon. Satchmog has crushed many enemies with this weapon. Punch-cutters. This weapons I don't have to mention. They're very gory! Javelins. The only missile-weapons Satchmog has. Dagger+5. Found it after killing a yellow dragon. It speaks in orcish,dwarf,and illithid.

Non-Weapons Proficiencies

Twohander-style, Punching spec., Low common Orc, Tumbling ,Information Gathering, Danger sense, Endurance, Running, Leatherworking, Close-quarter Fighting, Looting, Blind-fighting.

Special abilities

Because of girdle of dwarven powers Satchmog has the dwarven racial abilities.

Possessions

Healing potions (Several! They will always be needed!), Quiver with 9 Javelins, Water canteen, Messkit, Holy Symbol (TEMPUS!), Iron Rations, 4 Pouches, Dragon-lamp, 2 Dragon teeth, Large Sack, Amulet given to Satchmog by Alustriel.

Magical Items

2 Javelin of Lightning, Healing potions! Cutlery of neverending meat, Periaph of woundclosure, Potion of Fire-resistance, Girdle of dwarven power. Forgot the name of it! Twohanded Sword+3, Dagger+5 L/N Int 14, Ego 14 Detect trap 10' Radius, Detect secret door 10' radius. Speak: Orc, Dwarf (Hill), Illithid.

Notes and History

Travel through Faerun with his brother Bogmol, always looking after a foe to slay or a bar where he and his brother can drink to unconsciousness.

Saxtus

*Fighter/mage 8th /9th Minator male
Warlord of the open fields*

STR 20 (Mus 90/Sta 50), DEX 18 (Aim 80/Bal 70), CON 20 , INT 18 (Rea 30/Kno 60), WIS 16 (Inn 20/Wil 40), CHA 11 (Lea 90/App 15), COM 35, PER 45

AC 2, hp 60, MV 8, MR 15 AL neutral chaotic, Age 20, Height 08'00", Weight 400 lbs

Skin brown, Hair brown, Beard none Eyes red, Vision normal, Wealth 708180000 gp

Big, strong, smart, and deadly.

Weapons

2 handed bastard sword +2, long bow w/flight arrows +1, bolt +3.

Non-Weapons Proficiencies

Battle axe, rods. Blind fighting, swimming, disguise, forgery.

Possessions

Cape, hat, pants, shirt, belt, rope, 90ft, greek fire, thieves picks, flint/steel, torch, large belt pouch, lock, and a really cool grappling hook.

Magical Items

Bag of holding, ring of invisibility, bottle of smoke, ring of djinni, ring of wizardry, ring of x-ray vision, ring of free action, ring of protection, wand of wandering, ring of elemental command, sword of sharpness, chimes of opening, ring of unlimited wishes, potion of extra healing, potion of climbing, ring of shooting stars.

Notes and History

He kills all in sight!!!!!!!

Seal

Fighter 12th Half-Elf male
Noble of Waterdeep

STR 18 (35) , DEX 15 , CON 16 , INT 8 , WIS 12 , CHA 16 , COM , PER

AC -3, hp 122, MV , MR AL N.G., Age 34, Height 6'2, Weight 160 lbs

Skin Weathered (Tanned), Hair Blond, Beard Eyes Blue/Green, Vision , Wealth 600,000 gp

Notes and History

Street kid grew up in Waterdeep, taken in by Borgan Dwarf Iron monger taught trade, Borgan killed by unknown in Time of Troubles (1358 The year of shadows), adventured along Sword Coast, named Noble of Waterdeep by Mirt the moneylender after help given to an unknown friend in need, made fortune shipping and founding Iron. Died trying to save his impetuous daughter Jayle from a red Dragon (1375 The year of risen Elfkin). Sleep well dear friend you died as you lived nobly

Selina Faye Toulin

Fighter / Magic User 11th /13th Female Elf

STR 10 , DEX 18 , CON 16 , INT 18 , WIS 13 , CHA 10 , COM 15, PER

AC -5, hp 71, MV , MR AL NG, Age 269, Height 5'2", Weight 85 lbs

Skin pale gold, Hair dark gold, Beard - Eyes violet, Vision normal, 60' infra, Wealth 119,066 gp

Selina is a high elf with skin of a light golden hue and straight waist-length hair of deep gold. She has amethyst eyes and her arching brows and high cheekbones are exceptional even for an elf. Despite her advanced level and the fact that she is a widow, Selina appears youthful and innocent.

Weapons

Selina is proficient in the following weapons: Dagger, Long Sword, Morning Star, Short Bow, Short Sword, Sling and staff. Selina is specialized in the use of the long sword and the short bow.

Non-Weapons Proficiencies

Alchemy, cooking, elven history, healing, horsemanship (x2), singing, survival, jungle, swimming, weather sense.

Spell casting

Selina casts spells as a 13th level wizardess.

Special abilities

Usual Elven Abilities: 90% resistant to charm/sleep, +1 to hit with long/short bow/sword, locate secret doors 2 in 6.

Possessions

Normal adventurer's kit

Magical Items

Dagger +2; Elfin Chainmail +4; Long Sword +4 ("Pure-Light" NG Int. 17 Ego 18 Detect evil, invisible objects, and magic in a 10'r; Any undead struck by this sword must save vs. spell or be disintegrated; Speaks Common, Elven and Gold Dragon); Ring of Human Influence; Ring of Protection +3; Staff of Power (20); Wand of Fear (55).

Notes and History

Though completely unassuming and humble, Selina has had a long and illustrious adventuring career. Since the tragic death of her human husband Rambo Toulin, Selina has taken little interest in adventuring. In an awe-inspiring battle against Tiamat, Selina found herself facing almost certain death. About half of the adventuring party was already dead and Tiamat was magically protected by a fireshield spell. Despite the spell and Rambo's wounds, he struck Tiamat a fearsome blow that killed them both. Rambo's sacrifice was permanent, as spells to raise him from the dead failed. Since that time Selina has not taken another lover, instead concentrating on raising her two half-elven children, a boy named Zolonsho and a girl named Karina. Selina also helps run Fortress Koz and sometimes tutors her friend Kyung-Mi Ravensblood in magic.

Shaddack

Fighter 11th [kit:dragon rider] Human male
Shaddack half dragon

STR 19 , DEX 16 , CON 17 , INT 16 , WIS 14 , CHA 14 , COM 14 , PER

AC -9, hp 100, MV 12, MR 25

AL cn, Age 24, Height 6'4", Weight 220 lbs

Skin dark tan , Hair black, Beard -- Eyes Emerald green, Vision noraml, Wealth to much to count.

Shaddack is the cross between a human male and a green dragon(wild mage in a wild magic zone) most of his features come from the human, but his hands and feet are clawed. he gained the nineteen strength. he is immune to poisonous gas, and hates red dragons.

Weapons

Shaddack fights with trident +6 it is intellegent has many magic abilities.He also fights with a long sword. witch is a dragon slayer. he is specialized in trident, long sword, dagger. and profiecent in battle axe and l bow.

Non-Weapons Proficiencies

Blind fighting, , endurance, firebuilding, weaponsmithing, riding airbased.

Special abilities

Doesn't need food or water ever.Immune to poisonous gas.Detect secret doors 3 out of six chance.Telepathy with dragon brother.

Possessions

Castle dragon keep.

Magical Items

Portable hole, trident+6, long sword +4, l.sword frostband, long sword flame tonge, shield +5, dragon armor (special made) +2, daggers of venom +5, ring of free action, necklace of adaptation, amulet of proof of

detection and location, shield +3, potions of heal (3), ring of fire resistance, long bow +4, cloak of displacement.

Notes and History

Shaddack was born in a village, he does not know where, he was kidnapped by a wizard that happened to be a wild mage, that wanted to cross a dragon and a human, the dragon was a green, and Shaddack was the human. After the spells had been cast, Shaddack spent many years as the mage's slave. One day he broke free, and found the dragon's mate, who is now Shaddack's mount and they consider themselves brothers. After that Shaddack adventured and made millions, he built a castle which he named Dragon's Keep. He married a mage named Kasana and had a little girl, Ariel, which is a fighter/mage.

Shademehr Arunson

Fighter 10th / Magic-User 11th Human Male
Mage-Lord of the Silver Dragon Adventurer's Guild

STR 18/95 , DEX 18 , CON 18 , INT 16 , WIS 14 , CHA 18 , COM 17, PER

AC -6, hp 100, MV 12", MR N/A AL C.Good, Age 23, Height 6' 02", Weight 210 lbs

Skin Tanned, Hair Blonde Ponytail, Beard None Eyes Blue, Vision Normal, Wealth 100,000 gp

Shademehr is a quiet, mysterious warrior who keeps his spell ability a secret so his enemies underestimate his battle prowess. He does not use his Spell casting ability like most wizards do, for him it is used to make him a more efficient and deadly warrior. You will never see him in a lab, rather out on the battlefield using spells to his advantage. In his earlier years he was a wandering adventurer who roamed from Undermountain to Underdark to Kara-Tur, where he won the blade "Foesbane" from a powerful samurai in mortal combat. In his travels he has crossed paths with the Zhentarim on more than one occasion and hates them with a passion. Unfortunately, the Zhents sent assassins after him, but killed his companions, to include his fiancée, instead. Since then Shademehr is a sworn enemy of all Zhents and will attack them on sight, or plan to destroy any he is aware of. He even got so close to wound Fzoul Chembryl, but not kill him. Realizing that he is one against many, he wisely invested his adventuring loot into businesses that have prospered. He then used that money to create the Silver Dragon Adventurer's Guild in Waterdeep (near the Inn of the Dripping Dagger) in honor of his assassinated companions. The S.D.A.G. recruits adventurers of all classes, trains them, equips them, and sends them out on missions to guard caravans and such. The merchants of the caravans pay highly for this service, and there is never a shortage of adventurers or business. Once the adventurers reach 3rd level they are asked to join the Guild in its fight against the Zhentarim. This way they use their caravan duties as a front to combat the evil Zhents.

Weapons

+4 Vorpal Katana "Foesbane" 2att/round +6 to hit/+9 to damage, +2 Drow Handcrossbow 2att/round +5 to hit/+2 to damage, Bolts of Impact +7 to hit/+18 to damage, Composite Longbow

Non-Weapons Proficiencies

Languages: Common, Oriental, Elven, Dwarven, Thieves Cant, Gnomish.

Spell casting

Spell Sphere: ALL First Level: 4 Most Used: Magic Missile, Sleep, Elemental Burst (Oriental), Hail of Stone (Oriental) Second Level: 4 Most Used: Invisibility, Spell Touch, Web, Enchanted Blade (Oriental) Third Level: 4 Most Used: Fireball, Hold Person, Lightning Bolt, Fire Rain (Oriental) Fourth Level: 3 Most Used: Dimension Door, Ice Storm, Dancing Blade (Oriental) Fifth Level: 3 Most Used: Cone of Cold, Teleport, Wall of Iron.

Special abilities

Special Attack / Defense- Due to a carefully worded wish bestowed upon Shademehr, he always attacks first in a round, and his enemy's first attack (and only first) will always miss regardless of the roll.

Possessions

Traveling Clothes, Fine Black Silk Clothes, Light Horse and barding, spyglass, oil flasks (10)

Magical Items

+1 Silver Elven Chain Mail +2 Cloak of Protection +4 Circlet of Protection +4 Vorpal Katana 4 Arrows of Human Slaying 2 Rings of Spell Storing (Fireball x3, Magic Missile) (Dimension Door, Teleport x3 Ring of Invisibility Dust of Disappearance (10). Glim Gauntlet Medallion of ESP 90' Holy Symbol of Mystra with Pearl of Power Portable Hole Bag of Holding.

Shamio

Fighter 6th Half-Drow Male
Giants Killer

STR 18/26 , DEX 15 , CON 14 , INT 14 , WIS 12 , CHA 10 , COM , PER

AC 5, hp 49, MV 12, MR 10 AL CG, Age 20, Height 1m72, Weight 63kg lbs

Skin dark brown, Hair blond, Beard - Eyes purple, Vision infra 40m, Wealth 60 gp

Shamio is quite a handsome young man - for those who aren't afraid of his drowish look. Most of the time, he wears gloves and a cloak, in order not to show the color of his skin. He often forces himself to be nice with people, to show them he can have a dark skin and not be an evil drow. Shamio is also not very much interested by wealth or power. He is just looking for a name and a greater knowledge of the world.

Weapons

Katana, (sp), Throwing daggers, (P), Light crossbow, (P), (sp) in two-handed fighting style.

Non-Weapons Proficiencies

Blind fighting, Swimming, Endurance, Leather working.

Special abilities

Standard half-elf abilities, raw psionic talents (but unaware of them).

Possessions

3 daggers, 15m-log rope, 2l water, lighter, leather-working accessories, leather sack, leather soft boots, leather gloves, dark green leather cloak, scale mail, a plain brooch representing the head of a unicorn

Magical Items

+3/+3 vorpal katana, medal of light ring of the king (identifies him as a Good creature towards any detect alignment spell, but useless would he turn Evil),

Notes and History

Shamio is the result of a drow raid against a merchant caravan. His mother was raped by a drow soldier who was about to kill her after, but she was saved at the last moment by Harald, an old adventurer who lived nearby. During all the time she was pregnant, Shamio's mother wanted to believe it was the child of her husband, who was killed during the raid. But when Shamio was born, she turned mad and committed suicide a few months later. It was Harald, who had seen so many strange thing around the world and wasn't afraid of a half-drow baby, who decided to raise the child. He trained him into a warrior (and taught him his old days'job: leather working). Harald died when Shamio was 17, and the young man inherited his master's sword, a strange and beautiful saber from a distant country: "Katana". After three years of wandering around the world, Shamio managed to join a band of adventurers, who tolerate his presence, even if they still look at him suspiciously. But alas, the party was decimed by a troop of Hill Giants, and Shamio was the only one left alive (as the entropist of the group had made his *last* hiatus...), only to be captured by the giants for a further sacrifice to their deity. Fortunately, he was freed by a band of adventurers (who were send by the local king to help his army for a raid against the giants). He helped them during the fight and defeated both the Giant Chief and the Giant Shaman. Despite his victory against the giants, Shamio wasn't

allowed to enter the town of Ten'Rau, like the rest of the band. So he went back to the nearby woods where he met a troupe of priests of Thor, who were fighting a strange creature from another plane. But when they managed to destroy the evil thing (which looked like a bubble-gum golem), Shamio and his new companions suddenly were teleported to Ravenloft. They are now trying to go back home (but do they have a chance?).

Shattered Skull

Fighter 9th Bird folk, male

Knighthood, Leader of the Death Knights league, Skilled Swordsman by admission of King Donalbain

STR 17 (Mus 17/Sta 18), DEX 17 (Aim 16/Bal 17), CON 18 (Hea 16/Fit 15), INT 17 (Rea 17/Kno 16), WIS 18 (Inn 17/Wil 19), CHA 17 (Lea 17/App 17), COM 16, PER 18

AC 3, hp 139, MV 45, MR 88 AL Don't know what this means., Age 36, Height 6' 3", Weight 292 lbs

Skin white, Hair Body covered in black feathers, Beard- Eyes Yellow, Vision Normal, Wealth 10,000 gp

Has appearance of a Condor-like bird, yet is strikingly handsome. Has two hands. Armor must be modified to fit wings, which have a span of 6'. Flexible 1 foot long orange beak can move like a human's lips in some ways. Black feathers cover his body. Yellow eyes.

Weapons

Two Handed swords: 9, one handed swords: 10, daggers: 6, bows/crossbows: 7, staves: 11, flail-type weapons: 4.

Non-Weapons Proficiencies

Wrestling: 6, throwing: 9, punching: 7, kicking: 7, choking: 8.

Special abilities

Flying, backstabbing, alchemy, diving attacks, telepathy, far-sight,(on a clear day, can see up to 28 miles), hunting, lunging attacks, armor modification.

Possessions

Platinum Long Sword + 5, Veneomus Dagger +2, Modified Plate Mail + 4, 85 Quivers + 4, Light Crossbow 1, 2,000 Platinum coins, 100 Gems, 5 pieces of Jewlery.

Magical Items

Eyes of charming, ring of fire resistance, ring of protection + 3, cloak of invisibility, potion of giant strength, potion of explosion, standard potion components pack, gloves of fire and ice.

Notes and History

Lived In a birdfolk village until age of 17. Killed King Donalbain's would-be assassin at age 21. Knighted the next evening. Founded the Death Knights at age 27. Ten members, all anonymous. No known family. Other background info. clouded in mystery.

Sheena Silverblade

Fighter 19th Half-elf female

Has been a queen of a city

STR 18/00 (17), DEX 18, CON 16, INT 15, WIS 17, CHA 18, COM N/A, PER

AC -5, hp 106, MV 12, MR N/A AL LG, Age 40, Height 5'4", Weight 110 lbs

Skin Tanned, Hair Black, Beard HA! Eyes Blue, Vision Infra (60'), Wealth 1000 gp

Sheena is a short well-toned half-elven female with black hair and crisp blue eyes. She has a scar on her torso from where she got cut in a battle against drow. Sheena tends to always go and help people, even if she gets into trouble and she seems to dislike drow.

Weapons

Long Sword (sp) Dagger (1 slot) Trident (1 slot) The other five slots are filled in with martial arts moves from the complete ninja's handbook.

Non-Weapons Proficiencies

Blind Fighting Riding Land Based Tumbling Some of these slots are devoted to martial arts abilities in the CNH Navigation Swimming

Possessions

Her clothing, Weapon scabbards, 50' silk rope, rations, Light Warhorse.

Magical Items

Long Sword +5 Vorpal, Long Sword +2 of Life Stealing, Gauntlets of Ogre Power, Chain mail +4

Notes and History

Sheena started her life out in a small city of the DM's creation called Laktan. She was a bored noble who sought adventure. At one point she had been elected as a ruler of the town and then her parents died. About a week after this, she met a woman that had a resemblance to her and they acted as twin sisters. For a time they defended the city and then they had run afoul of drow raiders who took them to a compound and began to torture them. The heroine and her sister escaped barely from the drow priestess and her group. From that point on, this drow priestess named Elyssa began to constantly harass us and on an isle of amazons, the twins and their friends fought this drow priestess. In the end the drow priestess and her allies all perished and that was that. Not too long after this, the heroes ran afoul of an unusual time portal that whisked them three hundred years into the future. The heroes found all of this strange and later the heroes learned that their purpose was simple. They had to fight drow who had taken a human city. In this battle, the DM had us all confused about who the real enemy was and we learned that she had made clones of all of us. A paladin had joined the party by this time and he felt the need to help us defeat the drow in our lives once and for all. At the end we defeated a demi-power and numerous drow soldiers who had come hunting for us later. At this point, Sheena has settled down from all these unusual adventures and she has a mansion in a town of paladins.

Shen (Means Death)

Shinobi Fighter 9th

Human Male

Bringer of death

STR 17 , DEX 15 , CON 15 , INT 9 , WIS 12 , CHA 9 , COM , PER

AC 3, hp 73, MV 12, MR 0 AL LN, Age 23, Height 5'11", Weight 261 lbs

Skin Light Tan, Hair Mahogany, Beard none Eyes Aqua, Vision Normal, Wealth 28 gp

To look at him one would think "Warrior". He is very muscular, but not overly so. He wears a heavy Gea (uniform), and carries a light travel pack. He has a kind of dumb look to his rugged features. His hair is cut short, and is messily strewn every which way. He isn't very good with people, being very blunt and straight to the point. And this shows in his fighting style.

Weapons

Shotokan (P +2) Ninja-to Hankyu (half bow).

Non-Weapons Proficiencies

Survival Clan Signs Blind fighting, Endurance, Style Analysis.

Special abilities

MS 35% HS 30% CW 80% +3 Damage when attacking with his fists +2 to hit when not holding a weapon +2 "Attacks" per round *Basic Parry(Blocks 1 melee attack. Costs 1 attack) *Parry All (Block all melee attacks. Costs 2 attacks) *Locking Block (Pins weapon/limb;+4 to hit with other attacks. Costs 1) *Concentrated Push (Push foe 1'/level;knockdown if over 3';takes falling damage. Costs 2.) *Iron Fist (1D6 hp dam +Str bonus with blow. Cost 1) *Fall (Takes half dam from falls. All ways in effect) *Hurl (Throw target 1D4'; add 1D4 hp dam. Costs 2) *Meditation (1 hour meditation=2 hours sleep for all effects. Cost 0).

Possessions

Travel Pack Rations (5 days) Water skin Spare Gea 50' silk rope Ring of the clan Isobe (A tiger and a dragon fighting, with a ying/yang in the background).

Magical Items

Kote of defense +3 (Armbands) Potions of extra healing (3D8+3) Barrier Bo (Once it is spun and the command word spoken it whirls in the air for 10 rounds, any creature trying to pass through it is dealt 4D8 dam(Save Vs staff-success means the creature passes through) When the duration is done it flies at MV24A to Shen) Training Gloves of Flame(when 5 hp are spent into the gloves they glow as an eerie blue-green flame erupts over them, and they deal 1D4 extra damage per hand strike for 5 rounds, and will ignite flammables if held against them for 2 rounds.)

Notes and History

He grew up on a farm outside of the shogun Ganji's palace. He was allowed to train under one of the masters, Syn, in the palace. He was a very good student, as was his best friend Cuen (Pronounced Su-in), who studied under a different master in the same compound. The two got together when Cuen attacked and defeated Shen while he was training in the forest near the palace. Shen was stunned that he lost, for he was the greatest student under his master. That and the fact that Cuen's flashy FeiHu Gedou (Pro: Fai Hoo Ge Dow) style which was grappling and close quarter attacks easily defeated him. After much thought about how to better his skills he sought out Cuen and implored her to spar with him so that they may both better themselves, much to his delight she agreed. It was a year later that they had both excelled through their secret meetings in the same clearing where she first beat him that they decided to take the Test, to see if they would have their shogun's blessings to travel abroad, as well as receive the clan ring. They came back to a burning palace! Ganji was one of the most powerful shoguns in the land, and even though he was honest and fair, he had many enemies. One of them was attacking him now, a group of ninja stole into the palace and killed many, but with Shen and Cuen's help they were finally defeated. They expressed their wish to Test, and were awarded the ring of clan Isobe on the spot for helping to defend their home. Ganji let them go, and the first thing they did was avenge the deaths of their family, friends and teachers who died in the raid. They have been traveling together ever since.

Siegfried Schtauffen I

Fighter 10th Human male

STR 18/84 , DEX 17 , CON 16 , INT 15 , WIS 16 , CHA 17 , COM , PER

AC 0, hp 84, MV 12, MR AL LE, Age 44, Height 7' 0", Weight 235 lbs

Skin White, Hair Blond, Beard Eyes Green, Vision Normal, Wealth 1000000 gp

Weapons

Tight Group Lances, Zweihander (Sp.), Broad Group Blades, Warhammer.

Non-Weapons Proficiencies

Jousting (17), Blind-fighting, Mountaineering, Etiquette (17), Spellcraft (13), Religion (16).
Speaks and Reads Common.

Possessions

Zweihander, Warhammer, Jousting Lance, Heavy Horse Lance, Dagger, Long Sword.

Magical Items

Red Full Plate Armor of Strength (18/84).

Notes and History

Siegfried was born in the city of Bolanthus, 90 years before the Third Godswar. By a fluke, soon after becoming a paladin, he was accidentally gated into Shadowdale. There after many adventures, he suffered the misfortune of putting on a Helm of Alignment Change (LE). At that point he also was gated back into his homeland, which he brutally took over. His son, also named Siegfried, became everything his father wasn't, and eventually was forced to kill him.

Silas "The Sparrow" Silverbow

Fighter/Mage 15th /16th

Grey Elf, Male

Leader of the Company of the Sparrow, Lord of Bloodstone, Ambassador of the Elves of the Grey Cloak Hills

STR 15, DEX 19, CON 16, INT 18, WIS 15, CHA 14, COM , PER

AC -3, hp 93, MV 24, MR 0

AL NG, Age 148, Height 5'8", Weight 142 lbs

Skin Golden Hue, Hair Brown, Beard none Eyes Brown, Vision Infra 90ft, Wealth Kingly Riches

A rather tall elf who is well muscled. He wears a grey cloak of Elven Kind, black tunic and black trousers along with low cut black boots.

Weapons

Specialized in longsword, short sword, long bow, specialized in two-weapon style, profecient with spear. Uses longsword and short sword simultaneously, lastly he melee's. Usually tries to pick of enemies with his long bow at first, then he throws his spear.

Non-Weapons Proficiencies

Blind-fighting, spellcraft, set snares, ancient lore, local lore, herbalism, endurance.

Spell casting

Cast spells as a 16th level mage, (see special spells in the Spells and Spellbooks page).

Special abilities

His Specialization and Level allow Silas Five attacks every round.

Possessions

Trouserers and tunic, two pouches, two daggers in his boots, two daggers in secret springing sheaths in his sleeves.

Magical Items

Elven Longsword, Silverun +5 (see Magical Items Page), Short sword +3, Long Bow Bow of the Silverstar (See Magical Items Page), Wand of Illumination, Wand of Lightning, Staff, Spear, Ring of Protection +3, Elven Chain +3, Boots of Speed, Cloak of Elven Kind.

Notes and History

Silas left the Grey Cloak hills in search of his kidnapped love. He found she had been taken and murdered in Yartar. He helped three young men escape the camp and then went to Waterdeep to search for help (The three young men were Raven, Gatsby, and Alladin). He then formed the Company of the Sparrow in Waterdeep and they went searching the land of Maztica. The Company grew rather large and he and his companions eventually were the ones who brought Yartar down. He is now a Lord of Bloodstone, but is still heart broken at his loves loss.

Silent Arrow

Fighter 4th

Elf male

STR 15 , DEX 16 , CON 12 , INT 14 , WIS 13 , CHA 12 , COM , PER

AC 3, hp 29, MV 12, MR AL N/G, Age 150, Height 5' 4", Weight 100 lbs

Skin Pale, Hair Brown, Beard none Eyes Blue, Vision 60ft Infra, Wealth 2530 gp

Silent Arrow is a Sylvan Elf. His armor has been beaten up by a lizard man that bit him on the neck. He might look like a ranger but he is not.

Weapons

Bow (sp), Dagger proficient.

Non-Weapons Proficiencies

Flethcing, Running, Hunting, Sylvan.

Special abilities

Befriend Woodland Creatures, Shift Animal Reaction, No secret door abilities, Hates sea and won't willingly go out on it, Doesn't like indoor or underground areas. 90% invisible in woods, 90% resistance to sleep, -4 to surprise, To trust someone must know them for at least 5 years.

Possessions

Short Bow, Hide Armor, 22 Sheaf Arrows, 24 Long Arrows, Clothes, 3 bark quivers, Silver Arrow, Silk Rope, 3 Daggers, 2 porcupine Quills, Oil.

Notes and History

Silent Arrow lived in the forest until he came to town one day and got caught up in an adventuring group. He knows and trusts a city watch investigator in Falcons Gate.

Silver Leaf Halfmoon

Fighter/Assassin 3rd

Elf, Male

STR 18, DEX 17, CON 15 ,INT 16 , WIS 14 , CHA 18, COM , PER

AC 5, hp 14/14, MV 5, MR 35 AL NG, Age 150, Height 6', Weight 156 lbs

Skin light, Hair Blond, Beard none Eyes blue, Vision 15ft Infra, Wealth 500gp

Silverleaf Halfmoon is a proud elf who has an unbelievable hatred for Dwarves. He is a highly trained Assassin and he knows nothing of his heritage, although he is eager to find out. He is friendly and likable but is mysterious and secretive.

Weapons

Composite long bow/ +3 Short Sword/ +1 Throwing Dagger/ +2

Non-Weapons Proficiencies

Climb/100%.

Silverleaf Moonblade

Fighter[Bounty Hunter]/Thief[Assassin] 4th /6th

Elven male

STR 16 , DEX 19 , CON 13 , INT 17 , WIS 13 , CHA 18 , COM , PER

AC -4, hp 37, MV , MR AL NE, Age 130, Height 5'11", Weight 170 lbs

Skin Deep Golden Tan, Hair Silver, Beard none Eyes Silver, Vision Infra 60' , Wealth Carries no gold but a small sack of Gems worth a little over 3500 gp

Weapons

Silverleaf has no need for an arsenal of weapons he has just three 2 Scimitars that he is mastered with, they are a +4 flame tounge, and a +5 Frost Brand, The Flame tounge he took from a fallen Paladin that he had killed, and the Frost Brand came from the hord of a White Dragon that he and his party had killed. His other weapon was given to him by his father who was killed by the very same Paladin that he had took his Flame Tounge from, and it is a +3 Bow of Forming.

Non-Weapons Proficiencies

Tracking, hunting, gemcutting, and elven runes.

Special abilities

PP: 90%, HS: 50%, CW: 90%, MS:50%, DN: 35%, F/RT: 70%, OL: 65%

Possessions

The basics

Magical Items

+3 Bow of Forming, +4 Flame Tounge, +5 Frost Brand, Bracers of AC 0, Boots of Speed, Small Bag of Holding, and a gem studded belt buckle with his father soul in it.

Simeron Steelhammer

Fighter [Kit: Myrmidon]

Dwarven Male

Lord of Castle Steelhammer, Commander Mithral Warhammers, Commander (Ret.) 1st Dwarven Hvy. Calvary

STR 18/00 , DEX 17 , CON 19 , INT 14 , WIS 15 , CHA 14 , COM 14, PER 15

AC -2, hp 135, MV 6, MR 0 AL CG, Age 51, Height 4'3", Weight 171 lbs

Skin earth tone, Hair black, Beard black w/ war braids Eyes brown, Vision Infra 60', Wealth Unknown (but high)

Faith is Clanggedin, King is Wintergreen. His house was Ironhouse until driven from the mines by Drugar. Has adventured with Lightning Company for many years. He has personally defeated four earth elementals of 16 HD at the same time alone. This saved the entire party but, left him badly hurt. He is currently resting at his castle and is enjoying it greatly. He hopes to sire an heir during this rest stop with his human wife Tarill.

Weapons

Mithril Warhammer of Throwing +4 (magically returns to thrower) [Spec] Lt X-bow +1 (repeater: 6 shot) Dwarven Waraxes +4 (paired) [Spec] Punching (three levels).

Non-Weapons Proficiencies

Leatherworking, Weaponsmith, Set Snare, Rope Use, Religion (Clanggedin), Healing, Herbalism, Read/Write: Human, Dwarven, Speak: Human, Dwarven Stonemason Riding Land Based: Giant Mountain Goat.

Spell casting

(3) 1st level cleric spells (All).

Special abilities

Normal Dwarven abilities. Granted level 1 priest spells by Clangedin upon defeat of 4 earth elementals in single combat. This was reward of DM because I chose to 'die' instead of running and abandoning the party. The die rolling was totally out in the open for the entire fight.

Possessions

Many things, prized non-magical possessions are Blue Dragonscale Plate Armor and Silver and Gold Calvary Signet Ring.

Magical Items

Warhammer of Throwing +4, Two Dwarven Waraxes +4, Lt. X-bow +1 (repeater), Ring of Fire Resistance, Helm of True Sight, Cloak of Protection +1.

Notes and History

Simeron has had many adventures that have included defeating several dragons, two liches, a vampire lord and a Balrog. But, the most memorable fight was the 4 Earth Elementals. Everyone thought I had sacrificed my favorite character, including me. But, such are the fortunes of war and a brave heart in service to Clangedin!!!

Sinead

Fighter/Thief 10th /12th Half-elf female
Leader of the Aelvinnwode Raiders

STR 18/53 , DEX 19 , CON 15 , INT 17 , WIS 16 , CHA 15 , COM , PER

AC -3, hp 59, MV 12, MR AL LE, Age 23, Height 6' 1", Weight 137 lbs

Skin White, Hair Red, Beard Eyes Cornflower Blue, Vision Normal, Wealth 20000 gp

Sinead is a slightly beautiful woman overall. However lately, her skin is beginning to turn scaly, and her hair slightly rosy...

Weapons

Javelin, Claymore, Tight Group Bows, Broad Group Blades

Non-Weapons Proficiencies

Strategy (15), Intrigue (16), Blind-fighting, Disguise (14), Forgery (18). Speaks Sidhelien, Anuirean, Rjuven, Low Brecht, Vos, Basarji. Reads Sidhelien.

Special abilities

30% resistance to sleep and charm spells, 30% resistance to disease and aging attacks, can see as well by moon- & starlight as during the day, PP: 95%, OL: 90%, F/RT: 95%, MS: 95%, HS: 95%, DN: 95%, CW: 95%, Backstab Multiplier: 4. Bloodline: Minor Azrai 25 Enhanced Sense (Minor), Bloodform (Major).

Possessions

13 robes, Claymore, Short Bow, Javelin, 14 Daggers.

Magical Items

Ring of Protection +1, Bracers of Defense (AC 2), Cloak of Displacement (Seldom used).

Notes and History

Sinead is one of the few Cerilian half-elves not born of a human who was particularly dashing or kind. Instead, she was the offspring of an elven lady who was raped by one of the more heinous humans in the region. Born in Tuarhievel, she grew up and joined the gheallie Sidhe, or Hunt of the Elves. She quickly

grew into a very skillful magical assassin. She currently leads the Aelvinnwode Raiders, a group that was created by her with her followers, which are a motley crew to say the least.

Sir Leo of Sossal

Cavalier 9th Human Male
Lord knight of Sossal

STR 17 , DEX 15 , CON 12 , INT 15 , WIS 13 , CHA 15 , COM , PER

AC -1, hp 76, MV 12, MR n/a AL LG, Age 34, Height 5'11, Weight 153 lbs

Skin lightly tanned, Hair salt and pepper (pre maturely greying), Beard clean shaven Eyes brown, Vision normal, Wealth 280 gp

To some people, Sir Leo is akin to Aencar the mantled king of the dales. He lives a hidden life, never leaving the monastery of Candlekeep except to vanquish intruders.

Weapons

Longsword+2 Spear dagger footman's mace+1 heavy horseman's lance shortsword

Non-Weapons Proficiencies

Heraldry law riding, land based religion animal handling

Special abilities

Standard Cavalier abilities

Possessions

Heavy warhorse Canon

Magical Items

Lonsword+2 Mace+3 Field plate +3

Notes and History

He was knighted by the ruler of Sossal at the age of 22, and has served as a religious warrior since. His past is hidden from the world, for he is not of a noble line, as is the requirement in Sossal to become a Knight.

Sir Mareth

Fighter 19th Human Male
Captain of the Mystan Honor Guard

STR 20, DEX 15, CON 16, INT 13, WIS 16, CHA 14, COM , PER

AC -3, hp 78, MV 14, MR 100 AL LG, Age 37, Height 6', Weight 200 lbs

Skin Light and Tanned, Hair Short and Brown, Beard Short Eyes Blue, Vision Normal, Wealth 10,000 gp

Dresses in armor; speaks using old English (like;thou, art), stands upright.

Weapons

Stormship (Long Sword +3, p), T-Bolt (Awl Pike +1, p), Daggers +2 of throwing (p)

Non-Weapons Proficiencies

Ettiquete; Cooking; Tracking; Law Enforcement (Custom Proficiency); Heraldry

Special abilities

2 attacks per round

Possessions

Backpack; Belt w/ pouch, Great Helm

Magical Items

Ring of Strength (+2 Str); Full Plate Mail +1; Shield +1; Lightning Bolt, Ring (1 charge)

Notes and History

The son of a local baron, Cyan Mareth showed a talent for combat. Due to his royal status, he was allowed to train as a knight. He has been adventuring for about 15 years now, but has retired to give his post of captain of the Mystan Honor Guard full attention.

Sir Mikain of Kieran

Fighter 26th Human Male

Sir Mikain of Kieran, Kieran Knight leader

STR 18/95, DEX 15, CON 17, INT 10, WIS 15, CHA 14, COM ?, PER ?

AC -7, hp 148, MV 12, MR 0

AL LG, Age 32, Height 6'4", Weight 214 lbs

Skin Light Tan, Hair Black, Beard None Eyes Green, Vision Normal, Wealth 3.5 Million gp

He is usually seen on his white stallion patrolling the goblin front with his company of about 75-100 men. He is very generous and will help the common people.

Weapons

All weapons, with mastery in the two-handed sword.

Non-Weapons Proficiencies

A lot.

Possessions

A lot

Magical Items

A lot

Notes and History

He was born a beggar and killed one necromancer by luck and won the heart of a noble woman. He married her and set off for 13 yrs. of adventuring before staying at castle Kieran for enlistment in the Royal Army.

Sir Storm Silvertongue

Fighter 7th, Thief 7th, Bard 10th Human male

Knight of Veluna

STR 18 (83), DEX 16, CON 17, INT 15, WIS 15, CHA 16, COM 14, PER

AC 0, hp 105, MV 12, MR 0

AL CN, Age 25, Height 6' 2.5", Weight 210 lbs

Skin tan, Hair sandy brown, Beard 2 -3 day beard always
15000 gp

Eyes midnite blue, Vision normal, Wealth

Tall, dark, fiercely loyal, very easy-going. Wears dark clothing while adventuring, otherwise wears moderately bright colors in town. Loves practical jokes, especially on his fellow adventurers. Left handed.

Weapons

Double-specialization: long sword (+3 hit/+3 dam.), 2-fisted fighter: Sword of Sharpness (L) + +1 dagger (R), short bow w/20 arrows (5 are silver tipped), sling, garrot, sap, throwing stars. TOTAL TO HIT/DAMAGE (left/right hand): HIT +6/+1, DAM +8/+5 THACO's: as Fighter 14, as Thief 19

Non-Weapons Proficiencies

None utilized in this campaign

Spell casting

As 10th level Druid, Abilites w/Doss Lute: once/day the following: Hold Animal, Neutralize Poison, Prot. From Fire 10' radius once/day/college: Prot. from evil 10' radius, invisibility, levitate, fly

Special abilities

Charm %: 64% (includes Doss lute bonus), legend lore %: 35%, Poetics- +1 to hit after 2rds of poetics in battle, Thieving skills: PP 60%, OL 57%, R/FT 50% MS 55%, HS 43%, HN 25%, CW 94%, RL 35%, Backstab: +4 to hit, x3 damage

Possessions

Rope, pack, spikes, 5 oil flasks, grappling hook, quiver, tinder box, thief's tools, sm. silver mirror, belladonna, 4 vials holy water, greater mistletoe, 2 non-magical wands (for wand-swapping on mages...)

Magical Items

+1 Sword of Sharpness, +1 dagger, +2 chainmail, Bag of Holding (60 lb), +1 ring of protection, Boots of Springing and Striding, Doss Lute, Potions: invisibility, healing, rainbow hues.

Notes and History

Killer of many monsters. Originally from the Wild Coast. Really doesn't like orcs or hobgoblins. Usually in the front of the fight, not slinking around the rear.

Sir Vincent Eltorchul

Fighter [kit:Swashbuckler] 7th

Human male

Dragonslayer and Champion of Sune

STR 16 , DEX 18 , CON 14 , INT 10 , WIS 7 , CHA 14 , COM 16, PER

AC - 10, hp 57, MV 12, MR 0 AL CG, Age 22, Height 5'11, Weight 140 lbs

Skin Normal, Hair Blond, Beard No Eyes Blue, Vision Normal, Wealth 5000+ gp

A very handsome young man. Always dressed in beautiful clothes of the very expensive kind. He is a nice and caring man but he is a bit impulsive and doesn't always learn from his mistakes.

Weapons

Rapier (sp), Main-Gauche (sp), Stiletto (p), Sabre (p).

Non-Weapons Proficiencies

Ettiquette Single Weapon Style< (2pts)BR> Tumbling Two Weapon Style, Blind-Fighting, Riding Landbased, Ambidextrous, Read/Write Torass, Heraldry, Dancing, Poetry, Seduction.

Possessions

Unicorn Necklace (Given by Alustriel), Ring of Sune (Given by Sune (Yes thats right, the goddess herself.)), Other ordinary adventuring equipment. A house in Silverymoon, A wife. Two bodyguards (Level 1 Pladins of Helm).

Magical Items

Dragon Leather Armor... (Ac -1) (Now wrongly stolen by the gamemaster), Rapier +2, Ring of Protection +1.

Notes and History

Born in Waterdeep. Has an older brother named Eron Eltorchul, a level 8 Evoker. They are quiet fond of each other and have fought many battles together. He also know the Paladin Ceiron, the female fighter Gwyn, the tempus battle guard Ralf and they are his everlasting friends - he would gladly die for them if they needed him. The goddess of Sune chose him after a hard test during the Times of Trouble to be his champion on Toril and he accepted with honor and a tear in his eye. Former member of the Company of the Singing Blade he decided after his second death that it was time to spend more time with his lovely wife.

Sirrion Stoningland

Knight of the Rose 14th

Human Male

Lord of Sirrion's Keep

STR 18(00) , DEX 16 , CON 18 , INT 14 , WIS 13 , CHA 18 , COM , PER

AC -5, hp 126, MV 12, MR 50

AL LG, Age 32, Height 6'3", Weight 240 lbs

Skin White, Hair Brown, Beard None

Eyes Blue, Vision Normal, Wealth 10000 gp

Sirrion is a tall proud man. As a Knight of the rose he is a natural leader, inspiring soldiers with his own courage. He is everything a knight is thought to be.

Weapons

Longsword (Sp), Tight group lances, Broad Group Blades, Broad group Cleaving Weapons, Tight Group cross-bows.

Non-Weapons Proficiencies

Blind-Fighting, Running, Hunting, Read/Write Common & Solamnic, Riding Land based, Riding Air-Based, Etiquette.

Spell casting

All Spells allowed to Clerics of Kiri-Jolith. Cast at 14th level. 7, 5, 2, 1, 1, 1

Special abilities

Paladin Abilities, and Weapon Specialization.

Possessions

Knight suit. Worn while not in armor, this is a full black body suit with a miniature shield on the left shoulder. The shield is crested with Sirrion's family symbol.

Magical Items

Holy Avenger +5, Lesser DragonLance, Shield of Huma, and Plate Mail of Solamnus.

Notes and History

Sirrion's Grandfather was a Noble Knight who who was killed by the first known appearance of Draconians. Sirrion was but a young boy, and his father, who had not been able to become a knight due to illness as a child, was grief stricken. Sirrion left his father at the age of 11 to become a squire at the High Clerists Tower. He trained endlessly and showed great Physical skill and Leadership abilities. Two days before Sirrion was to be knighted, his father's caravan was ambushed by thieves. None of the travelers survived. Sirrion found himself alone in the world. Sirrion was present at the Whitestone Glade, when the forces of good first organized to fight back against the evil Dragon Armies. He helped lead the surprise force that recovered the stolen Dragon Eggs From Sancton. He presently owns a keep on the far Eastern Border of Solamnia, where he constantly fights to keep the borders safe. His always present steed, a Gold Dragon named Arc, is not only his mightiest companion, but his dearest friend.

Slanth Thunderaxe

Fighter 11th Dwarven Male
Official Adventurer

STR 18 (96), DEX 15, CON 16, INT 9, WIS 11, CHA 7, COM , PER

AC -3, hp 78, MV 6, MR 100 AL LG, Age 135, Height 4' 6", Weight 190 lbs

Skin Light, Hair Black, Beard Black Eyes Green, Vision Infra 60', Wealth 800,000 gp

A muscular dwarf and the top adventurer of his clan.

Weapons

Battle Axe +3, Fireballer (p), broad Sword +1 (p).

Non-Weapons Proficiencies

Cooking; Mining; Blacksmithing; other unimportant.

Special abilities

Poison-Resistant; Detect slopes; Estimate depth; other Dwarf abilities.

Possessions

Backpack, Belt, Pouch, He owns a blacksmithing business. Great Helm.

Magical Items

Dwarf Plate Mail +1; Small Shield +1

Notes and History

Slanth grew up as a respected dwarven youth. At the age of 120, he began his adventuring career. He currently works alone for himself but will occasionally hire on as a mercenary. He detest magic !

Sombre

Fighter/Bard(masterweapon) 10th /11th Half-Sea Elven male
Master of the thief guild "fog" in Harrow-Dale (forotten realms)

STR 12 (Mus 12/Sta 12), DEX 17 (Aim 17/Bal 17), CON 13 , INT 15 (Rea 15/Kno 15), WIS 9 (Inn 9/Wil 9),CHA 16 (Lea 16/ App 16), COM , PER

AC -1, hp 80, MV 12, MR 30 charm AL chaotic neutral, Age 23, Height 5'6", Weight 155 lbs

Skin Pale Blue, Hair Black, Beard- Eyes Blue, Vision 360' of under-water Infra, Wealth 5000 gp

He is very dark. He likes too kill, But he is not an assassin. Many peoples are afraid of he.

Weapons

Long sword (2) Short sword (1) Hand crossbow (1) Dagger (1) Khospesh (1)

Non-Weapons Proficiencies

Language (human) Read (elf) Local history Blind Combat Sing Language Tracking Animal Lore

Spell casting

He as the psionic wild talent: dimensional walk . He can cast all wizard scholl at : 3 of level 1 3 of level 2 3 of level 3 1 of level 4.

Special abilities

He as the psionic wild talent: dimensional walk . PP: 95% DN: 95% CW: 65% RL: 55% Master Weapon fighting abilities.

Possessions

2 elven dagger sorts components hand crossbow 9 quarrels.

Magical Items

Cloth of protection +2, cloak of protection +5, and manta ray, Ring of protection +1, long sword defender +4, axe +2, long sword of frost brand, 2 long dancing sword, Ring of mental shielding, Figurine of wondrous powers, Brooch of shielding, Bracers of speed and special artefacts

Notes and History

He begins is aventure very young and not experimenced. He become a high level chareter with is best friend Nomis, a elven harper. He does many quest for Elminster. Now he is the master of a thief guild and he gives many quest for low-level of aventurers. He hates vampires and lich.

Sophitia Alexandra

Fighter 8th Human female
Duchess of Olgrte

STR 15 , DEX 13 , CON 19 , INT 17 , WIS 11 , CHA 9 , COM , PER

AC 4, hp 34, MV 12, MR AL LG, Age 40, Height 5' 6", Weight 135 lbs

Skin White, Hair Blond, Beard Eyes Green, Vision Normal, Wealth 4000gp

She has a full-figured build, shoulder length blond hair. She looks regal, and wears silver gladiator armor, gold sandals, and a gold bracelet. She is wielding a short sword and a blue shield with gold borders.

Weapons

Short Sword (sp), dagger (Pr.), tanto (Pr.)

Non-Weapons Proficiencies

Martial Arts (Lev. 3), Leadership, Ettiquette, Land-based Riding, Horse, Common, Royal.

Possessions

Blue shield with gold symbols. In her pockets are 861pp, 1ep, 742sp, 8cp, 571gp Blue Quartz, 158gp Star Ruby, Iron Bracers.

Magical Items

Necklace of Many Missiles, Short Sword +4 vs. Evil.

Notes and History

Daughter of Duke Prometheus Alexandra, Sophitia has been brought up completely sheltered from the outside world, save for the mandatory 3-year stint in the military. She has helped defeat a small force of orcs which had ravaged parts of the countryside. Other than that she has lived during a peaceful time that has lasted 2000 years. She then married Aeoulus Alexandra, her 8th cousin. She has given birth to a daughter also called Sophitia. Her husband and father were killed in a freak accident on the Northern Sea. Recently, there has been strife between her and her younger brother Ithacles. Also in the background there were rumblings in the south from the nation of Camaguey. After her daughter was kidnapped by the blue dragon, Praxius, Camaguey attacked. A friendly adventuring party slew the dragon, and rescued her daughter. They returned almost a full day before the Camagueyan forces reached Bregaz, the capital city. In the final battle, her brother was killed in an assassination attempt on her. They then proceeded to destroyed a large portion of the Camagueyan force. However, they lost the battle and are now fleeing through Guiana towards Silesia.

Sorvin Sharnvrock

Fighter 11th

Human Male

STR 18/75 (Mus 18/75/Sta 18/75), DEX 15 (Aim 15/Bal 15), CON 18 , INT 12 (Rea 12/Kno 12), WIS 13 (Inn13/Wil 13), CHA 14 (Lea 14/ App 14), COM , PER

AC -5, hp 113, MV 12, MR AL CN, Age 22, Height 6'6", Weight 225lbs lbs

Skin white, Hair none, Beard none Eyes drown, Vision , Wealth 100,000 gp

Sorvin Is tall and muscular and looks very imposing. He has broad shoulders and a chisled face. He keeps his head and face shaven. He has a love of battle and is always willing to fight. HOwever, beware of his mighty temper.

Weapons

Battle Axe +3((sp)), Warhammer+2(Sp), Two handed sword(Specl), heavy cross bow

Non-Weapons Proficiencies

Blind Fighting, drinking, endurance, Weaponsmithing, sailing flying ship.

Possessions

A little bit of everything (in others words what ever basic item you need he has), a forge for making Weapons.

Magical Items

Battle Axe +3, Warhammer+2, full plate armor +5, Gaunlets of ogre power, 4 potions of extra healing, 2 potions of super heroism, wand of magic missiles.

Notes and History

Sorvin is origanally from Mulmaster. He started adventuring when he was 19 and shotrtly joined to group known has The Company of the Flying ship. He's the group resident strong man and grunt.

Sprout

Fighter 12th Dwarf male

Official goblin, orc, giant, and anything else ass kicker

STR 19 , DEX 13 , CON 18 , INT 11 , WIS 11 , CHA 13 , COM , PER

AC -4, hp 113, MV 8, MR AL cg, Age 67, Height 5'2", Weight 201 lbs

Skin dark, Hair red, Beard red Eyes brown, Vision , Wealth 30,000 gp

Strong, ugly, smelly

Weapons

Battle axe, s. sword, s. bow.

Non-Weapons Proficiencies

Weaponsmithing, armorer, blindfighting, riding, survival, swimming.

Special abilities

Standard poison, and large creature bonuses.

Possessions

Lts of gold, 3 tower keep.

Magical Items

Plate mail + 5, b. axe +3, boots of the north, defender +4, shield +1.

Notes and History

Been kicking goblins giants orcs and everything elses ass for as long as i can remember and forever.

Surgile Boalinger

Fighter/Thief 6th /9th Gnome male
Mighty defender of the hills.

STR 15 , DEX 14 , CON 15 , INT 13 , WIS 14 , CHA 16 , COM , PER

AC -3, hp 36, MV 12, MR 0

AL True-Good, Age 132, Height 3'11, Weight 120 lbs

Skin Tan, Hair Red, Beard Red Eyes Blue, Vision 60' Infra, Wealth 300 gp

He is mighty for his size and as agile as a cat.

Weapons

Swords, Daggers, Hammers.

Non-Weapons Proficiencies

Tracking, Hiding.

Special abilities

All thieving abilities.

Possessions

Clothing, Chain Armor, Gauntlets, Short Sword, (4) Daggers.

Magical Items

Hammer +3, Dagger +2.

Notes and History

He grew up like normal and became a normal every day joe. Until one day he was called forth to help with the war of the hills, he helped and managed to sneak into the leaders tent. Capturing the leader he made the other army give in, and that is how he got his title.

Sylest Silverbane

Fighter/Mage/Cleric 13th /11th /4th Elf Female
Bladesinger/Speciality Priest of Talos

STR 16(19), DEX 17, CON 16, INT 18, WIS 14, CHA 13, COM , PER

AC -4, hp 112, MV 12, MR 0

AL NE, Age 150, Height 4' 10", Weight 89 lbs

Skin Fair, Hair Black, Beard- Eyes Green, Vision Infra (60'), Wealth 18257 gp

Three Vertical Scars Marking The Face(Across Left Eye, Across Right Eye,Between Eyes)

Weapons

Weapon proficiencies: longsword, dagger, weapon specialization: longsword, weapon styles: ambidexterity, one-weapon, two-weapon, bladesong.

Non-weapons proficiencies

Blind fighting, dancing, reading/writing, riding (horse), spellcraft, tumbling, juggling, singing, weaponsmithing, etiquette, swimming, heraldry, languages: common elf.

Spell casting

Eleventh Level Mage Spell Casting. Major Spheres: all, animal, astral, combat, elemental, healing, necromancy, summoning, sun, weather. Minor Spheres: creation, divination, protection.

Special abilities

Normal elven and bladesinging abilities, spiderclimb at will, normal abilities for a speciality priest of talos, claws of talos (four retractable adamantite dagger-like blades extending from each hand with a plus four bonus). Familiar: coshee (enhanced using dragon's magazine familiar enhancement spells,

New abilities: int 11, protection from good (once/day two rounds/level), detect magic (twice/day)

Languages: elf common change self (once/day) mirror images (once/day)

Possessions

Small belt pouch, sheaths, longsword (4), sheaths, dagger (2), 1 whetstone, flint & steel, ink/quill, candles (10), spare clothing (2), Backpack, tent, blanket rope, silk (50'), torches (10), wineskins (2), vials, Glass (50, individually wrapped), pouches, small (50), bottles, glass (50 Individually wrapped).

Magical items

Trackless boots, girdle of many pouches, girdle of giant strength (19), gauntlets of ogre power, longsword +3, longsword +2, longsword +1 (2), hewards handy haversack, gem of true seeing, emerald of ethereal travel, dancing longsword, hammer of thunders bolts, ring of fire resistance, topaz dragon, leather armor +9, bag of holding.

Notes and History

The character originally started out as a chaotic neutral/tremendously stupid fighter/mage bladesinger, received her scars as the result of disgracing a local noble, received much of her experience through loss of her most prized possession (a vorpal longsword) (translation DM said give me the sword so you'll quit killing everyone in the first round of combat and i'll give you X amount of XP, worked for me). The Claws of Talos, NE alignment, and priesthood were the result of an artifact.

Sylgan Kilmar

Fighter 39th Elf

Sylgan The Dragon slayer, Lord Sylgan, Sylgan the psychotic

STR 19, DEX 17, CON 16, INT 18, WIS 11, CHA 17, COM , PER

AC -8, hp 74, MV 200YDS, MR AL CE, Age 278, Height 5'10", Weight 178p lbs

Skin brown, Hair brown, Beard- Eyes red, Vision Ultra 100yds, Wealth 800,000,000 gps

Sylgan is chaotic evil. He is very intimidating to everyone. He controls his kingdom with an iron fist. He destroys anyone who angers him.

Weapons

Battle ax(vorpal)sp=17, Katana, Longsword(sharpness), Halberd, Bastard sword, Longbow.

Non-Weapons Proficiencies

Proficiencies-Land and air based riding, reading and writing, tracking, swimming and hunting

Special abilities

Turning undead and blink

Possessions

1-Black Dragon, 2-Griffons, 3-major castles, 50-strongholds, 50,000-infratry, 25,000-archers, 3,200-calvery, 60-experienced elephant riders, 50-hawks, 25-eagels, 5-panthers, 5-lions, 8-pumas, 25-war elephants, 10-pack elephants, 3000-war horses, 1000-pack horses, Endless-manor lands.

Magical Items

Blink ring, magical armor+10.

Notes and History

Sylgan Kilmar is the son Of king Kilmar. King kilmar ruled in benevolence over his lands in the east. He was a man of great wealth and prestige. His first wife Cespila bore him only one child, Sylgan. But when Sylgan was a baby, the kingom came under attack Sylgan was sent away to be safe. But the party was attacked on it's way out of the kingdom. Fortunately though Sylgan was found by a great warrior, Bastar Jabov. Basar raised Sylgan into a great warrior then Bastar or his father. When Sylgan reached the age to leave Bastar told him the truth. It turns out that King Kilmar lost the war to his brother Gander. So Sylgan went on his quest to regain his title as the king. But Sylgan had one Downfall, Sylgan is chaotic evil. He is not a benevolent ruler like his father before him. So Sylgan went back to his fathers kingdom, to regain his title. He marched into his kingdom with thousands of men, and riding on top of his Black Dragon. Thier in the mountain pass of Weston, Sylgan defeated his uncle and regained the tilte. Sylgan was presented with a whgole kingdom and millions of gold pieces.He is the most powerfull ruler in the land.

Tallimas

Fighter 6th [kit: Berserker] Elven male
the Cold and Calculating, the Godquestor

STR 18(52%) , DEX 18 , CON 10 , INT 15, WIS 10 , CHA 14 , COM , PER

AC -4, hp 42, MV 12, MR elven AL CG, Age 127, Height 05'02", Weight 109 lbs

Skin Very fair, Hair Long black, tied back, Beard None Eyes Large, light blue, Vision Normal + Infra (60'),
Wealth 4500 (3000 inrubies) gp

Due to his large eyes and simple, unassuming, strangely appealing face, along with the obvious trappings of a warrior and his occasionally blunt way of speaking, many people tend to find Tallimas slightly dull of wit and think him slow but dependable. In reality, Tallimas is rather sharp and a trifle cynical, but enjoys letting others underestimate him so that he can more easily manipulate them.

Weapons

Long sword +1 (specialized, adjusted THAC0 10, D d8+6/d12+6), Mancatcher (proficient, adjusted THAC0 13, D see PHB), Personally made longbow (proficient, adjusted THAC0 10, D d8+3/d8+3 with sheaf).
Medium shield (see special abilities).

Non-Weapons Proficiencies

Swimming (18), Appraising (15), Common (15), Read/write Common, Elven (16), Spellcraft (13), Heraldry (15), Bowyer/Fletcher (16), Military History (15), Blindfighting, (more than usual due to campaign, adventuring boons).

Special abilities

All standard elven special abilities (see Player's Handbook). Standard berserker abilities (see Fighter's Handbook) Brief summary: while berserk, +1 to hit, +3 dam, +5 hp must fight nearest enemy until no enemy standing no healing/ reversed healing takes effect until berserk ends cannot use ranged weapons while berserk at end of berserk, lose bonus hp, exhaustion for time equal to length of berserk Due to a special boon after completing a divine quest, Tallimas only takes two rounds to berserk instead of the normal ten, and only suffers exhaustion if he spends more than 1 turn in berserk. Tallimas has also taken the weapon and shield specialization, which operates (in his home campaign) thus: Gains one extra action per round with shield at -2 THAC0 which for Tallimas, is negated by his Dex reaction adj. May use action to parry, which is

a held attack at +2 THAC0 (due to using shield to parry, as opposed to a weapon) and can be used instantly after a successful hit against Tallimas but before damage is rolled. If Tallimas successfully hits a better armor class than his opponent, the blow is parried for no damage. A 20 always parries. A successful non-20 parry against an incoming 20 does not stop the hit, but reduces it from being a critical hit. The other option, which is the only one Tallimas uses while berserk, is offensive weapon deflection. By giving up his shield's defensive bonus, Tallimas may make an attack with his shield, attempting to block aside his opponent's weapon. A successful hit does not damage but causes the opponent's weapon to be knocked out of line (opponent must spend one action recovering) and opponent is effectively unarmed against further strikes BY TALLIMAS ONLY for the remainder of the round, meaning that Tallimas gains +4 to hit and damage on his remaining attacks as he closes in against an opponent who can momentarily no longer hold him at bay with his blocked weapon. This maneuver is only effective against two-handed, giant, or natural weapons if it is declared as a Called Shot (-4 to hit, +1 to initiative).

Possessions

Tallimas wears a new, matte black set of field plate armor which has been carefully fitted and padded to reduce noise (hardly silent, but no longer sounds like a clanging iron works) and carries a medium shield. His backpack (replete with padded compartments for those easy-to-break vials) contains standard adventuring gear, as well as a writing kit and a scroll tube filled with parchment (his adventuring journal), several candles and a small seal, chalk, several 1 yd square pieces of canvas, a change of fine clothes, with cloak, silver brooch, and gloves, and 10 jars of camda root, a nonmagical healing compound which cures d6+1 per dose when applied to wounds.

Magical Items

In addition to his trusty longsword +1, Tallimas wears a ring of protection +1 and an amulet of protection from lightning. Tallimas also wears a hat of disguise inside his open-faced helmet, which he often uses to make himself look rather more innocuous than his heavy armor would suggest. He often prefers to appear to be wearing only brigandine armor with a small shield and a short sword. The hat is an infinitely useful item, though, and Tallimas is quick to pick up on who is respected, feared, or simply unremarkable in a given area and can change his appearance to match as needed.

Notes and History

Tallimas is not your standard run-of-the mill barbarian berserker. He started his life as a relatively promising young elven lad, with the unknown power (curse?) of berserking locked away within him until his home village was attacked one day by a minor goblinkin horde. In the ensuing melee, Tallimas' berserker rage helped to turn the tide against the invaders but made him an outcast. Ever since, Tallimas has redoubled his efforts to keep a tight rein on his emotions, and rather bitterly set off to make a living for himself among those who did not know his secret. Tallimas does not receive the standard reaction adjustments listed for the Berserker kit in the Fighter's Handbook unless the individual is one who knows Tallimas' secret. Because of his early experiences, Tallimas greatly prefers not to berserk unless absolutely necessary. After completing a crusade against a spreading corruption of the religious hierarchy on the isle of Shanur, Tallimas was offered a divine boon and jumped at the chance to bring his berserking power under some closer controls. After then exposing a doppelganger upon the throne of Shanur, and battling his way, along with a dashing overblown cavalier, a wisecracking rogue, a pyromaniac wizard, and an entourage of hapless henchmen, into the local wizard's tower and defeating him and his imposing but utterly incompetent demon servant, Tallimas helped to free the rightful king of Shanur and restore him to his throne. One of the resulting boons was Tallimas' new dark set of armor (deliberately chosen so as not to compete with the cavalier's burnished, shining, silvery suit and rather overstated brilliant plume of feathers jutting forth from the top of the massively filigreed helmet). After completing the voyage home, Tallimas has been spotted at various spots across the continent, looking like a humble warrior henchman (much to the dismay of more than a few groups of bandits) looking for fortune, adventure, and most importantly, a plot line... If you like Tallimas and/or are going to use him in an adventure, I'd like to hear about it, and hear more of his exploits. Happy adventuring and well met!

Taloss Benalmane

Fighter [Beast Master] 1st

Sylvan Elf Male

STR 19 , DEX 19 , CON 16 , INT 16 , WIS 16 , CHA 15 , COM , PER

AC 2, hp 12, MV 12, MR

AL CN, Age 85, Height 6'6", Weight 255 lbs

Skin White, darkly tanned, Hair copper, Beard - Eyes green, Vision Infra 75, Wealth needs no money

Taloss is a large elf, with a muscular build. He stands six and a half feet tall. The left side of his face is the mark of his tribe, (that is long dead) the right side of his face has been tatoood to look like the stripping of a benal tiger along with his right arm which has also been tatoood in the same manner. When and/if he is encountered he will be carrying very little, he wears pant's made of the hide of a benal tiger, a cloak made of the pelt of a smilidon (saber toothed tiger) who's teeth jut out over his face due to the head of the tiger acting as a hood, he carries only four Weapons his composite long bow that belonged to his father, a spear, and a short and long sword that he uses with his two handed fighting style. Also at his side more times than not is Mohan (enchanter) a large white tiger with ash stripping and ice blue eyes.

Weapons

Composite Long Bow: Specialization, Spear, Long Sword, Short Sword.

Non-Weapons Proficiencies

Animal Training, Animal Handling, Survival (Forests), Two Weapon Fighting Style, Jumping, Swimming, Hunting, Tracking, Elven, Draconic.

Possessions

Composite Long Bow, Spear, Long Sword, Short Sword, Bengal Tiger Hide Pants, Bengal Tiger Hide Quiver, Bengal Tiger Hide Scabbard's, Bengal Tiger Hide Boot's.

Magical Items

Smilidon Cloak: Allows wearer to shapechange into a smilidon at will. When in the smilidon form wearer has the stats of a smilidon with max hit points. This cloak is indistuctable.

Notes and History

Taloss lost his tribe to a neighboring orc tribe, But during the battle his father wrapped him in his cloak, and sent him up stream in a make shift raft. After several days Taloss was found by a Dragon Turtle that helped to raise him, and teach him the ways of the woodlands.

Tanin

Fighter 8th / Mage 9th

Elf Male

STR 18/38 (Mus 18/Sta 19), DEX 16 (Aim 15/Bal 17), CON 15 , INT 16 (Rea 15/Kno 17), WIS 14 (Inn 13/Wil 15), CHA 14 (Lea 13/App 15), COM 19, PER 16

AC 0, hp 39, MV 8, MR AL N\G, Age 111, Height 5'0, Weight 121 lbs

Skin Tan, Hair Blonde, Beard None Eyes Blue, Vision Infa 60 ft., Wealth 37,259 gp

Weapons

Longsword Dagger Longbow Two-Weapon Specialization

Magical Items

Longsword+1, Longsword+2, Bondbreaker, Scabbard, Robe of the Rockseers, Ring of Spellstoring, Ring of Fire Resistance.

Tank

Fighter 10th

Mountain Dwarf, Male

STR 18/52 (18/00) , DEX 17 , CON 19 , INT 16 , WIS 15 , CHA 14 , COM 12, PER

AC -4 (-7 rear), hp 122, MV Base 9", MR AL CN, Age 64, Height 4'2", Weight 159 lbs

Skin Light, Hair Black, Beard Black Eyes Silver, Vision Infra 60', Wealth Approx. 100,000 GP

Tank is a Mountain Dwarf with shoulder-length black hair, a black beard, and flashing silver eyes, rare for a dwarf. He is well-muscled and unusually nimble for a dwarf. He is initially mistrustful of new acquaintances, until they have proven themselves, but once his friendship is given, it is for life. Upon entering a new town, one of his first actions is to seek out the roughest drinking establishment he can find and attempt to drink anyone and everyone under the table, which he is usually able to do due to his high constitution. He drinks only ale or beer, never wine. In his opinion, wine is a drink for wimps and those creatures that earn their living making toys. What are they called? Oh yeah, elves. He looks down on any dwarf who drinks wine. As far as women are concerned, Tank prefers his to be bearded, as any proper woman should be. Tank rides a cave bear named Blaze (see Monster Manual; 40 hp). He acquired the bear when it was a cub and, with the help of an animal trainer, raised it himself. Blaze is trained to obey Tank's commands and packs a nice punch in chance encounters outdoors. Tank carries a Two-Handed Spiked Battleaxe that he has named "Orcrender," due to his intense hatred of Orcs. He also despises giants (especially hill giants), drow, and the race known as the Githyanki (see Fiend Folio). He is a fierce warrior and devout follower of Clangeddin Silverbeard, the Dwarven God of Battle. He has adopted Clangeddin's habit of singing as he goes into battle (he actually sings quite well). Another of his practices is to cut off the right ear of vanquished foes. Some foes who have surrendered have had to choose between their ears and their lives. This usually isn't a problem, however, since the vast majority of said foes will never need their ears again. Tank's main goal in life has become the quest for the Axe of the Dwarvish Lords, with which he hopes to become the next great dwarven king. His ultimate goal is to win a high place in the fortress of Clangeddin after his life on earth is done.

Weapons

Two-Handed Battleaxe (sp) does damage as a two-handed sword. -Warhammer -Hand/Throwing Axe - Battleaxe -Dagger -Short Sword.

Non-Weapons Proficiencies

Weaponsmith, Armorer

Special abilities

All innate Dwarven abilities discussed in the Players Handbook (saving throw bonus +5) Axe Bonus- +1 to hit with any axe, Dense skin- Half damage when struck by a blunt weapon

Possessions

Cloak, black Boots, high (for a dwarf), hard , various pouches, Backpack, 6 Hand Axes, Rations, Waterskin.

Magical Items

-Two-Handed Spiked Battleaxe +2 (Orcrender)- Does damage as a two-handed sword. Bonuses: +7 to hit, +10 damage. This does not include the to hit bonus dwarves have against orcs, half-orcs, goblins, and hobgoblins. Warhammer +1 Tank may or may not be carrying this on his belt. Dagger +2. Plate Mail +3. Shield +2. Helm of Subterranean Sagacity (Dwarven Detector) See "Dragon" #58. Gauntlets of Ogre Power (18/00 strength). Iron Horn of Valhalla. Ring of 4 Wishes (2 left). Ring of Protection +1

Notes and History

Tank has semi-retired from adventuring, at which he was very successful. He now resides in the Castle of Silverstorm, where he is the Royal Weaponsmith for King Elrond. He is also the Commander of the Royal Shock Troops. He gained the favor of King Elrond by helping him recover his ancestral castle, which had been overrun by the Drow. During this time, Tank came into contact with the Githyanki, who had been

employed as mercenaries by the Drow. Tank learned to hate the cruel Githyanki and will attack them on sight. He crafts his Weapons on a High Anvil of the Dwarves, which allows him to make some of the finest Weapons available. His chamber walls are adorned with thousands of dried ears that he has collected over the years. He may be encountered while searching for the Axe of the Dwarvish Lords. He will usually be in the company of his best friend, the dwarven fighter Thorraakk, who can be found elsewhere on this site.

Taramack

Fighter 15th Human Male
Honorary Knight of the Kingdom of Galrah

STR 18(78), DEX 16, CON 16, INT 10, WIS 12, CHA 17, COM , PER 14

AC -3, hp 98, MV 12, MR 50

AL cn, Age 31, Height 7'1", Weight 156 lbs

Skin Dark , Hair Long Brown shoulder length, Beard - Eyes Blue, Vision Infra 100', Wealth 233,023 gp

A tall and dark man, he is powerfully built and bears several scratches on his face and arms. Very Muscular...

Weapons

Longsword (Frost Brand) X 2 (2x sp), Shortsword, (p), Longbow(p), Ambidexterity, Knife,(p).

Non-Weapons Proficiencies

Tracking, survival(temp forest), hunting, direction sense, read/ write(common), animal lore, animal training.

Possessions

Worn.Belt-sheath for knife, Money pouch(always carries 100gc 50sc),Longbow(High quality gives it +1 to hit/ dam),Quiver(20 arrows). Backpack containing...waterproof tinder box, Fishing tackle, Winter blanket, Whetstone, 2xflask of oil, 1wks iron rations, water flask. R.boot(sheath + Knife) L.boot(sheath + Knife). Stashed at Fotress home. 2xStudded Leather Armour. Chain Armour,230000gold coins. Various Clothings including the Robe presented to him by the King of Galrah upon his Knighting and is always worn on official occasions.

Magical Items

Carried :2 Longswords (frost brand) +2 +6 vs fire using/Dwelling Creatures, platemail + 5, shield +2, (both with Galrah heraldry displayed), knife of eyeseeeking (hits eye on 50% of all hits), scarab vs flesh golems, 3x potion healing, potion of avian control, potion of glibness, ring of feather fall, amulet of magic protection (gives 50% mr against all magic and 90% protectionvs charm or sleep spells)

Notes and History

Taramack began his life as a minor as the son of a farmer... His family was all killed by a fire elemental under the control of a Fire elementalist by the name of Goroeth, Taramack swore revenge and after a short time part of a peasant levee enlisted into the Armies of Galrah he was allowed to leave after suffering severe injuries this time against another fire elementalist this caused he severe problems as memories of what had happened to him before resurfaced. For a time he lost control and joined up with a group of ppl promising adventure in order to get away from the lands that had caused him so much trouble... During this time he aquired The first of his Mighty frost brand swords after a battle into the tombs below a small village, and he took the sword from the corpse of a Thief who had acquired the sword from a small temple in the village... Taramack was allowed to keep the sword because of the numerous other treasures that were recovered at the same time, As time moved on he gained a reputation for being a tough warrior and by chance he returned to his homeland just as the city near his home was under siege from a major force and was being heavily damaged by A fire elementalist(who it was later revealed to be Goroeth) Taramack and his companions attacked the army all but three of there group of 8 were killed but Taramack personally defeated the mage allowing the cities guard to repel the attack... For this Taramack was Knighted and presented with His Armour and a robe By the King in thanks for his help... Taramack Split from his remaining companions and decided to go alone on his greatest quest, His hatred for all fire users had developed over the years and he knew to quench his anger there was one place where he must go... After

acquiring his second Frost Brand sword from High Mage who was impressed by his abilities Taramack headed for the lands only know entrance to Gradar(Hell) and it was believed he had been killed fighting pit fiends and demons...although he is now known to of been seen once on the surface world since this time when he aided a group of young adventurers against a Drow raiding party...

Tashiwada Miagi

Fighter 11th Human male
Lord of Principality of Goshen

STR 23 , DEX 18 , CON 17 , INT 14 , WIS 15 , CHA 15 , COM , PER

AC -2, hp 78, MV 12, MR 0 AL LG, Age 32, Height 6'0", Weight 180 lbs

Skin Oriental-type, Hair single black braid, Beard none Eyes brown, Vision normal, Wealth 9200 gp

Japanese style warrior; uses many swords; possesses many Magical Items as a result of many adventures to reach current level and status

Weapons

Proficient in all listed Weapons; long sword(specialize), short sword, scourge, whip, scimitar, arquebus, fauchard.

Non-Weapons Proficiencies

Proficient in: blind fighting, close-quarters fighting, iaijutsu, ninjitsu, animal training, hunting, land-based riding, mountaineering.

Possessions

Bullseye lantern, backpack, all Weapons listed, rope, grappling hook, pitons, about 200 gp for expenses when adventuring.

Magical Items

Studded leather +3 armor, girdle of giant strength (normal strength 18/40), ring of chameleon power, throwing star emblem (allows him to disappear in a cloud of smoke and/or teleport to any location memorized within) Weimitanye (long sword +3 with ability to shapechange into crane), piece of stone of empowerment (raises Str, Dex, Con by 2 points).

Notes and History

Former Crane Clan samurai (Kakita Moran); dishonored in iajutsu duel and forced into exile outside homeland; now fighting with Phantom Regiment and The Unforgiven (Followers and elite bodyguard) for the Holy Javelinian Empire.

Taurus

Fighter/Mage [Kit:Humanoid Scholar] 8th /8th Minotaur male

STR 20 , DEX 14 , CON 20 , INT 14 , WIS 15 , CHA 14 , COM , PER

AC 0, hp 67.5, MV 12, MR AL NG, Age 25, Height 8' 0", Weight 519 lbs

Skin Mottled Red and Blue, Hair Blue, Beard Red Eyes Red, Vision Infra 60' , Wealth 200000 gp

Weapons

Great Club, Giant-kin Two-Handed Sword, Martial Arts (Sp. Lev. 2).

Non-Weapons Proficiencies

Religion (15), spellcraft (12), intimidation (20/14), ancient history: mailliw (13), local history: mailliw (14),

heraldry (14), armorer (12), knows languages of minotaur (c, l), common (c, l), thorass (l).

Spell casting

Casts as an 8th level mage.

Special abilities

+2 to surprise, +3 versus fear, immune to maze spells, track by scent 50% of time. Can gore with horns for 2d6 when charging.

Possessions

Great Club, Giant-kin Two-Handed Sword, Robes.

Notes and History

Born in the city of Mithas on the island of Mailliw, 900 years after the end of the Third Godswar. Was the 5th of 36 children. Is one of the greatest mages ever born in that community. Was mysteriously gated to Faerun, where he was turned into a statue by the red dragon Kossuth's Rage.

Tempest Hale

Fighter [Myrmidon] 15th Half-Elf Male

Lord of Dragon Reach; High King of Tanthas

STR 18(20) , DEX 17(19) , CON 17(19) , INT 13 , WIS 15 , CHA 18 , COM , PER

AC -7, hp 170, MV 6, MR 30

AL CG, Age 32, Height 6'3", Weight 225 lbs

Skin Peach, Hair White, Beard White Eyes Blue, Vision Infra 120', Wealth A Kingdoms Worth A tall very commanding presence in any group Tempest towers over most men if not in height then in bearing.

Weapons

Scimitar (Sp twice), Longsword (Sp twice), Two-Weapon Style (One slot), Ambidexterity (One slot), Two-Hander Style (One slot), One-Weapon Style (Two slots).

Non-Weapons Proficiencies

Riding;Land-based, Hunting, Juggling, Read/Write Common, Read/Write Elvish, Read/Write Dwarven, Speak Common, Speak Elvish, Speak Dwarven, Speak Gnomish, Speak Halfling.

Special abilities

Attacks 6 Times/Round.

Possessions

Any that he needs."Hey, its good to be the king".

Magical Items

Scimitars +4 (2), Bracers of Defense AC 2, Elven Chain Mail (made for him when he came into power).

Notes and History

Tempest Hale was a brash youth that had delusions of grandeur after hearing, from his wizened old elven grandfather, that his human father had been a great and noble king between the Elves And the Humans. As soon as he was old enough he went looking for his lost heritage. At the age of 25 he became High King of Tanthas. Where to this day he rules with kind, but fair wisdom.

Terran

Fighter/Mage/Thief 6th /5th /6th Half-Elf Male

STR 17 , DEX 17 , CON 15 , INT 17 , WIS 14 , CHA 12 , COM , PER

AC 2, hp 39, MV 12, MR 0 AL N, Age 16, Height 70", Weight 160 lbs

Skin Dark Tan, Hair Dark Blond, Beard None Eyes Gray, Vision Infra (30yds), Wealth 267gp

A dark gloomy looking character, his face barely visible below a wide brim hat. A flowing black cloak follows him. Not much else is ever seen of him.

Weapons

Short Sword +3, Dagger +3

Non-Weapons Proficiencies

Blind Fighting, Tumbling, Rope Use, Jumping, Fire-building, Modern Language-Elven-Common

Spell casting

Level 5 magic user, signature spell- "Melf's Acid Arrow"

Special abilities

PP 60%, Open Lock 40%, Find/Remove Trap 30%, MS 75%, HS 75%, DN 35%, CW 75%, RL 5%

Possessions

Breeches, Cloak, Hat, Belt, Tunic, Riding Boots, 2 Weeks Rations, Thieve's Picks

Magical Items

Short Sword +3, Dagger +3, Studded +2, Ring Of Elemental Command, Ring Of Fire Resistance, Spell Book: Magic Missile, Detect Magic, Read Magic, Find Familiar, Flame Sphere, Melf's Acid Arrow.

Notes and History

No one knows.

Terrol Uther

Fighter/Mage/Thief 12th/13th/14th Drow male
Knight of Greyhawk, Traveller of Worlds, Wielder of the Arm of Valour

STR 20, DEX 19, CON 18, INT 19, WIS 14, CHA 18, COM , PER

AC -13, hp 97, MV 12, MR 78 AL LN, Age 162, Height 5' 4", Weight 127 lbs

Skin black, Hair white, Beard Eyes black, Vision Infra (120'), Wealth 400,000 gp

A man who loves a good fight.

Weapons

Scimitar (sp), Shortsword (sp), Longbow (sp), Bladesong (double sp).

Non-Weapons Proficiencies

Riding, horse, blindfighting, swimming, slow respiration, healing, drow common, silent tongue, spellcraft, read/write common, read/write drow.

Spell casting

In spellbook all spells from 1st to 6th level out of the Players Handbook (2nd Ed.), plus

4th Level: Acid Bolt

5th Level: Bigbys Strangling Grip, Iron Guard

6th Level: Heal Self

Special abilities

All thief abilities at 95% except Hear Noise: 55% and Read Languages: 60%. Psionics: PSPs(112) Adrenalin Control, Animate Shadow, False Sensory, Input, Mindlink, Contact. +2 sv vs magic, +2 sv vs spider poison, +6 sv vs other arachnids, +4 sv vs other poisons. Spells 1/day: Levitation, Dancing lights, Faerie Fire, Darkness 5', Detect Magic, Know Alignment. Control ghouls as potion 1/day.

Magical Items

Ring of mind shielding, ring of fire resistance, ring of regeneration, ring of earth elemental control, eyes of charming, bag of holding, 2 books of infinite spells: chain lightning + wall of iron, gloves of Missile snaring, amulet of non-detection, bracers of the blinding strike, bracers ac2, boots of speed, +3 ring of protection, cloak of displacement, girdle of frost giant strength, +3 scimitar of speed, +1 scimitar of speed, +4 shorsword defender, +3 longbow, +2 scimitar (int:15 al:n ego:6 speaks gnoll, detects slopes, gems and large traps), arm of valour (from Myth Drannor).

Notes and History

Originally from Greyhawk. Destroyed the Temple of Elemental Evil. Moved to Toril and now lives in the Anarouch Desert with his followers in an underground city.

The Blue Ninja

Fighter 19th 3/4 human, 1/8 elf, 1/8 drow, male

STR 12 , DEX 18 , CON 10 , INT 16 , WIS 8 , CHA 8 , COM , PER

AC -3, hp 84, MV , MR 10 AL NG, Age 45, Height 6'2", Weight 165 naked lbs

Skin lightly tanned, Hair Black, shoulder length in back, Beard none Eyes deep blue, Vision normal, but good night vision, Wealth swords: 5,000,000; everything else: 300,000 gp

The Blue Ninja is a very tall fighter, who works for good and follows his own code of honor. The low Wis and Cha scores are because he cannot tell when he is insulting someone, and has a sharp tongue. He is a very valuable ally, and not someone to get mad at.

Weapons

Twin katanas (see magic item page) Grand Master (or whatever's the highest), long bow+2 Expert, dagger Expert, short sword+1 Novice.

Non-Weapons Proficiencies

Expert musician and singer, can play lap harp, dulcimer, flute, and reed pipes. Also proficient in estimating worth of gems and jewelry. Cannot swim. Good climber. Healing skills concerning herbs, knows how to cure several diseases (with correct herbs, though).

Possessions

Most treasured possession is a hand carved, wooden statue of a lynx, 6"x3"x2".

The Son of the Ghost

Fighter/Assassin 10th /12th Elf, Ghost
The Son of the Ghost

STR 16, DEX 18, CON 15, INT 17, WIS 17, CHA 6, COM 3, PER 16

AC 0, hp 78, MV 14, MR 0 AL CE, Age 26, Height 5'8", Weight 160 lbs

Skin Gold, Hair Stark White, Beard - Eyes White, Black Pupils, Vision Ultra 60ft, Wealth none

He was born of a defect caused by a mishap during reproduction. His father had a magic item to change from ghost to man. This caused a side affect on the child. When born his mother aged to death and he constantly kept changing from ghost to man out of control. He was booted from the village he lived in and lived in anger ever since. He was found by an evil assassin and was trained in the ways of one. He then set out and later killed his father for his misfortune.

Weapons

Longsword 1d8+3, Scimdagger 1d6+2 (Flamer) once in body it continues 1d4 burn dmg per round. Specialized in Longsword and Scimdagger Proficient in Short bow, Hand Crossbow, Shortsword.

Non-Weapons Proficiencies

Swimming, Tracking, Setting Snares, Endurance

Special abilities

OL 90%, F/R 95%, DN 79%, CW 95%, MS 95%, HS 95%, EB 75%

Possessions

Longsword, Scimdagger, hand crossbow, two daggers in secret springing sheaths at wrists, black cloak, black boots, pants, tunic, etc.

Magical Items

Scimdagger, Longsword, 10 quarrels +2 (poison), boots of elven kind.

Thorak

Fighter/Cleric [kit:Champion] 7th / 9th Mountain Dwarf male
The Great Defender of Faith

STR 18/71 , DEX 14 , CON 18 , INT 13 , WIS 17 , CHA 16 , COM , PER

AC -2, hp 74, MV 6, MR 0

AL LG, Age 98, Height 4'10", Weight 171 lbs

Skin With many scars, Hair Long and red, Beard Long and red Eyes Brown, Vision infra 60', Wealth Irrelevant, but usually carry 500 gp in fine gems. Thorak is an handsome dwarf with piercing eyes. He is quite tall for a dwarf and his muscles roll under his skin. He is fearless and he never give up in a battle. He hates all kind of giants, and fight them whenever it's possible. He wears a beautiful dwarven plate mail and makes sure taht everyone can sees his holy symbol.

Weapons

Cleaving/Crushing Weapons, specialisation in Battle Axe , Shot Sword , Spear.

Non-Weapons Proficiencies

Grade in passage (21), new tunnels (21), shifting walls (19), stonework traps (18), depth underground (18), armorer (13), endurance (18), intimidation (16), religion (17), reading/writing (14), dwarf runes (15), direction sense (19), language, common (13), healing (15), alertness (18), slow respiration, mountaineering, blind-fighting.

Spell casting

Thorak is a specialty priset of Cangedin Silverbeard. MAJOR Spheres: all, combat, guardian, law, protection, war. Minor Spheres: charm, elemental(earth), healing, wards Number of spells: Level 1/6, Level 2/6, Level 3/4, Level 4/2, Level 5/1

1st : Bless; Detect Evil; Sacred Guardian*; Cure Light Wounds(3)

2nd : Calm Chaos*; Hold Person(2); Silence,15' Radius; Withdraw; Zone of Truth*

3rd : Dispel Magic; Meld Into Stone; Prayer; Protection From Fire.

4th : Defensive Harmony*; Spell Immunity 5th : Flame Strike. * indicates a spell from the Tome of Magic.

Special abilities

Standard dwarven abilities. As a specialty priest of Clangedin Silverbeard, he can : Use any weapon (battle axe first), Wear any armor. Granted Powers : Command 2/day in combat, strength 1/day, he can cause one triple battle axe blow per day. As a Champion, he may specialize in one weapon at the beginning of his career (Battle axe).

Possessions

Dwarven Plate mail (equivalent to a field plate), Normal cloth, Holy water (3 flask), Silk rope (50 ft.), Dwarven beer, Spell components.

Magical Items

Battle axe +2, giants slayer, hammer +3, dwarven thrower, medium shield +3, ring of spell turning, staff of minor curing (same as staff of curing, but one charge restore, only 1d8 hit points. 20 charges remaining).

Notes and History

Humans know little about Thoark. It is his belief that he was chosen by the clergy when he was very young to be a champion of the faith. He is a mighty warrior and a tremendous priest of Clangedin Silverbeard. He roams the land around Citadel Adbar to fight against the orcs and the giants infesting the land. In times of war, he leads the army of King Harbromm against the enemy signing the glory of Clangedin. Up to now, he never fails to win a war, even if he lost some battles. He is a leader respected by his fellow and King Harbromm.

Thorak Orcslayer

Fighter 5th

Dwarven male

STR 18/41 , DEX 15 , CON 18 , INT 12 , WIS 11 , CHA 14 , COM 10, PER

AC 3, hp 51, MV 90, MR AL CG, Age 52, Height 4'10", Weight 180 lbs

Skin Brown, Hair Brown/Red, Beard Red Eyes Brown, Vision Infra (90'), Wealth Not very much
Thorak is an extremely large muscular dwarf, almost as broad as he is tall. He has a flaming red beard (normally in war braids) and his arms are covered with clannish tattoos. All in all a truly frightening individual

Weapons

Battleaxe (x2 specialised), Two handed weapon style.

Non-Weapons Proficiencies

Endurance, Underground Construction, Running, Dwarven Runes.

Special abilities

Standard Dwarven racial abilities

Possessions

Battleaxe (hand or backsheath), Flint and Tinder (belt pouch), Pipe and Tobacco (belt pouch), Sharpening Stone and Oil (belt pouch), 1 weeks Iron Rations (small backpack), Water flask (small backpack).

Magical Items

Dwarven Chainmail +1.

Notes and History

Thorak has been fighting for his life since the day he was born. Born into a nearly extinct clan, he saw his heritage destroyed by marauding orcs while he was a mere adolescent. Unable to save and protect his clan, Thorak now lives with an unquenchable rage burning within his soul. The sole survivor, he has made a personal pilgrimage to eliminate each and every orc that crosses his path. He has few close friends or Possessions as both might someday hinder him when he wants to kill an orc. However he is always willing

to join any endeavour which may net him a few more orc scalps, and as long as you are not an orc lover he is dependable. Abhors magic, and all dwarves must do so !

Thorbin of Clan Whitebeard

Fighter 5th Dwarf male
Advisor of Clan Whitebeard

STR 18(23) , DEX 14 , CON 18 , INT 12 , WIS 16 , CHA 14 , COM , PER

AC 7, hp 57, MV 12, MR

AL CG, Age 130, Height 4'5", Weight 137 lbs

Skin slightly tanned, Hair brown, Beard full and braided Eyes black, Vision infra (60'), Wealth 1000 gp

Thorbin is small but stout dwarf and slow to anger and ready to defend any word abuses. He is advisor to the Patriarch of the Whitebeard Clan.

Weapons

Axe, crossbow, dagger.

Non-Weapons Proficiencies

Blacksmithing, cooking, direction sense, leatherworking, mining, pottery, armorer, blind-fighting, endurance, mountaineering, survival, weaponsmithing.

Possessions

Tinderbox, candles, gem-cutting kit, oil flasks, boots, daggers (3), light crossbow, buckler.

Thorin Blackshield

Fighter 1st Dwarf male

STR 18 , DEX 13 , CON 15 , INT 15 , WIS 16 , CHA 15 , COM , PER

AC 3, hp 10, MV 6, MR 95

AL ng, Age 169, Height 4' 7", Weight 187 lbs

Skin tan, Hair black, Beard black Eyes hazel, Vision Ultra 150', Wealth 2,345 gp

Fairly intellegant, makes up for dexterity in strength. charisma is low, but is still fairly handsome.

Weapons

War axe +8 (sp), war hammer (p), two handed sword (p).

Non-Weapons Proficiencies

Riding - air based, endurance.

Spell casting

Small amount of magic. doesn't know he can cast spells, otherwise can cast spells of level 1 mage.

Special abilities

Resistance to hot/cold, resistance to spells, weaponsmithing, detect ambush, detect magic, detect secret door.

Possessions

Backpack, torch - 5, greek fire - 4, blank paper - 15 sheets, 5 wineskins of red wine, 50 flasks of water .

Notes and History

Thorin Blackshield is the last male of his race. his fiance got separated from him and he has spent most of his life searching for her. he is an expert in weapon knowledge and knows how to weild almost any weapon.

he wants to learn magic, but doesn't know that magic runs in his family. he thinks that he cannot wield magic, but certain events have lead him to think otherwise and he has become an apprentice to cheyney the relentless and his band.

Thorin Dain RockSmacker The Dragon Slayer

Fighter 8th

Dwarf Male

Champion of his people

STR 18 (Mus 18(91)/Sta 16), DEX 14 (Aim 12/Bal 16), CON 16 , INT 12 (Rea 10/Kno 14), WIS 7 (Inn 6/Wil 8), CHA 13 (Lea 11/App 15), COM , PER

AC 0, hp 129, MV 9, MR AL neutral, Age 147, Height 4'2", Weight 210 lbs

Skin MultiColored, Hair Green, Beard Green (many beard rings) Eyes Green, Vision infra 60', Wealth 37,000, 3 diamonds 1000gp each and amathest toad statue 8000gp

A stout Dwarf not to knowledge able but very strong headed. His skin is multicolored because of his god and the fungi that his people harvested. His eyes as green as the the grass on a summer day. His hair put up into a mohawk which stands 2 feet tall, is also green. His beard blemished with many beard rings, numbering the amout of races that he destroyed reaching in the double digits.

Weapons

He only uses 2 weapons, these are a Great Axe which he forged himself and has grown a fondness too. And a magical +3 Great axe which he found in the Troll layer. He is a master in using both. Also he carries a +2 Warhammer and a +2 bastard sword taken from the fire giants. he is not proficiant in either.

Non-Weapons Proficiencies

His abilities are, armoring, weaponsmithing, blindfighting, tracking, engineering, read/write giant(thought it was useful to know langauge of his enemies), gem cutting, and the language of the giants (it's always useful).

Possessions

His possesions are 9 gallons of Dwarven ale, shark skin greeves, utility knife,charcoal, weapon black, thieves picks, and 2 weeks rations. Oh ya and 2 wine skins Dwarven Spirits and a sack of special homeland fungi.

Magical Items

Ring of Protection(+1), +4 2-handed sword, 2 +2 bastard swords, a flaming +2 bastard sword, +2 2-handed sword, +3 Great axe, Stone Cup, Hill giants(queens) mace, Hill giants(kings)mace, Drow chain, Hill giant potion, +2 warhammer, and the fire giants blacksmithing hammer.

Notes and History

After leaving his home he became lonely and decided to join a group that he found interesting. This group was cptured by slave traders some time before he joined so they had these colars around there neck that they needed to get off or they died within 4 years. He joined them on there search for the items that they needed to get the colars off. After following them down into the swamps and to the caves of the Trolls he became somewhat posseed, he single handedly killed half the troll population, after seeing that there was an abandoned Dwarven castle in the caves. After not being able to reclaim the kingdom he began to have a complex, he started to call himself a Troll Slayer. After many more adventures it came to pass that he would be entering the hill giants kingdom. After the group seperated in the middle of the giant castle Thorin was left alone to create a diversion while the others got what was needed to be gotton. He single handedly killed 25 giants the second in comand(cloud giant) and the leader of the hill giants. After this he got another complex he then called himself a Giant Slayer. Thus thinking he was invinsable. After time him and his group built a city and a stronghold which they called Chaos Keep. Thorin was appointed the weaponsmithand armorer of this new kingdom, and also because he was known by the group to be a little psycotic he was appointed the executioner as well. In time the group travelled to the Fire Giants layer, After a long fight and many fire giants fell, it took 2 dragons that would finally drop him. He fell only after killing 368

the first single handedly. After his group escaping with him he awoke and yet found his personality to be shifted again calling himself a Dragon Slayer. After time the group went to the dark mountains of the high lords of the fire giants, this is the final resting place of Thorin. He died here taken out by a Great Red Wurm. Only after killing the high lord and his queen. He attacked the dragon on pure instinct and lost only after hitting it for a total of 159 hit points. May He Rest In Peace...

Thorin Goldenaxe

Fighter 6th Deep Dwarf male
Keeper of Thunder Peaks

STR 18/91 , DEX 16 , CON 20 , INT 12 , WIS 11 , CHA 13 , COM , PER

AC 2, hp 67, MV 6, MR AL LG, Age 100, Height 3'7", Weight 130 lbs

Skin Brown, Hair Red, Beard Red Eyes Blue, Vision 90' infra (deep dwarf ability), Wealth 20000 gp

He has battleaxes in his both hands. He and his human friends keep Thunder Peaks from the evil creatures. He hates Beholders and the giants.

Weapons

High Master: Battleaxe Prof: Bastard Sword Prof: Throwing Axe Prof: Warhammer Two weapon style Two weapon style

Non-Weapons Proficiencies

Endurance (free for dwarves), Survival: Mountain (1 slot) NA, Survival: Underground (1 slot) , Armorer, Weaponsmithing , Common Lang, Deep Dwarf, lang Underground lang.

Magical Items

Warhammer+2, B. axe+2, Axe of Hurling +4.

Notes and History

Thorin was a youngest child of a weaponsmith in Thunder Peaks. His father was rich. While his father died, he went to the outworld. Then he went to the adventures -most in Cormyr-. And he keeps the Thunder Peaks, his homeland.

Thork Orkcrusher

Fighter 8th Dwarven male
Mastersmith of the Dwarven Realms

STR 18/39, DEX 10, CON 16, INT 13, WIS 14, CHA 10, COM , PER

AC 0, hp 64, MV 9, MR 0 AL LG, Age 146, Height 4' 5", Weight 167 lbs

Skin Sandy, Hair Brown, Beard Brown; 2'4" Eyes Brown, Vision Infra 90', Wealth Not even he knows.

After a hardy life of adventuring, Thork is content to settle down with his wife and three kids. He loves to fight, but not for no reason. And when orcs come around, he will wield his battle axe with a vengeance and slaughter every one that he can. Even though he is a pacifist (by dwarven standards) he is very worthy opponent.

Weapons

Weapons used Battle Axe (sp) Heavy Crossbow (p). Other weapon proficiencies war hammer two-handed style punching specialization

Non-Weapons Proficiencies

Blacksmithing (two slots used), blind fighting, fire-building, weaponsmithing, armorer

Special abilities

Basic dwarven abilities (i.e. Detect grade or slope in passage, detect new tunnel/passage construction, etc.)

Possessions

Family ring Smithing tools

Magical Items

Battle-axe +2 (made by himself) Plate mail +1 Ring of Protection +2

Notes and History

When Thork reached adulthood, he immediately joined his father blacksmithing. He became very skilled at his craft and quickly equalled his father, who was the Mastersmith at the time. But when an extremely large army of orcs formed and started raiding, Thork joined the army to help fight. His skill with the battle axe became well known among his brethren. In one excursion, Thork's scouting party was outnumbered 3:1 and most of the dwarves were killed and some ran away. But Thork stayed and kicked some major proverbial butt. Not a single orc was left. All had run away or were killed, leaving Thork and a few other dwarves. All of his party, except the ones who ran, were praised as heroes. Eventually the war was ended, with Thork the commanding officer. After the war, he retired his battle axe and settled down with his wife, Craia, and took up smithing. But when a fight arises and he gets a glimmer in his eye, his allies clear a path for him to the front and the foes run away.

Thorn Ironblade

Fighter 9th

Dwarf Male

STR 18/81, DEX 17, CON 19, INT 12, WIS 10, CHA 9, COM 10, PER

AC 0, hp 110, MV 6, MR 0

AL CG, Age 140, Height 4'3", Weight 179 lbs

Skin Tan, Hair Grey, Beard Grey Eyes Black, Vision Infra (60'), Wealth 600 gp

His armour is covered with spikes. Knee Spikes Elbow Spikes, Shoulder Spikes.

Weapons

Battleaxe +2 (Sp), Daggers (Sp), Warhammer (Sp)

Non-Weapons Proficiencies

Blindfighting, Rope Use, Endurance, Riding(Land)

Magical Items

Boots of Speed, Bracers AC4, Ring of Protection +1, Axe +2, Dagger +1.

Thorraakk

Fighter 9th

Mountain Dwarf, Male

STR 18/29, DEX 13, CON 17, INT 11, WIS 13, CHA 14, COM 11, PER

AC -2, hp 91, MV Base 9", MR

AL CN, Age 83, Height 4'3", Weight 161 lbs

Skin Light, Hair Silver, Beard Silver Eyes Black, Vision Infra 60', Wealth Approx. 87,000 GP gp

Thorraakk is a Mountain Dwarf with shoulder-length silver hair, silver beard, and black eyes. He is somewhat dour, even for a dwarf and very mistrustful of strangers. He is usually found with his only true friend, Tank (found elsewhere on this site), who is the only one who can get Thorraakk to relax a little. He

drinks ale or beer, never wine. Thorraakk carries a warhammer and is decked out in a full suit of plate armor. He absolutely despises Hill Giants since he was kept as a slave by hill giants at one time. He also hates other varieties of giants as well as orcs, Drow, and Githyanki (see Fiend Folio). His main purpose in life for the past few years has been the pursuit and destruction of any and all Hill Giants that can be found.

Weapons

Warhammer (sp) , Battleaxe , Dagger , Short Sword , Hand/Throwing Axe , Short Bow.

Non, Weapons Proficiencies

Armorer, Gemcutter.

Special abilities

All innate Dwarven abilities as in the Players Handbook. , Warhammer Bonus +1 to hit with a warhammer , Dense skin, Half damage when struck by a blunt weapon.

Possessions

Full Plate Armor , Cloak, green , Boots, high (for a dwarf), hard , Various pouches , Backpack , Quiver with 12 arrows, Short Bow , 4 Hand Axes , Helm , Waterskin, Rations.

Magical Items

Warhammer +2, Dagger +1, Shield +2, Ring of Invisibility, Gem of True Seeing, Potion of Healing x 2.

Notes and History

Thorraakk spent his early years as a warrior serving as a mercenary soldier. He was fairly successful and was ready to purchase an officer's commission when he was captured during a campaign against a tribe of hill giants. He spent the next ten years as a slave of the hill giants where he was horribly mistreated. During this time he developed a tough outer shell that held his emotions in and discouraged contact with others. The only thing that kept him going during this time were his plots to escape wreak terrible vengeance on his captors. He was eventually freed when a party of adventurers penetrated the keep of the hill giants. He was befriended by Tank, another Dwarven fighter, and eagerly joined the group. He personally harvested the head of the hill giant king. He has dedicated himself since that time to the destruction of any and all hill giants. His life has been given some stability since his appointment to the position of Royal Armorer to King Elrond Silverstorm. He gained the favor of the King when he helped recover Castle Silverstorm, which had been overrun by the Drow and their mercenaries, the Githyanki. His forges his armor on a High Anvil of the Dwarves, which makes it of the highest quality. He may be encountered on his forays against hill giants or assisting his friend Tank in his quest for the Axe of the Dwarvish Lords.

Thrain son of Thror

Fighter 6th Dwarven male
King Under the Mountain

STR 18, 78% , DEX 18 , CON 15 , INT 14 , WIS 10 , CHA 9 , COM , PER

AC -2, hp 35, MV 12, MR AL neutral, Age 57, Height 45", Weight 130 lbs

Skin tan, Hair grey, Beard grey Eyes brown, Vision normal, Wealth 127 gp

Weapons

Broadsword (sp), Longsword (P), Darts (sp), 1 other.

Non-Weapons Proficiencies

Endurance, Running, Navigation, riding, 1 other

Possessions

Broad sword, Long sword, Darts 30.

Magical Items

11 Healing potions 2d8+3 1 ring +3Hit Probability +3 Chain mail

Notes and History

Lived in lonely Mountain untill the Dragon Smaug killed his people leaving him his son Thorin Oakenshield and a handfull of others. Now his purpose in life is to gain back loely Mountain and thrive once again.

Threek

Fighter 3rd Mongrelman Male

The seemingly innocent

STR 17 , DEX 13 , CON 14 , INT 15 , WIS 9 , CHA 5 , COM , PER

AC 5, hp 18, MV '18, MR AL Ng, Age ??, Height 5'7", Weight 107 lbs

Skin Various, Hair Various, Beard No Eyes Green, Blue, Vision none, Wealth 12gp

Left side of head: Umber Hulk Right side of face: Elf Left Torso: Lizardman

Right torso: Werewolf Left arm: Tentacle Right arm: Orc Left leg: Satyr Right leg: ogre

Weapons

Axe, crossbow

Non-Weapons Proficiencies

Bowyer/fletcher

Special abilities

Pick pockets, Mimic, Camoflauge

Possessions

Robe, Axe , Crossbow

Magical Items

Seemingly normal amulet, actually amulet of cold

Notes and History

Born in the slums of (Major city in campaign), Threek has joined a traveling band of adventurers. He wants to prove himself to them, but they will ditch him first chance they get. (Use this for campaign adventure...?)

Thundar Strongarm

Fighter 4th Dwarf male

The Dwarven Storm, The Red Mask, Co-Leader of BSO

STR 18(20) , DEX 17 , CON 18 , INT 14 , WIS 15 , CHA 16 , COM , PER

AC 1, hp 21, MV 6, MR AL LN, Age 80, Height 4' 2", Weight 158 lbs

Skin Golden Brown, Hair Blond, Beard Blond (long) Eyes Blue, Vision Infra (200ft), Wealth 15,000gp

With a magical Dwarven helmet and a mask of red cloth covering all but his eyes, Thundar is a fierce looking warrior. Of the two leaders of BSO, he is definately the brawn. Never one to back down from a fight, he doesn't always think things through.

Weapons

Proficient using any type of axe or pole arm.

Non-Weapons Proficiencies

Mining, Gem Identification & Appraisal, Tunneling

Special abilities

Dwarven ability to sense traps and secret doors.

Possessions

Dwarven Plate Mail, Pole Arm 1d10, Dagger (2), Hand Axe, Shield, Backpack: Grappling Hook, 50ft of Rope.

Magical Items

Dwarven Helmet (+1), Haste Potion.

Notes and History

Rescued from a cave-in by a Human Cleric (Tawl), Thundar became fast friends with him. After journeying with other random companies and witnessing all the greed and depravity, they decided to form their own company. They struggled in the beginning, but a dominating Bane soon saved them. With his size and abilities, their party grew and reformed several times. At present there are only about 6 or 7 members, due to hard times.

Thur Kali

Fighter 1st

Dwarf Male

Defender of Dagger rock

STR 14 , DEX 10 , CON 18 , INT 12 , WIS 10 , CHA 12 , COM 14, PER 16

AC 5, hp 12, MV 6, MR 0

AL LG, Age 98, Height 4' 7", Weight 130 lbs

Skin brown, Hair red, Beard braided red Eyes blue, Vision normal 60', Wealth 200 gp

Clad head to toe in chain mail, the only thing visible is his red beard that sticks out of his great helm.

Weapons

Crossbow spc., battle axe pro.

Non-Weapons Proficiencies

Bow/fletching, armoury, beer making.

Special abilities

Thick skin reduces blunt damage by ½ 1d12 for HP.

Possessions

Bolts(42), crossbow, backpack.

Magical Items

Potion of fire resistance found in dagger rock.

Notes and History

Thur was captured by the "overlord" in the moss hills and made to work as a slave, later he escaped with the help of a ranger named corthina, as he was fleeing they ran into a group of adventures and joined them in defending dagger rock. More information on the dagger rock company can be found at <http://www.nccn.net/~floyd/dagger/menu.htm>

Tifa Lockheart

Fighter/Thief/Cleric 7th /8th /7th Half-Elf Female
Highest level Cleric in my Campaign

STR 17 (Mus 18/53/Sta 16), DEX 17 (Aim 17/Bal 17), CON 14, INT 10 (Rea 8/Kno 12), WIS 15 (Inn 17/Wil13), CHA 16 (Lea 14/App 18), COM, PER

AC 4, hp 61, MV 12, MR AL LG, Age 91, Height 5'4", Weight 124 lbs

Skin tan, Hair Brown, Beard none Eyes Brown, Vision Infra (60'), Wealth 14,000 Gp gp

Tifa is Bright and Optimistic. She always cheers up the other members of the party when they are down. She is also beautiful and strong.

Weapons

2 Brass Knuckles- 1d4 each - +1 hit +2 damage, Brass Plate (put on boot) - 1d4 - +1 hit +2 damage.

Non-Weapons Proficiencies

Reading/Writing, Herbalism, Healing, Martial Arts, Spellcraft, Blindfighting..

Spell casting

Casts as Cleric spell level 4. Spheres: Major: All, Animal, Weather, War, Summoning, Healing, Plant.

Special abilities

Turn Undead, thief abilities, Secret doors on 1 or 2, Backstab, Hit point bonus.

Possessions

Thieves picks, Holy symbol, 1 Brass Knuckle, 1 brass plate, rope, full helm.

Magical Items

+3 Brass knuckle, Ring of warmth..

Tiihnee

Fighter 6th Half-giant, Male

STR 20, DEX 15, CON 20, INT 5, WIS 15, CHA 14, COM 12, PER 53%

AC 1, hp 122, MV 18, MR 0 AL Good, Age adult, Height 12', Weight 1751lbs lbs

Skin flesh (with grey-blue overtones), Hair mottled black and brown, Beard - Eyes green and grey, Vision infra 30', Wealth 4,000 gp 844pp

Tiihnee (pronounced "tiny") is a half-giant stadned far away from his home plane of althas, he is very friendly, if a bit dim-witted. He attaches himself to the most charismatic character in the party and tries to emulate that person. Tiihnee has a slight fear of dragons, as he has had the tar pounded out of him by one.

Weapons

Halberd +2, Str. Bow, Long Bow +2, 2Hsword +1 (spec), 2H-sword (spec), +2 silver battle-axe, +2 flail, dagger of venom. Proficient in all weapons he has except dagger and flail. Fight two-weapon style, using the human sized 2H-swords in each hand

Non-Weapons Proficiencies

Blind Fighting, Weapon improvisation, Tumbling.

Special abilities

Tiihnee has wild psionics 28isp and the flesh armor devotion.

Possessions

Plate mail at his size, block of wax poison, big tapestry he wears, a big glove with gems on it (single glove). Enough venerable age class black dragon skin and scales to make a suit of armor if he ever find someone who can.

Magical Items

Stone horse, Luckstone, potion of heroism, potion of healing, potion of detox (anti-hangover), earring of translation, grey (dead) ion stone.

Notes and History

Tiihnee was born of althas and while very young a wizard's spell ";wilded" and plane shifted him to a new world covered in forest. he joined a band of wandering adventurers, only to wake up one night with a gash across his throat and the rest of the party dead where it slept, victim of a turn-coat drow (tiihnee hates them to this day) He acrefully picked up the body of his dead friend and wandered into the woods, only to be hurld through another portal, where he buried his friend and was seen by a wizard who sent him north to join a band of explorers. Currently Tiihnee follows a thief and is learning to pick locks to better emulate his new best friend.

T'k'ch

Gladiator 7th Thri-kreen (Jeral) male
Clutch Leader

STR 16 , DEX 22 , CON 15 , INT 11 , WIS 14 , CHA 7 , COM , PER

AC -1, hp 37, MV 18, MR ? AL NG, Age 7, Height 7'1", Weight 462 lbs

Skin (Chitin) Tan, Hair He's a giant mantis!, Eyes Jet Black, Vision Multifaceted, Antennae*, Wealth 167 gp
Antennae warrant a -1 penalty in total darkness.

Weapons

Proficient in all weapons, Sp in Chatkcha, Sp in Gythka, Sp in Bastard Sword.

Non-Weapons Proficiencies

Ambidexterity, Language (Common), Language (Halfling), Language (Yuan-ti), Language (Thri-kreen), Language (Grlak) -- yes, I did spell "grlak" right.

Special abilities

Wild Talent-- Ectoplasmic Form. , Venom-- paralyzes S-M size creatures for 1d4 rds, L creatures for 1 rd.

Possessions

2 Gythka, 20 Chatkcha.

Notes and History

The only family he knows are his clutch-mates (followers), as well as the taskmaster and his whip. If a guy has to spend his entire life learning to fight, his disposition won't be all that hot.

Tomas (otherwise known as "Ashen-Shugar")

Fighter 4th Elfish male

STR 20 , DEX 18 , CON 16 , INT 17 , WIS 19 , CHA19 , COM , PER

AC -3, hp 120, MV 12, MR AL , Age 1015, Height 6'6", Weight 300 lbs

Skin dark skin..almost onyx colored, Hair sandy blond, Beard- Eyes blue-gray, Vision infra 100', Wealth About the size of a Dragons horde...

Tall, extremely strong elfivsh male named Tomas...many beasts tremble under his boot. Owns many beasts of burden and flies upon the back of a great golden dragon...lives in the Elfivsh town of Elvander as warleader.

Weapons

Double proficient in Broad Sword, Daggers, staffs, and knives.

Non-Weapons Proficiencies

Blindfighting, danger sense, direction sense, hunting, bowyer/flecher, stone masonry, black smithing.

Spell casting

All wizard and cleric spells up to levels 4. Has 200% more stamina than a normal elf.

Special abilities

Thiefs abilities: Ms: 95 %, Hs: 85 %, Cw: 90 %Has fangs that deal 1D8 damage per hit, can cast Strength once per day.

Possessions

Mucho gold!!! about 35 thousand, Tomes (power and such), Staffs, Swords, knives, daggers, axes, spears... collector of many weapons.

Magical Items

His sword named Durendal that he always carries with him, golden Dragon armour and shield and helm, Gold and Ivory Broadsword +5, Dagger of life, Dagger of fear, Dagger of Double damage, Boots of speed, Boots of silent-tread, Ring of life renewal, Ring of Cleric abilities, Broach of darkness 50' rad.

Notes and History

Is a Valheru...originating from the world of Midkemia and now lives with the Elves of Elvander as their Warleader and prince Consort...married to the Queen of these elves and has a new born son.

Toth-Kutl Ur

Fighter 18th Minotaurian Male
Nightmaster of Mithias, Dragonslayer

STR 20 , DEX 13 , CON 17 , INT 12 , WIS 10 , CHA 10 , COM , PER

AC -6, hp 126, MV 12, MR AL Chaotic Good, Age 99, Height 8'2", Weight 200 lbs

Skin Black, Hair Black, Beard- Eyes Red, Vision Infra (90 ft), Wealth 3,000,000 gp

Toth has lost a horn which are 1" long. Missing a Horn, has large scar across chest from a fight with a adult White Dragon (Icingdeath) and its young. Then made armor of same.

Weapons

Tyrant+4 (Clabbard) Mastery, Slayer+4 (Clabbard) Mastery, Augdabar+5 (Large Battle Axe) Sp, Hazmath+1 (the Biohazard Symbol, thrown) p, Mandolls+2 sp, Dancing Sword+1 (Long Sword).

Non-Weapons Proficiencies

Swimming, Astral Navigation, Direction Sense, Weather Sense.

Special abilities

Death Blow

Magical Items

Dancing Sword +1, Boots of the North, +5 Studded Dragon Armor (White), +4 Nightmaster Cloak :Abilities of the Nightmaster Cloak, Summon 1d8 Skeletons or 1d12 Zombies once per week, Shadow Teleport at will.

Notes and History

Started his epic near the beginning of Dragon Mountain. Ended and began when his continent got blasted by the holocaust effect. Heir to the throne of Mithias.

Turin Deathstalker

Fighter 8th Human male
Former wielder of the Dagger of Bhaal

STR 16 , DEX 10 , CON 16 , INT 10 , WIS 16 , CHA 10 , COM , PER

AC 0, hp 77, MV 12, MR AL LE, Age 26, Height 5' 9", Weight 178 lbs

Skin Tanned, Hair Black, Beard none Eyes Brown, Vision Normal, Wealth 33742 gp

A stocky man with very cold eyes. He shows little if any emotion.

Weapons

Scimitar (sp), Longsword (sp), Longbow (sp), 2-weapon style (sp), single weapon style (sp).

Non-Weapons Proficiencies

Read/write common, elf, common, horse riding, swimming.

Special abilities

Wild Talent : PSPs 45. See sound.

Possessions

Any normal item, Strength adjusted longbow (18/43), 4 litres of Drow Sleep Potion.

Magical Items

Chime of Opening (61 charges), +2 composite longbow, +5 chainmail (non bulky, no sound), wand of steam and vapour (34 charges), wand of illumination (49 charges), +3 ring of protection, +1 cloak of protection, stone horse, dust of appearance (13 uses), girdle of strength (18/43), +4 longsword defender, +3 scimitar, 17 +1 arrows, +4 whip (int:13 empathy, fly 6 turns/day, detect secret doors), dust of disappearance (16 uses), helm of underwater action, +4 plate mail.

Notes and History

Adventured mainly in the North and around Waterdeep. He was originally chaotic good, but accidentally put on a helm of opposite alignment. Picked up a Dagger of Bhaal (once it hits it does another 6d6 points of damage, half of the damage done goes to the wielder the other half goes to Bhaal), killed 3 adventuring companions before the dagger was taken from him. He now lives near Shadowdale, but has been seen back in Waterdeep and is supposedly looking for the dagger.

Urroner

Fighter/Mage/Thief 14th / 14th / 17th Elf male
Bringer of Death, Defender of the Weak

STR 14 , DEX 15 , CON 19 , INT 19 , WIS 12 , CHA 12 , COM , PER

AC -8, hp 102, MV , MR AL NG, Age 359, Height 6'3", Weight 189 lbs

Skin Fair with several scars, Hair Blond, Beard - Eyes Green w/ gold flakes, Vision Infra 130', Wealth 10,000 gp

Urroner has been around the block many, many times. (I played him for seven years to get him where he is.) He loathes evil and tries to destroy it whenever he can. He especially abhors the abuse of the weak, particularly children and old people. He is a practical joker and loves doing cantrips to embarrass his traveling companions whenever the opportunity presents itself. His travelling companions are constantly complaining about his absolutely terrible jokes, even though they have been known to tell the same jokes later on. He has also been known to slip the cap of stupidity onto somebody's head occasionally. He doesn't keep money very long since he is constantly giving it away and he gives magical items to people who prove themselves as devoted friends through trial and tribulation. Of course, he expects his friends to also help him in return. He dresses very plainly, usually all in white or in white and brown except when he goes into battle. He then dresses in black and dyes his hair a bright orange. It's a superstition that he picked up from somewhere.

Weapons

+3 Long Sword - Detect Magic, Precious Metals, and Evil, , +3 Long Bow. Foil - Treat like a +3 Weapon for hitting purposes. Gives 3d6 Damage. The original owner, a 21 level Fighter (CE) is looking for it and has sworn to kill Urroner if he finds him. It's not used very often. +4 Dagger.

Non-Weapons Proficiencies

10 languages (Elven, Common, Dwarf, Orc, Halfling, Ent, etc.) , bad humor, horsemanship, tracking, woodsmanship, farming, friendship with animals.

Spell casting

Casting Ability: 14th level Whenever somebody ever really starts to annoy Urroner, he polymorphs them into a jackass and then back after a day or two.

Special abilities

PP 130%, OL 92%, FRT 95%, MS 104%, HS 109%, DN 55%, CW 99.6%, Backstab X4.

Possessions

He keeps his money in gems, except for silver pieces which he gives to people he thinks might need a little help. He also has the heart of an old friend that died fighting with him. He carries it around until he can bury it in the friend's homeland. He also carries with him the tooth of an ancient red dragon that he and 20 other people fought. He was the only survivor.

Magical Items

Gauntlets of 18 Dexterity, Girdle of Frost Giant Strength, Ring of Prot +3, Cloak of Prot +2, Ring of Regeneration, Boots of Speed, Spade of Colossal Excavation, Ring of Invisibility, Long Sword +2 Giant Slayer, Bracers AC2, Ring of Spell Turning, Cap of Stupidity. He also has, but doesn't use: Plate +3, Shield +3. He also carries around with him a bunch of scrolls with low level spells that come in handy.

Notes and History

He was born shortly before his parents were murdered by Lord Milthoth the Preceder of Death. Urroner was raised by some poor human farmers whose only neighbors were some poor halflings and a large tribe of brutish orcs. The orcs could not approach within 2 miles of the house since some passing wizard cast a curse on them. If they did, their noses would fall off and they would go impotent for 20 years. Urroner left home when his foster parents died and found a wizard who would take him in. The wizard was later killed by Lord Milthoth. This is why Urroner is a F/MU/T. He is determined to destroy Lord Milthoth. Milthoth has been a curse on the land for approximately 1000 years. There is a prophecy that Urroner is to destroy him. Urroner is abiding his time until he feels that he can proceed to do it. Lord Milthoth is of an unknown race and unknown abilities. There is strong evidence that Lord Milthoth is a demon spawn. His constant companion is Nidevs, an 11th level fighter. He has a pseudo-dragon for a familiar, which he hasn't had for very long so they are still getting to know each other. They're always trying to outdo the other in poor jokes and pranks.

Uughh

Fighter 9th

Half-Giant

STR 22 , DEX 15 , CON 25 , INT 12 , WIS 15 , CHA 14 , COM , PER

AC -4, hp 186, MV , MRAL NG., Age 43, Height 12'11", Weight 2450 lbs

Skin dark tan, Hair brown, Beard short Eyes green, Vision , Wealth 10943 gp

lives in a world that is mostly evil so he mostly fights for good. Often just ups and leaves a party when ever he feels like it. very smart for a half-giant. Max int. for a half giant is 11 he has been blessed.

Weapons

Uses a spear of return 1d12 +4 (+2d8 master) and a mace from hell (mace flail combo) 2d12 +2 (2d8 master)

Special abilities

Has the abilities of a half giant.

Magical Items

Rod of lordly might.

Vam'at'ar, Phalic, Quickthuder

Fighter 12th

Human male

High Lord of Merrydale

STR 18/98 , DEX 17 , CON 16 , INT 12, WIS 14 , CHA 15 , COM 13, PER 13

AC -11, hp 101, MV 12, MR 07

AL LG, Age 30, Height 6'5", Weight 275 lbs

Skin White, Hair Jet Black, Beard Eyes Dark Brown, Vision Normal , Wealth 1,000,000 gp

Vam is a tall rugged man. He has spent many years adventuring and has the scars to prove it. He is considered by many to be like a (lets say tank). He is the last surviving member of the Binders and is still on a quest with new companions to avenge his old fallen allies.

Weapons

Double profs in Long Sword and Spear, Dart.1) Long Sword of the Light (Lathander) +4/+8 vs Undead in light - can only be used by a follower of Lathander or a LG character.2) Spear of Shak'kha (Chult Spear) +3 - thats about it on the spear.3) Darts of the Deadly one (chult Bee's) - Rapid Fire darts basically Normal profs in Mace, Bastard Sword, Dagger (have open slots - but Vam hasn't had time to train in those.).

Non-Weapons Proficiencies

Blind-Fighting, cooking, chivalry, armorer, horse-riding, read and write common, elven, dwarving, halfling.

Possessions

Two Horses (Merry and Dagger), Back Pack: Normal Stuff. Keep: Wife runs it (Vam is on a campaign of vengeance), Shield , back up weapons in what Vam is specialized in.

Magical Items

+ 3 Spear, +4/+8 long Sword, + 3 Tabard of the Binders, + 4 shield, boots of the north, cape of the bat, helm of Vasserback, ioun stone for con and hp, ring of vampiric regeneration.

Notes and History

Vam is the younger brother of Tharrin. When Tharrin died (in game - I was forced to roll for Vam and created the biggest tank in my life) Vam came for his revenge. After years of adventuring Vam finally

caught up with his brother killer. Unfortunately the killer had friends and they came back and killed most of Vam's new friends (to the dismay of the rest of the party). So now Vam and old friends from newly freed Merrydale (was Daggerdale) are on a quest of revenge.

Vargas Bloodaxe

Fighter 23th Human male
The Butcher from the Savage North

STR 18/00 (Mus 20/Sta 18/76), DEX 15 (Aim 17/Bal 13), CON 18 , INT 8 (Rea 10/Kno 6), WIS 12 (Inn 10/Wil14), CHA 13 (Lea 15/App 11), COM , PER

AC -5, hp 150, MV 18, MR 45% AL CE, Age 35, Height 7'15", Weight 240 lbs

Skin , Hair Blond, Beard Red Eyes Grey, Vision Normal, Wealth 3 copper thumbs gp

Big scar in his face. Extremely brutal and evil. Has no friends, and lives and dies for the joy of killing.

Non-Weapons Proficiencies

Tracking, mountain climbing, death blow, survival wilderness,

Magical Items

War axe +5 (al ce) all persons hit must save vs death magic or die.

Varna Silvermore

Fighter 8th High Elven Male

STR 18/35 , DEX 18 , CON 17 , INT 10 , WIS 5 , CHA 12 , COM , PER

AC -4, hp 90, MV 15, MR 0 AL n, Age 120, Height 4'2", Weight 150 lbs

Skin pale, Hair blond, Beard none Eyes green, Vision elven, Wealth tens of thousands gp

Varna is a typical elf in appearance except for the fact that he is VERY unkept like a human

Weapons

Longsword +2 MS Longsword +2(dual wielded) MS Longbow +1 Pro two-weapon combat sp +1 slot MS longsword BG, Swords Quickness .

Non-Weapons Proficiencies

Common, Elven, Alertness, Blacksmithing.

Special abilities

Elven standard

Possessions

Food Water 50' Rope Backpack Crowbar(spare weapon or tool) miscellaneous

Magical Items

Platemail +3(dwarven size) Ring of Protection +1 2 Longswords +2 Longbow +1

Notes and History

Varna is a VERY atypical elf. He prefers the company of humans for one. Varna dislikes Elves because he was thrown out of his house and then tribe. Varna was thrown out of his house because he was caught masterbating on the living room floor than was thrown out of his tribe for impregnating the chieftains

daughter>Varnas Brother felt pity for him so he followed him to help out. Now Varn and his brother are adventurers with a party of their own. (see Nightbelow for past adventurers).

Vlodymyr

Fighter/Mage/SPELLFIRE 17th /15th /17th
Demigod, Pixie Lord

Pixie Male

STR 17 , DEX 21 , CON 20 , INT 19 , WIS 16 , CHA 18 , COM 23, PER

AC -13, hp 280, MV 35, MR 25

AL NG, Age 81, Height Varies, Weight Varies lbs

Skin Varies, Hair Varies, Beard Varies Eyes Gold, Vision Ultra, Wealth 4,000,000 gp

Vlodymyr is a very tricky individual. But he is also known for his kindness and generosity.

Weapons

Pixie Sword-Grand Master, Pixie Bow-Grand Master.

Non-Weapons Proficiencies

Voice mimicry, ventriloquism, animal noise, fast talking, set snares, alertness, observation, intimidation, blindfighting, rope use, herbalism, brewing, swimming, drinking.

Spell casting

School Specialized-All, Effective Casting Level-5,5,5,5,2,1.

Special abilities

Invisibility, Come Visible at will, Create Illusion once a day, Confusion once a day, Dispel Magic (8th level) once per day, Dancing Lights once per day, ESP once per day, Fly. Cast Spells *SPELLFIRE ABILITIES* Can emit an amount of spellfire equal to his constitution. CON-20, 20D6 or Spellfire. Gains spellfire from sucking in spells. If he sucks in a 20D6 fireball he gains 20 points of spellfire. He can hold an amount of Spellfire equal to his CON X 5. Spend 1 spellfire for 2 HP . Make a HP Shield. Manifest Weapon.

Possessions

Pixie Sword, 50 War Arrows, 50 Sleep Arrows, 50 Forget Arrows. Has no need for other items because he can create them.

Magical Items

Ring of Protection +5, Portable Hole, Bag of Holding, Ring of Rapid Regeneration, Wand of Negation, Talisman of Armor +8, +1 to DEX, Armband of spellfire-Spellfire does D8 damage, +1 CON, can hold spellfire equal to CON X 10.

Notes and History

He started life as a normal Pixie but wandered into an alternate realm through a portal. In this realm he found he had a unique power (*SPELLFIRE*). Once he learned how to harness this power he made his way back to reality by ripping a hole in time. Once back where he knew he was he took the form and identities of 2 different Humans and trained in the arts of Fighting and Magic. Once he had mastered the abilities to his liking he made an alternate reality for himself inside a great oak in a forest near his childhood home. But shortly after evil began to creep into his new reality and he knew he could not contain it by himself (mainly 20 tarrasques). He called for the aid of a local hero, Kenneth Hamelin. Together they destroyed the evil in his reality but in doing so 5 of his gems that kept the reality alive were destroyed. He gave Kenneth an amulet to call for help whenever he needed it. But now the two face greater danger as they try to retrieve gems to replace those lost.

Vor

Fighter 5th Human, barbarian male

STR 18(00), DEX 17, CON 18, INT 4, WIS 5, CHA 15, COM , PER

AC 1, hp 45, MV , MR AL N, Age 28, Height 6' 11", Weight 190 lbs

Skin , Hair Brown, Beard Eyes grey, Vision normal, Wealth Variable

Vor is a fool who believes he is a great fighter. Often when horses are mentioned he runs off in search of one. In all the normal places, genral stores, armorys, theaters... anywhere but a stable. When by chance he does find a stable he tries to find a way to get one with the little money he usually has. He tries to impress people with his fame which is nearly non-existent.

Weapons

Vor usually carries a Longsword with him in which he is specialized, but he also is proficient in the use of clubs, and hammers.

Non-Weapons Proficiencies

Very few proficiencies he does have blindfighting, rope use, and gaming.

Possessions

Vor normally carries only his sword, clothing and He wears plate mail armor. Although at times he wears a backpack with a few whetstones, a throwing hammer and a few whetstones and some items owned by his friends.

Magical Items

Vor lost his magic to one of his "friends" who is a con man. So he currently only has a potion of heroism and a blank scroll with his magical items.

Notes and History

Vor's past is unknown even to him or at least he's too stupid to answer my questions..

Wadlo SilverFist

Fighter/Mage/Thief 10th /11th /12th 3/4 Elf 1/4 Human
Only student of Backheart the Mage

STR 18/35 , DEX 14 , CON 13 , INT 17 , WIS 9 , CHA 12 , COM 17, PER

AC -1, hp 76, MV 12, MR 10% AL Ch/N, Age 125, Height 5'11", Weight 190 lbs

Skin tanned, Hair Shock White, Beard Black Goatee Eyes Pure Red (no whites), Vision Infra 40' , Wealth 3,500,000 gp

Weapons

2-hnd Bastard Swrd (Sunsword +2). Specialized in Bastard sword. Footman's mace +1 (P). Bardiche of Power +1 (w/ power words inscribed on haft) (P).

Non-Weapons Proficiencies

Animal Training, Handling, and Lore, Spellcraft, Blindfighting.

Spell casting

Spellbook of Fistantantillus Levels 1-5

Special abilities

Silver fist is impervious to ANY type of fire and is +2 in unarmed combat., 85% on ALL thieving abilities

Possessions

Basic equipment

Magical Items

Orb of Farseeing (x2), Ring of Giant Strength, Ring of Invisibility.

Notes and History

Killed Blue Dragon on first Adventure. Taken in by Blackheart as apprentice Affair w/Mithren Silverstream

Wasp 'Ropes' Flechette

Fighter [Swashbuckler] 10th

Elf

STR 16 , DEX 18 , CON 17 , INT 15 , WIS 11 , CHA 10 , COM 15, PER

AC -6 (-2), hp 83, MV 12, MR 0 AL NG, Age 176, Height 5'4", Weight 112 lbs

Skin dark golden, Hair Bald, Beard No Eyes Verdant (Two no.), Vision Infra (90), Wealth 100,000 gp

Wasp is a attractive elf who has a penchant for dressing in expensive clothing at all times. He is a handsome character who carries himself with an air of confidence bordering on arrogance and is notable for wearing both a nose ring and earring of evidently high value. Wasp is prone to flamboyant displays of his prowess with his unique rope skills (he is credited with the invention of the infamous monkey bridge) and never misses an opportunity to approach an attractive woman (of any race).

Weapons

Longsword/Rapier - specialised in this weapon (+1 to hit and dmg.)/Short bow/Main-gauche

Non-Weapons Proficiencies

Rope use (treble specialised!)/Riding, land/Blindfighting/Etiquette/Fornication/Mining.

Special abilities

None other than bouts of the most terrible flatulence

Possessions

A bespoke leather body harness connected to a high strength silken rope (50' length) with light-weight grapple on the end. Wasp uses this strange item he designed and had constructed to various purposes and effect, but especially enjoys employing it in the middle of combat to drop in and out as he sees fit (this "tool" gives rise to his nick-name). He also wears thigh length black leather winter boots with a sable lining (though this in no way implies the rest of his wardrobe is this camp).

Magical Items

Frost Band long sword/+2 rapier with basket hilt/Scabard of Rann/Short bow +3/Arm band of protection from poison +3/Nose ring of protection +1/Ring of jumping/Earring of luck/Studded leather +3/Amulet of protection from scrying.

Notes and History

Wasp is a member of "The Flying Half-Cocks", a mercenary group widely believed to be insane and a law unto themselves. Wasp and his friends are believed to be responsible for a major conflict in Menzoberranzan between the two Houses of Horlbar and Kenafin (the details are hazy but revolve around the murder of Horlbar noble with at the behest of House Kenafin's Matron). Wasp and his companions are currently wanted in Menzoberranzan for the above incident. Furthermore, the authorities in Reth have placed an open death sentence upon Wasp after he and his group destroyed one of the town's oldest temples and fled. The Marsembrian Purple Dragons wish to interview him in regards to the attempted assassination of a

Sembian official, and plainly, he is not best welcome in Sembia there either. Despite this record of clashes with authority, Wasp has a powerful sponsor in the Chief Acquistor for Suzail (charged with the gathering of the most difficult and rare spell components for the city's mage guild), who regards him and his group as one of the finest band of hunters on the continent. Furthermore, he takes great pride in killing evil individuals and has caused innumerable problems for the Cult of Janus (a secretive group of Zentarim members dedicated to the revival of the long dead God Janus) and to a lesser degree, the Zentarim. Wasp's past is a loss to him due to the machinations of the Cult of Janus, who he has sworn to destroy in revenge.

Wildclaw

Fighter[kit:*Berserker*] 4th Wemic male

STR 20, DEX 16, CON 18, INT 11, WIS 10, CHA 13, COM 14, PER

AC 4, hp 40, MV 12, MR AL N, Age , Height 6'3", Weight 323 lbs

Skin Light tan fur, light tan skin, Hair blonde, Beard- Eyes green, Vision Infra 60' , Wealth none

Ferocious warrior of a nomad tribe of wemics. He has sworn an oath to protect two special twins that he found in the woods while on a hunting party. A noble creature, he is able to drive himself into a berserker frenzy when enraged at attempts to harm the ones he protects.

Weapons

Scimitar (sp), Long bow (sp), Long spear (sp)

Non-Weapons Proficiencies

Hunting, Animal noise, Tracking, Endurance, Jumping, Running

Special abilities

Can leap up to 30' feet.

Magical Items

Quickshot Longbow +2 : allows for first attack any round he is using the bow.

William "The Lionheart" Krombacher

Fighter 7th Human male

Knight of Vanya

STR 14 , DEX 16 , CON 14 , INT 16 , WIS 13 , CHA 13 , COM , PER

AC -5, hp 58, MV , MR AL CG, Age 29, Height 180cm, Weight lbs

Skin Normal, Hair Black, Beard Yes Eyes Green-Brown, Vision Normal, Wealth 6000 gp

He loves the expensive way of life but when it comes to a fight he becomes very careful, innovative and stands in the first line of battle.

Weapons

Master long sword, prof. Weapons and shields, one handed spec., armor prof.

Non-Weapons Proficiencies

Etiquette, read/writing, riding land base, gaming, strategy, healing, appraising.

Possessions

A riding horse, standard adventure kit.

Magical Items

Shield+2, Sword+3, ring of protection+1, plate mail+1, 1 potion of water breathing(9 turns), earring of protection+1.

Notes and History

Born in Flaurmont 16th 962,Selenica-Darokin.Was killed once in fight against a white dragon.His companions casted upon him a raise dead spell. He lives in Thyatis and he speaks common,Elf and Thyatian. His whereabouts at the moment are in the Isle of Dread searching for the white dragon's lair.

Wolfram the Dark

Fighter 8th Human Male
Favored Servant of Asmodius

STR 16 (Mus 17/Sta 15), DEX 17 (Aim 16/Bal 18), CON 15 , INT 14 (Rea 12/Kno 16), WIS 12 (Inn 10/Wil 14), CHA 10 (Lea 10/App 10), COM 17, PER

AC -4, hp 98, MV 12, MR 0 AL L/E, Age 27, Height 6'0", Weight 185 lbs

Skin Tan, Hair Black, Beard none Eyes Black, Vision Normal, Wealth 273 gp

Wolfram is normally found dressed in a shimmering suit of black plate mail. At his side he wears his only weapon, the great Hellblade Soulcrusher. His Hair is black as are his eyes. This is his mark of service to the denizens of the lower planes.

Weapons

His favored weapon is a Two-Handed Sword +3 called Soulcrusher. It has the power to on an unmodified roll of 18-19 to sever a limb as a sword of sharpness. On a 20, the sword devours the soul of the target(no save) Only Wish can bring back a person slain by this sword. Soulcrusher's alignment is N/E with Int-17 Ego-10. Prof. Level: Grandmaster.

Non-Weapons Proficiencies

Blindfighting, two-handed technique, quickness, netherworld lore, riding lb. Languages: Common , Elven.

Possessions

Normal adventurer's kit .

Magical Items

Soulcrusher, Plate Mail+3.

Notes and History

Wolfram was Born in the Dalelands to a father who had served a distinguished military career in Cormyr. He was taught the use of weapons during his formative years as his father hoped he would follow in his footsteps. He chose instead to marry his childhood sweetheart and be a farmer. His life changed when he was exploring a cave near his home and happened upon the site of an underground battlefield. In the center atop a pile of decaye he discovered a sword made entirely of one piece of strange black metal with red runes running the length of the blade. Thinking it a fine prize indeed he took it and returned home. All is known is that some time after this, his family turned up dead and he and the sword missing. His father seems to know something about these circumstances, but refuses to divulge any information pertaining to this story.

Xavier

Fighter 24th Human Male
the Vampiric Knight

STR 25 , DEX 25 , CON 25 , INT 25 (Rea/Kno 25), WIS (Inn /Wil 25), CHA (Lea / App 25), COM , PER

AC -10, hp 156, MV 12, MR 0

AL N/E, Age 35, Height 6'1", Weight 200 lbs

Skin white, Hair Blond, Beard none Eyes Green, Vision Normal, Wealth 1,100,950 gp

He is known for committing very evil acts. He seems to think that he is a vampire because he has a ring of vampiric reg. and a cloak of bat. Although he is evil he is very honorable and will fight his victims to the death giving them a chance to kill him.

Weapons

He has a vorpal longsword that he named Drakeen for no reason. He specializes with a Longsword, daggers, and morningstars. He carries about 50 daggers with him at all times that he made himself specialty (They have a X ingraved into them). He carries all of the daggers with him to throw at targets. Oh he also spec. in Light X-bow and a 2-handed sword.

Non-Weapons Proficiencies

BlindFighting, endurance, riding airborne, bower/fletcher, riding land-based, survival, armorer, blacksmithing, weaponsmith, navagation, tracking, and brewing.

Possessions

Light X-bow (225 Light Quarels), 50 X daggers (See Above)

Magical Items

Armor of Blinding, +2 Medium Shield, Drakeen (Normal Vorpal sword), Ring of Vampiric Regeneration, Cloak of Bat, Winged Boots, Helm of Comprehending Lang. and Read Magic, Deck of many things, and Cloak of the Manta Ray.

Notes and History

Just one thing to say he caught a 30 foot Catfish while fishing.

Xena Reigar

Fighter 9th Female Half-grey Elf
Head of the Order of the Gauntlets

STR 18(00)/24, DEX 17, CON 16, INT 14, WIS 16, CHA 14, COM , PER

AC -4, hp 84, MV 12, MR AL CG, Age 21, Height 5'10, Weight 155 lbs

Skin peache white, Hair black, Beard Eyes amber, Vision 30ft Infra, Wealth 2424 gp

Weapons

Broad Sword +3 (2d4/d6+1) sf5, long bow made from the Wing Bone of a Red Dragon sf7, (24) War arrows (d8/d8) , (24 Flight (d6/d6), Whip (d2/1) sf8, Dagger x2 , Bladed Sestes (d6/d6).

Non-Weapons Proficiencies

Animal training, Animal Lore, Hunting.

Possessions

Silver Mirror, Black Cloak, 200 ft of Rope made from Drow Scalps.

Magical Items

Girdle of giant strength (24), ring of free action, globe of continual light, broad sword +3, cloak of protection +3, grey full elvan plate +2 (symbol of a solid palm, white lion and Avendor [elvan heaven] on chest).

Notes and History

Xena was born to Atrium Reigar (Grey Elf) and Marie Storn (Human). Her father was a mercenary, so she grew up in a military lifestyle, but somehow managed to rebel and live the fancy free life of a fighter rather than being apart of her fathers Ranks. Although if she visit, her father has her in the front lines every morning before the sun kisses the morning dew. Her mother is pretty much okay, unless otherwise smarted off to by Xena, or Loci, Xena's true love. With that she proceeds to get them both with her wooden spoon, which both agree she could take down a hobgoblin with by herself. Other than her parents other members of the Family is the Cooshee, Roo, whom since Xena's birth hasn't left her side, until she went home, where he choose to stay with Xena's father. Because of her fathers military life, he wasn't around, and Roo became her "daddy". Her Godfather, Sabin Woodwalker, was once the Grand Druid of Toril. Thus the name of her current mount, Sabin's Shadow, Which appears to be a Bluish-Black Heavy War Horse, but is actually a Unicorn. She befriend her mounts father, whom was in a similar form, and with it's help defeted an Evil warlord, in return the Unicorn allowed his son to return with her, she pampers the horse with attention and care no one can surpass. She met Loki when visiting her GodFather. Loki came to Woodwalker for help, 'cause he was badly wounded, Xena along with Woodwalker helped him, it was after he recovered and the festival of the spring that the elvan bond wa formed between the two, Xena would Married him in a heartbeat, but he does not, 'cause he is from Evermeet (Elvan City) and there Half-Elves are looked down upon. Till then she romes around Toril in search of adventure, Recruits for her order, and fun.

Xune Kilsek

*Fighter/Priestess of Eilistraee 7th /7th
Blessed of the Dark Maiden*

Drow female

STR 13 , DEX 20 , CON 13 , INT 13 , WIS 16 , CHA 16 , COM 19, PER

AC -1, hp 47, MV 15, MR 64 AL CG, Age 78, Height 5'4", Weight 115 lbs

Skin Ebony Black, Hair Silvery-white, Beard- Eyes Emerald Green, Vision Infra (120), Wealth 315,000 gp

A stunningly beautiful drow elf, Xune is a slight-of-build, fey woman. She wears her hair long and straight, set in place by her silver and diamond circlet holy symbol. Xune wears a suit of gleaming chain mail with a sapphire drow sigil encrafted into the chest. She wears the mail tied at the waist with a belt to make a skirt, and dons soft black boots and a forest green cloak, reputedly magical.

Weapons

Broad group: swords (p), long sword (sp), scimitar (sp), short sword (sp), natural drow ability to fight with 2 weapons.

Non-Weapons Proficiencies

Weaponsmithing (+2), singing, dancing, hunting, musical instrument: lyre.

Spell casting

Major Spheres: All, Combat, Creation, Elemental, Gaurdian, Healing, Necromantic, Protection, Sun, Weather
Minor Spheres: Animal, Charm, Divination, Plant, Summoning

Special abilities Turn undead, fire 4 silver-white magic missiles 2/day, Enchant any normal blade to +2 for 7/rounds 3/day. Due to the sword, Orthae Abban, Xune receives all her drow abilities: *Faerie Fire 1/day, *Darkness 15' radius 1/day, *Levitate 1/day, *Know Alignment 1/day, *Detect Lie 1/day, *Clairaudience 1/day, *Clairvoyance 1/day, *ESP 1/day, *Magic Resistance of 64%.

Possessions

Other than typical adventuring accoutrement Silver and diamond circlet holy symbol of Eilistraee.

Magical Items

Ring of fire resistance, bag of holding, driftdisc, Phandoorl's Bracers (Menzoberranzan Boxed Set):these bracers provide some protection to poisons and acids, snake and spider bites, and gives immunity to whips of fangs. Orthae Abban or "Holy Ally": Bastard Sword +2/+4 vs. evil creatures, *glowing runes all along the

blade*glows silvery-white in the presence of evil, *negates sunlight debilitations, *confers drow abilities to wielder, even if non-drow, *cannot be picked up by a male, *becomes dormant in the hands of any female not a priestess of Eilistraee, shown by the glowing runes stopping their glow; the sword becomes a normal bastard sword until it is wielded once again by a priestess of Eilistraee. In addition to these personal items, Xune has spent a great deal of time collecting a magical hoard of items that she has hidden away in an extra-dimensional space created for her by a friendly wizard. It is her intentions to use these items for the furthering of her deity's cause by rewarding deserved followers. She has hopes of creating a temple to Eilistraee some day.

Notes and History

Xune is the only child to a pair of exiled drow from Menzoberranzan. Her father, a common warrior, and her mother, a traitor priestess of Lolth, managed to get to the surface and turn Xune over to a band of priestesses of Eilistraee before Lolth's servants found the pair and slaughtered them. Xune grew up with Eilistraee's cause firmly engrained in her spirit, and became a priestess when she was old enough. She spent a decade befriending the Shadowdale folk, and has a small forest dwelling near there. She has had to fight off several drow attempts to bring her back to Menzoberranzan, but has received help from such heroes as Storm Silverhand and Elminster himself. Recently, Eilistraee came to her in a vision and told her that she must protect another drow who would soon be coming to the surface world, for his presence would be required for the future of Xune. Thus, Xune found a lone drow warrior fighting for his life against 2 soul spiders, minions of Lolth herself, on a road near Shadowdale. Rescuing him, she found out that his house had just been attacked when his matron mother had teleported him to safety (the house was rumored to not support Lolth's evil ways). Chazmyr Arabani, as was the name of the drow warrior, soon joined Xune Kilsek, and what followed was a long line of fantastic adventure: they helped Randal Morn in ridding Dagger Falls of the Zhentarim, they managed to rid the world of 2 powerful green dragons (barely), and they have had to find their way back home after being whisked away to the deadly Castle Amber. One last important note: Xune Kilsek has just finished crafting the sword Orthae Abban, which is drowish for "Holy Ally". It is the highest gift she could receive as it is a sign that Eilistraee has been pleased with Xune's path in life and the faith she has maintained in the face of adversity. The sword will be a powerful ally in the future, as the evil drow from menzoberranzan have not forgotten Xune, nor have they forgotten Chazmyr.

Yiordon

Crusader 10th Human male
Knight of Cormyr

STR 18 (Mus 18/Sta 18), DEX 15 (Aim 16/Bal 14), CON 17, INT 13 (Rea 13/Kno 13), WIS 18 (Inn 18/Wil 18), CHA 15 (Lea 13/App 17), COM, PER

AC -5, hp 80, MV 12, MR 0 AL CN, Age 27, Height 6'8", Weight lbs

Skin bright, Hair black, Beard Eyes blue, Vision Normal, Wealth 60000 gp

Yiordon is a proud crusader of Tempus. He was born in the IceWind Dales then he move to Waterdeep before having a lot of adventures which can't be describe here.

Weapons

Bastard Sword (2) Shield Axe

Non-Weapons Proficiencies

Blind fighting Mountainering Swimming Legend Religion Writing/reading

Spell casting

ALL,HEALING,COMBAT,PROTECTION,WAR,WARD,CHAOS

Special abilities

Danger Sense

Possessions

A small castle in Cormyr...

Magical Items

Primordiale: Bastard sword +2/+4 vs Undead, Clairvision, detect invisibility. Axe+2 Ring of Spells reflection
Krieger's Armor: Full Plate Mail+4, all the power of an armor of leadership

Notes and History

See before

Worlock Wzarlon

Fighter 12th Minotaur Male

Lord of Ahrendur, Lord of Kvalek

STR 20 , DEX 17 , CON 16 , INT 11 , WIS 9 , CHA 11 (Lea / App 16), COM , PER

AC -2, hp 87, MV Normal, MR 0

AL CG, Age 36, Height , Weight lbs

Skin Dark brown, Hair black, Beard None

Eyes brown, Vision Infra 75', Wealth 27500 gp

Worlock is a large muscular Minotaur, with quite a few scars from battles. He does not have a too arrogant appearance, since he has lived most of his life with other species than his own. Still, his pride can be a little too strong, a few times making him handle defeat a little bad, but mostly he gets over it. Since he is one of two lords, he has been gained some code of conduct, though his home is still on the battlefield, with his trusty clabbart wielded. Worlock uses no normal armor or shield.

Weapons

Clabbart (+3) (Spec) - Given to him by a god. (This is absolutely his favorite weapon) Should he ever lose it, it will return via magic. BroadSword (+2) (No prof)- Taken from a defeated foe (forgot who, sorry ;). Shatang (+2)/(+3)(Spec) - Enherited from a fallen minotaur friend, it is especially good against spellcasters, as it becomes a (+3) weapon against them. StoneSkin and such protection is useless against this shatang.

HandAxe (+3) (Spec) This handaxe was given to Worlock recently, by another lord, who wished for an alliance. It is a casting axe, and return to caster after hitting foe. Mages touching this axe lose 1 con perm.

and half hitpoint. Two handed axe (spec) - First weapon worlock ever got, though it is a normal non magical weapon, it still holds a place in his heart, as he has used it against many foes in his past. The mace called 'Skullcrusher'(no prof) - cursed weapon, on roll of 18, 19 or 20 it crushes the bones of opponent where ever it hits. If wielder fails a wisdom check a point is added to a pool, and when pool is full, wielder loses one wisdom while fighting. Pool resets and next time it's full, the loss is permanent.

Non-Weapons Proficiencies

Swimming, Reading (Double prof. cost), Rope use, Dragon Riding (Soon :)), Running.

Special abilities

Worlock has the ability to warcry opponents, causing them to be act same as if he had cast 'fear' upon them. - This is done by roaring straight into foe's face but he may affect up to two creatures at the same time. This skill is mostly used when someone insults Worlock, and the good part of him prevents him from killing them off ;) Also, as the fighter of his home town, he uses it to split people fighting, effectively making them forget all about fighting, and make them think about running away.

Possessions

Normal backpack with basic travel eq. A shovel (Worlock's been in two wars, so he knows they come in handy after fight)

Magical Items

Ring of protection (+2), Bracers of protection (+3), Bracelet of the eagle's spirit (-2 ac) (Fly at upto 30 feet above ground, with normal walk speed), Horn of smoke. When blown, smoke enshrouds worlock, making

his blindfighting abilities usefull. (Dont use it much), Book of marble. (New thing, very cool) Once read (need to be able to do read magic), reader can cast mage spells of 1/3 his level, as a normal mage. This means you will need a spellbook too, and spells that go with it. Book must be kept with you at all times, and ALL classes may use the book. Mages recieve 2 extra dice on dam roll if they use the book.

Notes and History

Worlock was in a group of 3 adventurers, Himself, Rya (Thief/Fighter) and Zott (Mage). The three rid the city of Ahrendur of a demonic plaque, and were made lords of the city, after some time. They were 'The council of three' Rya died in a battle against undead, and as one of Worlocks best friends, he he was very sad for a long time, though he did not show it. Zott, as most mages, is planning to take rulership and unite the 5 lands to become king. He is now level 12 and has *not* taken the test yet. (he got a nice visit from dala*** a few days ago, who kindly reminded him to take it.) Zott is going for the black robes, and is not exactly doing a good impression on his friend Worlock. A thief from Worlocks early years, Desmer - killed the chief cityguard of Worlock's city, and he was forced to hunt her. She ganged up on him with a (shitload?) of other people from her guild, a mage, two warriors and a few other thieves, and they ambushed Worlock, successfully killing him. - He was luckily raised from the dead in the nearby Miskala temple. This, and a few other instances has made Worlock sick and tired of fighting people he thought were friends, though he will no doubt kill Desmer the second he sees her. (Thieves are just so damn good at hiding :)) Worlock is training one of Zott's drop-out students, 'Bennet' who he hopes to make a good warrior (and maybe he's the son worlock never had :)

Xune Velidorn

Fighter/Mage [kit: War Wizard] 17th /16th Drow female

STR 18/66 , DEX 20 , CON 14 , INT 19 , WIS 14 , CHA 12 , COM , PER

AC -2, hp 53.5, MV 12, MR 80

AL NE, Age 169, Height 4' 8", Weight 113 lbs

Skin Black, Hair White, Beard

Eyes Red, Vision Infra (90'), Wealth 50000000 gp

Weapons

Dagger, Short Bow, Short Sword, Long Sword, Long Bow, Martial Arts (+4), Quarterstaff (sp) {weapon of choice}

Non-Weapons Proficiencies

Spellcraft (17), Engineering (16), Gem Cutting (18), Blind-fighting, Religion (14), Seamanship (21), Navigation (17), and Armorer (17). Speaks Drow, Undercommon, Duergar, Bugbear, Illithid, Svirfneblin, Orcish, and Aelvar. Can Read/Write Undercommon.

Spell casting

Casts as a 16th level mage. Can use dancing lights, faerie fire, levitate, darkness, know alignment, and detect magic 1/day. Choice Spells: Sleep: +4 to her saves/ -4 to opponents ; Fireball +3/-3 ; Chain Lightning +2/-2 ; Delayed Blast Fireball +1/-1.

Special abilities

Elven charm resistance, +1 Bow, Long Sword, Short Sword Bonus, Move Silently through nature, -4 to opponent's surprise rolls, +2 to her saves vs. magic.
-4 reaction from other elves, Bright light gives a -2 to Dex. Attacks are at -2 , opponents get +2 save vs. her spells, Code of Conduct, must tend to unit demands.

Possessions

Long Bow, Short Sword, Quarterstaff, Long Sword, Short Sword, Dagger, 12 flight arrows, 12 sheaf arrows.

Magical Items

Drow Chain Mail, Ring of Protection +2, Drow Ring.

Notes and History

Born in the fair city of Menzoberranzen, Xune quickly rose in the ranks of the wizards of the city. Until she became so powerful, the other nobles got a little worried, and ordered her on many missions to slaughter their enemies (and maybe get herself killed in the process). This hasn't happened yet, and Xune is a smart girl, she's just using these missions to gain experience and power for the day when she will return, and make all the houses of Menzoberranzen bow before her.

Xylan Tar'rakus

Warrior 9th, Weapon Master Kit (similar to Cavalier kit see below) Drow, Albino Male
Scout and Assassin of Lolth

STR 14 ; DEX 19 ; CON 15 ; INT 17 ; WIS 17 ; CHA 16 ; COM ; PER

AC -7, hp 84, MV 12", MR 77

AL CE, Age 150, Height 5'6, Weight 135 lbs

Skin Pale white, Hair white, Beard none

Eyes powder yellow, Vision drow infra, Wealth well off

This once wiry and unhealthy albino, has conditioned and worked himself a fine tuned muscular build. As an albino he almost resembles a normal elf with the exception of his unusually pale skin, stark white hair and pale yellow eyes. To camouflage his oddities he uses either plant dye and make-up or a change self ear ring. His waist length hair is tightly pulled back worn in a pony tail. His surface garb usually consists of mythril(elven) chain and darkly colored leathers. Although he is a two-sworded fighter he only wears a single sheath strung on his back (see bracer for other swords). Tatoo on left shoulder (from a bladesinger clan)

Weapons

Weapon Mastery-Long Sword, Specialized-long Sword, Blade Song(from a betrayal), Single weapon stylized, Two-handed stylized, prof, w/ pistol x-bow, Missile Deflection(ninja hand book, it's pushing it I know but it fits). WEAPON MASTER KIT : The kit's based on the Cavalier kit in the fighters hand book so don't think it's unreal in game terms. a base of +1 hit and +1 damage with a +1 hit every 3 levels back stab as thief of equal level Move silently & Hide in shadows as thief of equal level +1 attack per every nine levels(first bonus attack at 9th) Requires 25% extra experience to go up levels Loses all kit benefits if armor heavier than leather or eleven chain is worn

Non-Weapons Proficiencies

Etiquette(surface elven), Read & Write, Riding, Blind fighting, Direction sense, Disguise, Tumbling, ambidexterity (like I need it, but it's for those GM's who give me a hard time)

Spell casting

All typical drow abilities normal and royal, I wished I could use all the abilities on the surface MR included!

House sigil(medallion)(18th house in Menzoberranzan.)abilities:

INTERMEDIATE :who cares.

MINOR : not very interesting.

MAJOR : Iron Guard(whoops! your sword can't hurt me!), Ilyykr's Mantle, Dispel Magic, Illusionary Wall.

Special abilities

PSIONICS

That used to be such an evil word back in 1st edition!

Total PSP's:196, Teleport, D-Door, Teleport trigger, Summon Planar being.

Backstab x4, Hide in shadows: 98%, Move silently: 98%, Four attacks per round(2 from specialization, 1 from ambidexterity and one from the kit){incase you were wondering}, attack/perry-Blade song. Always has "Cloak of Gaer" cast on himself (just incase)(menzo box set)

Possessions

Maps, money, clothes, food typical stuff, poison-trolls blood(old school stuff), poison-golden fool (old school stuff)

Magical Items

Ring of rapid regeneration(1d6 per round)(GM gave it to me!), Ring of Spell storing-Priest, Broach of Wound Closure, Broach of mind sheilding, Bag of holding, Mythril Chain(elven)+4, rings of readiness(on Nazerine), Bracers of Blades(similar to bracet of charms, only it t-ports swords from a sword case{at his home} to his hands), Nazerine: +2 long sword of sharpness(sentient)Drow artifact, +4 Long sword Duegar made. In bracer: too many swords to list(all taken fro defeated foes), boots of elven kind, Chameleon Cloak.

Notes and History

Normally any Drow child born weak let alone albino is put to death at birth, but Matron Borella saw this child as being kissed by Lolth and she could use his white skin to her benifit. It was decided he would be a surface scout for Lolth, a drow that could blend in with surface elves. To ensure his sucess, he was trained by only the best, and and to ensure his loyalty the worst in torture and punishment for mis-obedience. It seemed almost a gift when at maturity his "special" ablilties appeared. With his swordsmanship and ability to teleport he made the ultimate scout and assassin. When Xylan first reached the surface world was during the time of troubles. The perfect opportunity for drow take over! ylan learned the way of the elves quickly, but not fast enough to avoid the attention of one Grugatch(19 Str of course and was a PC!) It was due to this distraction that he teamed up with the Minotaur Goramoz Diturr, a Cleric left Godless due to the Gods war. The Minotaur helped him defeat the dangerous Grugatch that learned his secret and in return Lolth granted the powerful minotaur priest- hood to replace his lost faith. His later adventures entail the penetration a betrayal of a bladesinger Clan, the slaying of many goodly swordsman, which add to his sword (trophy) collection. Which I might add include a holy avenger, Thionder (a burly sword from a dungeon module) dragon slayers of many flavors and many more Today he roams the land in search of elves to slay and land for the drow to conquer.

Yirassin Dumess

Fighter/Cleric 2nd /2nd Half-Elf male

STR 16 , DEX 15 , CON 9 , INT 14 , WIS 17 , CHA 12 , COM 9, PER

AC 3, hp 14, MV 12, MR 30 to Sleep or Charm spells AL CG, Age 29, Height 65", Weight 124 lbs

Skin fair, Hair white, with a blond forelock, Beard Eyes pale golden yellow with cat's pupils, Vision
Infra (60'), Wealth 236 gp

A typical Elven head with only the blonde forelock as an unusual aspect. Wears a robe over his armour with his hand-made holy symbol hanging from a silver and silk chain upon his chest.

Weapons

Footman's flail (P), Staff sling (P), Dagger (non-proficient).

Non-Weapons Proficiencies

Mountaineering, Reading/Writing, Survival, Tracking, Tumbling.

Spell casting

MAJOR minor Sphere: ALL

Special abilities

Turning ability for Cleric level 2, Detect secret door by passing within 10': 1 on 1d6, Detect secret door by active search: 1-2 on 1d6, Detect concealed door: 1-3 on 1d6.

Possessions

Backpack, Large belt pouch, Whetstone, Flint & steel, Staff sling, Wineskin, Pouch, Parchment, Paper, Iron rations, Small Shield, Light Riding Horse (named Nikers), Bit & Bridle, Saddle Blanket, Riding Saddle, Boot hose, Riding boots, Belt, Robe, Gloves, Splint mail, Small belt pouch, Dagger & sheath.

Magical Items

Murlnd's Spoon, Potion of Extra-healing.

Notes and History

His stock answer to any probing about where or what he came from is "What's past is past, I deal with the present" For those who make the effort, his speech and mannerisms tell of a childhood spent in the aristocracy.

Zanthar

Fighter/Thief 3rd/3rd [kit:Swashbuckler]

Half-elf male

Holder of several elven dance titles

STR 18/74 (Mus 18/94/Sta 18/54), DEX 17 (Aim 17/Bal 18), CON 12, INT 12, WIS 15 (Inn 17/Wil 13), CHA 14 (Lea 12/App 16), COM, PER

AC 4, hp 16.5, MV 15, MR 6

AL CG, Age 22, Height 5' 7", Weight 182 lbs

Skin Pale, Hair long rust red, Beard can't grow one Eyes hazel, Vision Infra (60'), Wealth 200 gp

A dashing young half-elven dancer. Wears all black clothing, a wide floppy hat, a full billowing thin cloak, dancing boots w/big heels, and large black gloves. Even his quarterstaff and sword scabbard are black. His appearance, kit & allure trait give him a total +10 reaction modifier from girls.

Weapons

Cutlass (P), Quaterstaff +2 (sp, total +6 to hit and +9 to damage), Barehanded attacks on punch chart.

Non-Weapons Proficiencies

Tumbling (12), etiquette (12), formal dancing (11), elven tap dancing (17), horse riding (13), display weapon prowess [staff] (12), swimming (14), appraising (12), speaks and reads common. Zanthar is a skills & powers character with 0 unspent points.

Special abilities

Thief skills: Ol 20%, FRT 20%, CW 80%, RL 25%, RS 20%, HS 60%, Dillusion 20%, Escape Bonds 20%, Detect Magic 20%, Elven Secret Door Detection, Increased move, +2 AC Bonus from character kit, Glibness & Allure. Has a greed problem, and a phobia of Gorgons. Is limited to studded leather or less (not that he'd wear even that), can't use magical armor, and has an uncanny knack for walking into trouble (swashbuckler kit).

Possessions

Fancy black clothes, best quality dancing boots, black leather shoulder pack, good lockpicks, flint & steel, scroll case, maps in case, steel mirror, comb & brush, signal whistle, whetstone, sewing needles & thread, hard tack, beef jerky, blueberry jam, 1 loaf of good bread, salt, raisins, more raisins, and another bag of raisins. (He likes raisins.).

Notes and History

This prettyboy has been wandering from town to town in the Dalelands, showing off his fancy footwork and breaking orcish skulls with his stick. He twirls his staff before fighting if pretty girls are watching, and if he has time he makes a melodramatic speech. He has never yet resisted the urge to rescue a damsel in distress (or from a dress). Calls Red Wizards "Rude Wizards." Prefers to make his living by performing with other elven tap dancers (as the star, of course). If you need a clue as to what this looks like, watch "Riverdance." (Note the star's grin.).

Zarxozka D'axedir

Fighter/Wizard 20th/20th

Dark elf male (now Dark Rider)

"The son of Lloth", Insain riper, Master of all dark riders

STR 18/98 , DEX 22 , CON 16 , INT 14 , WIS 14 , CHA 6 , COM , PER

AC -9, hp 102, MV 12, MR 15 AL CN, Age 254, Height , Weight 390 lbs

Skin black, Hair Long silver, Beard Short silver Eyes Glowing crimson, Vision infra 120", Wealth none

From the waist down - spider body, Skin black, Hair long silver, Beard short silver Eyes glowing crimson, Vision Infra 120", Zarxozka was once a noble dark elf and now - a dark rider (half spider half dark elf).

Weapons

Drow pistol, crossbow mastery, two longswords mastery, battle axe mastery, dagger mastery, throwing axe spec. scimitar spec.

Non-Weapons Proficiencies

Reading and Writing, Survival (Underdark), Blind Fighting, Set Snares, Healing, Common, Silent Tongue, Spellcraft, Hunting, Tracking, Sense of direction.

Spell casting

20th-level dark elf wizard (mainly evil spells) : lvl1- 5 /lvl2 - 5 /lvl3 - 5 /lvl4 - 5 /lvl5 - 5 /lvl6 - 4 /lvl7 - 3

Special abilities

+2 poison save, Biting 1d4 damage +paralyzing poison, Natural senses like dwarves, Can be surprised only in 1 (1d10), Innate Spells- dancing lights, darkness, levitate, faerie fire, know alignment, detect magic, +2 saves vs. Magic, Other special abilities listed under (Elf, Drow) in the Monstrous Manual.

Magical Items

Throwing axe drow pistol crossbow 60 missiles for crossbow scimitar Black spell book Magical Items Piwafwi of Protection +5 (enchanted to withstand sunlight), Long swords (2 - 1 in each hand) +5 (each sword), Battle axe +2, Dagger +4, Telecanasis ring, Healing potion (2), Ring of protection +2, Wand of fear, Pendant of life protection.

Notes and History

Zarxozka was born in a Large city to a noble family (second house of D'axedir) in the deep underdark. His father was a skilled fighter and his mother was a high priest of Lloth. Zarxozka was trained by his father to become a known fighter in the underdark, and at the same time, he learned to be a great wizard in the dark magic academy. Zarxozka grew up and became one of the most powerful leaders among the dark elves in his city. This made the other elves very jealous and wanted to kill him. The day of the Test of Lloth has arrived. All the elves went to the test. After long tests of the gods Lloth, Zarxozka passed it. Because he passed the test perfectly, he gained the title - "the son of Lloth" by the high priests in Lloth's temple. The future looked promising to him, until one day, Daphage - a frightening and powerful necromancer, who brought death and sorrow to every place he got, tried to kill Zarxozka's family. Zarxozka tried to stop him, and they fought with spells. Zarxozka's father joined the battle and Daphage thought he had to get away. He started to cast a powerful spell on Zarxozka and his father and teleported himself from D'axedir house. Zarxozka's father had no effect from the spell but Zarxozka did. The spell made him insane. In his insanity, he ran to Lloth temple and started to kill her high priests (including his own mother) and to destroy the temple to the ground. Lloth didn't like that at all. She punished him by turning him into an ugly dark rider (half spider half dark elf) and marked him with an heretic symbol on his chest. The people of his city exiled him to the outer regions of the underdark. Zarxozka stayed a long time there (the effect of the spell ended) and during this time, all he could think about is to revenge the necromancer for the shame he brought on his family and Lloth for turning him to the dark rider. This revenge made him insane and he went back to find the necromancer and kill him throughout the wild underdark and anyone who got in his way was brutally massacred.

Zebriidal D'Treyan

Fighter/Mage 10th /11th Half-Elf Male
Leader of The Five of Swords. (Adventuring Band)

STR 16, DEX 14, CON 9, INT 18, WIS 10, CHA 13, COM 15, PER

AC -1, hp 59, MV 12, MR 0

AL NG, Age 48, Height 6'1", Weight 195 lbs

Skin Lt. Tan, Hair Lt. Brown, Beard none

Eyes Lt. Green, Vision Infra 60', Wealth I'm not telling.

Very impulsive, a true adventurer. Often relies on luck to get him out of a mess (if that doesn't work, there's always the rest of the party!). Zeb has absolutely no business talent whatsoever. However, he is quite adept at negotiation. He also loves to tell stories of their adventures (normally he only embellishes on them when one of the listeners happens to catch his eye).

Weapons

Finslayer (longsword +3 vs. fish & drow, +4 vs. aboleth, +5 vs. kuo-toa).

Non-Weapons Proficiencies

Spellcraft, Survival, Engineering, Appraising

Special abilities

Normal half-elven abilities, +10% to mage X.P.

Possessions

Normal adventuring equipment.

Magical Items

Leomund's lamentable residence, Ring of Pro.+4, Waterproofed Bag of Holding(1000 lbs.), etc...

Notes and History

Father owned general store in Tassledale, tried to get Zeb to stay home.

Ze Ze Greybeard

Fighter 7th Dwarf male
Exiled

STR 18/89% , DEX 16 , CON 15 , INT 8 , WIS 11 , CHA 10 , COM 9, PER

AC -4, hp 70, MV 661, MR

AL CG, Age 61, Height 3'8", Weight 145lbs lbs

Skin Flushed, Hair Grey, Beard Long/Grey

Eyes Grey/Blue, Vision Infer 60', Wealth 500+ gp

Weapons

Warhammer (Sp & MST), Footman's Mace, Longsword, Short Bow- Arrows- Flight * 16 Silver 2 Poison 5 doses (unconscious).

Non-Weapons Proficiencies

Mountaineering, Rope Use, Riding (Pony), Drinking Alcohol.

Special abilities

Shield Rush, boot stomp (Knockdown attack). Giant stomp (Knockdown attack), Detect grade/slope 1-5 on 1d6, Detect new tunnel/passage construction 1-5 on 1d6, Detect sliding/shifting walls/rooms 1-4 on 1d6, Detect stonework traps/pits/pitfalls 1-3 on 1d6, Detect approx depth underground 1-3 on 1d6.

Possessions

Armor and Clothes: Loincloth, Breeches (purple), Vest (Black), Gloves (Black), Boots (Black), Belt (Mithral Silver), Banded Mail, Basinet, Shoulder Plates (Mithral Silver) Items: Backpack; whetstone, 17 days dried rations, torch x2, Statue (shiny grey goblin), Sewing Needle x2, 3l Hand Cask-Dwarf Spirits, wineskin x2, 49 ft hemp rope, Grappling Hook Belt Pouches;lg x2, sm x3 Lg#1-gp=500, Lg#2-Flint + Steel + Tinder, Sm#1-Pp=2, Sm#2-Cp26, Sm#3-Poison 5 doses (Uncon.) wrapped in thick cloth Quiver: Flight Arrows x16, Silver Arrows x2 Bootpouches: Sm#1- Key for chest buried in cellar, Sm#2- 2pp

Magical Items

Warhammer +1 (Boomerhammer), Longsword +1, Medium Shield +1, Medium Shield +3 (Phoenix emblem), Chain Mail +2, Living Puppet- 4hp/1 dam/AC 10/THACo 20.

Notes and History

ZeZe was exiled from his isolated home in the hills, after being intimate with his king's wife while extremely drunk. For his punishment he was sent out to explore the surface world to report back on other races. Started on the quest that took him to the depths of the Night Below (Underdark). He was turned to stone on a recent escapade which had ZeZe face to face with three medusas. While in Undermountain, searching for an ancient lost castle ruled by a powerful sorcerer. Reward for finding. ZeZe: 4000 GP - ALIVE WITH EQUIPMENT Bring to ZeZe's bar, one week southwest from the "City of Splendors"- Waterdeep. Ask for Dalak.

Zhendor von Rentar (alias Demean Turnhill)

Fighter 15th

Human Male

Commander (in Zhentarim) (appears as a noble of Cormyr)

STR 17, DEX 16, CON 12, INT 17, WIS 9, CHA 18, COM , PER

AC -4, hp 104, MV , MR none

AL CN, Age 27, Height 6'3", Weight 154 lbs

Skin Fair, Hair Black, Beard nicely trimmed Eyes Black, Vision Normal, Wealth 10000 gp

Demean Turnhill as he calls himself is the leader of the Zhentarim forces assigned with eliminating the 'Cult of the Dragon' agents and operatives. He acts as a racist noble from the nation of Cormyr and is aided by magic to hide his guise. His act is very convincing.

Weapons

Uses a Long Sword +3 and a Short sword +2 has specialization with the long sword.

Non-Weapons Proficiencies

Riding, Forgery, Read/Write (common), Ancient history, Religion, Cooking, Tracking, Hunting.

Special abilities

A great acting skill.

Possessions

Food and Water for a week, A sand watch, A rope of the finest quality, A bedroll, Black Shoe polish and a brush, 3 small daggers hidden: one in his left boot, the others in his sleeves, Black silk shirt of the finest quality, Black leather pants (the go over the armor), A comb, A necklace of high value 1500gp. A sign of his rank in the Zhentarim hidden on him.

Magical Items

Ring of mind shielding, black elven chain mail armor +3, the weapons mentioned earlier, two potions of extra healing, boots of elvenkind, hat of disguise (rarely used), cloak of blending (like the robes) colored black

Notes and History

He was assigned with the total destruction of the Cult in the Moonsea and Dales area. His secondary mission is to lead an expedition to Myth Drannor and to investigate there the documentation on the birth of the Cult and the creator- Sammaster. He works alone on this but he is powerful enough to take care of himself. His dress is always black and of the finest quality.

Zinjian The Dark

Fighter 14th

Elven Male

Lord of Pendagrel Keep, Slayer of 15 demons, 7 dragons

STR 18/79, DEX 18, CON 16, INT 13, WIS 11, CHA 15, COM -, PER -

AC -5, hp 101, MV 12, MR -

AL LE, Age 138, Height 5'8", Weight 165 lbs

Skin white, Hair black, Beard - Eyes dark grey, Vision 60' Infra, Wealth 265,000 gp

Zinjian a stout, tough-looking elf. He has a large scar that runs down his face, from below his left eye to the corner of his mouth to his chin. This wound is a memento from a face to face encounter with a Pit Fiend which he barely survived. His wild black hair flashes out in all directions, and his stone grey eyes reveal little or no emotion. He wears black plate mail and a dark grey cloak. He often wears black facepaint which contrasts sharply with his pale skin.

Weapons

Zinjian uses: RightHand- Long Sword of Sharpness ("Dreamripper")-Sp. Left Hand - Long Sword +3 of Speed ("Morbis")-Sp. Dagger of Venom- pr. Bow +2 w/ 12 arrows +2- pr.

Non-Weapons Proficiencies

Blind-fighting, survival(forest), direction sense, fire building, bowyer/fletcher, endurance, riding, land-based.

Special abilities

+1 to hit long/short sword or bow, 90% resistance Sleep/Charm, +1 to hit +2 damage w/ long sword (sp), attacks 3/1 with long sword of speed, 20 strength (see below) +3 hit +8 damage, find secret doors by passing them (1 in 6) .

Possessions

Backpack, belt, cloak, 3 large belt pouches, flint and steel, 3 waterskins, 2 weeks rations, signet ring, bed roll, riding boots.

Magical Items

Girdle of Stone Giant Strength (20 Str), long sword +3 of speed, long sword of sharpness, dagger of venom, bow +2, 12 arrows +2, field plate +3, ring of shocking grasp, 5 potions extra healing, rod of lordly might.

Notes and History

Zinjian was raised on the harsh city streets, as an adopted son of a merchant, where he learned that the only way to gain respect was to pound it out of people. When he was equivalent to the human age of 17, he joined the military, and distinguished himself in many battles as cool and calm under pressure. Most of his commanders found him cold and calculating, often pondering intense strategies which other cadets had just begun to grasp. After leaving the military at the equivalent age of 19, he set off to adventure, leaving behind his family. His epic career includes the slayings of dragons of 5 different species, a journey to the abyss, and the slaying of two avatars. He and his company are well respected and well loved. Although honorable, Zinjian will never hesitate to take advantage of any situation, and he is often seen as ruthless and tyrannical. Well, that's pretty much right, but not many people have the guts to say it to his face!

Zydakazon Azaryth

Drow Fighter 22nd

Drow Elf Male

Weapons Master of House Azaryth, 1st House of Charrvhel'raugaust

STR 17 , DEX 20 , CON 16 , INT 17 , WIS 17 , CHA 15 , COM , PER

AC -7/-10, hp 136, MV 12, MR 80

AL CN, Age 145, Height 5'6", Weight 137 lbs

Skin Jet Black, Hair Silver, Beard- Eyes Crimson, Vision Infra 120', Wealth 9,975 gp

Appears as a muscular drow with handsome features wearing fine black chain mail with his thick silver hair drawn back into a ponytail. Two prominently jeweled longswords hang loosely at his belt. He bears a fine scar running from his left temple to his jaw. Zydakazon moves with exceptional grace and economy of motion of a true warrior.

Weapons

Longsword mastery, Blades/Swords (broad group) , Two-weapon style spec., Two-hander style spec. , Weapon and shield style spec. , Death blade fighting style spec.

Non-Weapons Proficiencies

Endurance, survival, swimming, running, set snares, hunting, light fighting/blind fighting, tracking, tumbling, alertness, ambidexterity.

Spell casting

Dancing lights 1/day, faerie fire 1/day, darkness 1/day, levitate 1/day, know alignment 1/day, detect magic 1/day.

Special abilities

Thieving Skills :Ol 47% , F/rt 45%, Ms 99%, Hs 99%, Dn 80%, Cw 99%, +2 saves vs. Magic, backstab x5. Death blade fighting style- if Zydakazon exceeds an attack roll by 5 or more he scores double weapon damage and has a base 10% chance of killing his opponent instantly. Add 3% to the base 10% chance for every level the opponent is below 22nd, and subtract 3% for every level above 22nd. He also gets +2 bonus to AC, +2 bonus to hit, and +2 bonus to damage.

Possessions

All-black outfit of fine soft cloth and 9,975 gp worth of gems.

Magical Items

Piwafwi, Drow boots, Drow chain mail +5, Bracers of the blinding strike, Longsword +5, Longsword +6 defender (not of drow make), Ring of Regeneration, House Insignia : dimension door 1/turn, wraithform 1/turn, dispel magic 1/turn, monster summoning 1/turn.

Notes and History

Zydakazon is the first son of House Azaryth. He holds the coveted title of weapons master, and is undisputedly the finest swordsman in all of Charrvhel'raugaust. His skill with the blade has acquired him a reputation and he is constantly battling challengers who wish to prove themselves the better. They always lose.

Ultimate NPC's handbook

Vol.II

Magic Users

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Remerciements

J'aimerais remercier tout spécialement ma source d'information soit Sylvain Robert (robert@uqtr.quebec.ca) qui a créé un site web où tous les amateurs de Dungeon&Dragons peuvent inscrire leurs personnages. C'est grâce à ce site que j'ai pu réaliser cette compilation et à sa mise à jour régulière. Pour toute question concernant l'un ou l'autre de ces NPC, vous pouvez aller chercher sur le site du Wanderer (<http://crpp0001.uqtr.quebec.ca>) le nom et l'adresse e-mail du créateur de ces NPC. Pour tous ceux qui ont leurs personnages inscrit dans cette compilation, je m'excuse de ne pas avoir laissé vos noms et adresse mais j'avais besoin d'espace. Un dernier mot en passant, j'espère que cet outils vous sera utile même si ce n'est encore qu'un brouillon...

Abbreviations uses in this book	
F/RT : Find and remove traps	(HMST) : High mastery weapon
OL : Open lock	(GMST) : Grand master in weapon
MS : Move silently	LNG : Language
PP : Pick pocket	DMG : Damage
HS : Hide in shadows	
CW : Climb Walls	
RL : Read language	
DN : Detect noise or Hear noise	
Infra : Infravision	
Ultra : Ultravision	
Gp : Gold pieces	
(P) : Proficient in weapon	
(SP) : Specialist in weapon	
(MST) : Master in weapon	

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ELEMENTALIST

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Amirrast Redcloak

Mage 4th Elementalist Fire Human Male

STR 14 , DEX 17 , CON 15 , INT 15 , WIS 14 , CHA 13 , COM , PER

AC 7, hp 14, MV 12, MR 0 AL CN, Age 22, Height 6' 1", Weight 166 lbs

Skin Tan, Hair Red, Beard - Eyes Green, Vision Normal, Wealth 1000 (various items)

A tall young man with a quick temper Quote: Theres no problem a little fire cant cure.

Weapons

Dagger

Non-Weapons Proficiencies

Read/Write- Common, Spellcraft, Riding Land-Based- Horse, Swimming, Navigation, Herbalism, Gaming.

Spell casting

First- 3 (4), Second- 2 (3), ()=total with bonus spell. He normally casts the most destructive ones possible.

Special abilities

He aquired the ability to Back Stab as a 1st level theif.

Possessions

Adventuring Gear (tinder box, rations, winter blanket cutlery etc.)

Magical Items

Bag of holding

Notes and History

Amirrast was born in Calimsham. When he was young he ahd a fasination with magic. When he grew older he was taught the ways of magic by a master. His master taught him the basics of spellcasting, then sent him out to face the world. As Amirrast grew in skill he found that he enjoyed casting spells of fire, until that landed him in trouble. For the past few months various abandoned warehouses were being mysteriously burnt down. The guards immediatly suspected him of doing it. On the day they were going to arrest him at his home they found that he was gone. Amirrast led to the North were he still lives today. He now travels with a mixed group of people who he feels he can "trust". Amirrast wishes to aquire enough magic so he can return home and clear his name. Until then he is content to travel the bitter cold of the North.

Chillblade

Frostmage 17th /Priestess of the cold 17th /Psionicist 5th Human female
Lady of the North, The Cold One, Lady of Ice Spire

STR 17 , DEX 15 , CON 18 , INT 19 , WIS 18 , CHA 18 , COM 22, PER

AC 0, hp 88, MV 12, MR AL NN(G), Age 35, Height 5'8", Weight 135 lbs

Skin pale whiteand fine, Hair Blond, Beard - Eyes Blue, Vision Coldvision 90', Wealth 195,000,000 gp

A well built lady of nortic cast and piercing ice blue eyes. She dresses in blue and white and wears a fur cape at all times. Her jewelry is silver or platinum with blue or clear stones.

Weapons

Dagger, Staff, Ice Axe is her holy symbol, Mace.

Non-Weapons Proficiencies

Spellcraft, Reading/Writeing, Rideing-land based, Weathersense, Artistic Ability-painting,scuplting, Ettiquette, Seamstress/Tailor, Religion, Gem-cutting.

Spell casting

She casts mage spells at the 17th level of ability Priest spells at 17th level. Major: All, Animal , Charm , Elemental-water, Guardian, Law, Summoning, Protection, Travelers, Wards.

Minor: Divination, Healing, Necromantic, Plant.

Special abilities

Turn undead, Immunity to cold, Cold Aura 2D6 damage in 10' radius, Ice storm 1x a week, Conjure Ice Elemental 6x a week, Pisonic Strength:540, Abilites: Psionic Blast, Mind Blank, Detect Good/Evil, Detect Magic, Object Reading.

Possessions

Large Silver belt set with clear and blue gems, one is a thrid level matrix. Silver circlet set with 5 matched Sapphires.

Magical Items

Ring of Protection(=3/=3), Wand of Frost, White Fur Robe of Enviromental Adaption, Ring of Free Action, Bracier of Cold Sheild, Bracier of Cold Sword, Blue Silk Dress of AC3, Blue Silk Shoes of Ice Walking, Necklace of Aura Control: Lets her not be a danger to those who come near her. Is controled by thought.

Notes and History

Born in the far North Chill started to study magic under the Ice Mage called Frosty. He was the one who made her special bracers. She traveled for many years learning magic and serveing the Gods of the North. On one adventure she journeyed to Darkover and won a Matrix crystal. The Tower Trained opened her mind to Pisonic work and Taught her the first of her abilities. She was out of existance for many years when she final striked her magic aresenal to stop a mad fire being. This sacrifice caused her gods to make her a Priestess. Now she is rebuilding what she lost.

Devon Sibwarra

Wizard 9th [kit:Mystic; Zakharan Wind Elementalist] Human male

Most Honored Defender of the Skies (meaningless)

STR 11 , DEX 10 , CON 13 , INT 18 , WIS 15 , CHA 18 , COM , PER

AC 3, hp 29, MV 12 (Fly 48 A), MR AL NG, Age 29, Height 5' 6", Weight 144 lbs

Skin light olive, Hair dark brown, Beard brown Eyes hazel, Vision normal, Wealth 100 gp

Devon wears humble trousers, shirts & jackets in sky blue, curly-toed blue slippers, and a red turban which has faded to resemble a cloud at sunrise. He is usually sitting cross-legged on a Carpet of Flying

with garish patterns in loud colors on the top, yet a nearly cloud-white lining on the bottom. His sling is worn as a belt for concealment.

Weapons

Sling (pt)

Non-Weapons Proficiencies

Weather sense (9), spellcraft (12), aerial navigation (12), painting (9), aerial combat (10), omen reading [by observing clouds] (11), omen reading [by observing smoke] (10), astronomy (12), etiquette (13), speaks common & zakharran, and knows how to read common, zakharran, thorass, and espruar. +2 bonus to all air-related ability checks, traits of artistic ability, light sleeper, precise memory, and obscure knowledge.

Spell casting

Air elemental (Zakharran, from Al Qadim handbook). Can't cast spells of Earth, Fire, Water, or Necromancy, -15% to learn non-air spells, +40% to learn air & lightning-related spells. Inflicts a -2 saving throw penalty against his air & electrical spells, inflicts +1/die damage w/air & lightning spells, +25% range to all air/electrical spells.

Spells/dy by level: 4+1/3+1/3+1/2+1/1+1.

Spells:

1st : Read Magic, Alter Normal Winds, Feather Fall, Magic Missile, Unseen Servant, Shield, Identify.

2nd : Flying Jambiyah, Wall against Noise, Whispering Wind, Fog Cloud, Mirror Image, Knock, Blur, Strength.

3rd : Fly, Dispel Magic, Dispel Mirage, Lightning Bolt, Gust of Wind, Wind Wall.

4th : Wind Blade, Wind Breath, Ghost Rigging, Minor Globe of Invulnerability, Dimension Door.

5th : Shield of Winds, Cloudkill, Wall of Force, Teleport.

Special abilities

-2/die damage from air/electricity spells (but at least 1/die), Mystic meditation from Mystic kit in Skills & Powers. Saves vs. air & electrical attacks at +2.

Possessions

One set of clothes, small money pouch, spell components, a copy of "Gone With the Air Elemental" in Common, and "The Winds of Fate" in Zakharran.

Magical Items

Bracers of Defense (AC 4), Ring of Protection +1, Carpet of Flying (an unusual model that can carry 2 people with move 48 and maneuverability A), 3 reusable slingstones of Electricity (no bonus to hit, +1d6 electrical damage), and his spellbook.

Notes and History

Devon fled Zakharra before the terrible wrath of his Powerful Enemy, the Brotherhood of the True Flame, leaving behind most possessions and becoming ascetic, and now seeks enlightenment up & down the Sword Coast.

Diagonti the Fiery

Fire Elemental Mage 7th /Cleric of Joramy 7th Half Elf Male

STR 17, DEX 10, CON 16, INT 19 (originally 18), WIS 17, CHA 8, COM , PER

AC 0, hp 48, MV 12/20(boots), MR 0

AL N, Age 24, Height 6 ft, Weight 171

Skin fair, Hair bright orangish red, Beard -

Eyes 1 blue, 1 green, Vision 60 Infra, Wealth 350 gp

Weapons

Two handed sword, Two handed style, Stiletto, Sling.

Non-Weapons Proficiencies

Religion, Musical Instrument – Bagpipes, Mountaineering, Fire Building, Artistic Ability – Carving, Blacksmithing, Alertness, Common (S,R,W), Suloise (S,R,W), Dwarven (S), Wood Elf (S).

Spell casting

Priest level 7 - Major:charm, combat, elemental(f,e), healing, necromantic, weather, minor:protection, sun, elemental (a). Mage level 7 - cast 1 elemental fire as if 1d4 levels higher 1/day. Can cast one additional fire spell per available spell level. No water elemental spells. Most spells are elemental fire.

Special abilities

+1 damage on clerical fire spells , 3rd - double duration protection from fire 1/day - priest of Joramy only, 5th - Melf's Minute Meteors, 10th - Flamewalk – permanent, gains some power concerning fire elementals at 15th and 20th level.

Possessions

2x 50 ft silk rope, 4 pouches with spell components, 1 sashling of components, small 2 person tent, 4 flasks of greek fire, 1 flask holy water, 1 flask sleep gas, normal boots with hollow heel in which a gem and spell components for flameblade are stored), 2x wineskins of firewine, wineskin of ale, several empty flasks, belt pouch with 4 stones of continual light, flint and tinder, scroll case

Magical Items

2 handed flametongue, Torq of AC4 with a ruby that acts as a scarab or protection (5 drains left) (Note: The torq is unremovable owing to the fact it was found with a ring of wishes with one wish left). Boots of Speed, Ring of Shooting Stars, Ring of Protection +2, Scroll of Alternate Reality, Scroll of Teleport.

Notes and History

Diagonti is the son of two half elves who retreated into to the mountains to live out there lives. His mother was a fire elemetalist(9),his father a fighter (10). Diagonti was always independent minded and often wandered the surrounding mountains. It was on one of these expeditions that he came across an erupting volcano. Diagonti has always been fascinated by fire, but the volcano awed him. He fell down in worship of it and heard a voice speaking to him. Joramy (diety of volcanos and fire) spoke to Diagonti and thereby gained one of his few priests. Upon returning home to tell his parents, he found that their home had been destroyed by giants. He promptly fled to the east. Eventually he ended up living in the mountains near a dwarven settlement. It was from the dwarves that he truly learned of the mountains in all their glory. After two years with the dwarves, he decided to return to the volcano at which he was converted to following Joramy. His journey was perilous but he made it safely. When he finally arrived at the volcano, he fell down in prayer to joramy. When he looked up, there was a two handed sword floating on top of a flow of lava. Calling upon Joramy, he walked to the edge of the lava flow and removed the sword. Joramy then returned to his home near the dwarves. He took to roaming the lands near his home, looking for adventure. It was during one of these trips that he encounter a small adventuring group who was fighting a force of evil humans and trolls led by a mind flayer. He helped the group defeat them and was asked to accompany them. From there, he went on with them to a seek an ancient wizards tomb. After barely surviving the tomb, he was given as part of his share of the treasure a book to raise his intelligence. After several months of rest and research, the group has now set off in search of the wild mage's parents. He seems to have lost them. The group he currently adventures with consists of: Kale - female grey elven bladesinger (F8/M8) ; Flubber - male human wild mage (M9)

Trent - male human paladin of Mayahein (F8) ; Kes - female half elven cleric of Mayahein (F7/C7) ; Note on Diagonti's Appearance and Personality: He is rather tall and kind of lanky. He is not obviously half elven and strongly resembles his human grand parents. He is amazingly clumsy. (He has only ever succeeded on 1 dex check) He is fairly hard to miss in a crowd. After all, how do you miss a 6 foot tall guy with carrot orange/red hair with a 2 handed sword slung across his back dressed in bright red? He is from a rural background and has never had any real instructions in etiquette or proper manners and because of that his manners leave a bit to be desired. He is very straight forward and unsubtle. He is also very proud of his ability with his sword. Most of his intelligence is shown in the his ability to master spells and figure out strategies. He occasionally lets his tendency towards pyromania override his wisdom.

Fire Stone

Fire E (mage) 5th

Human male

STR 11 , DEX 12, CON 15 , INT 18, WIS 11, CHA 13, COM, PER

AC 0, hp 22, MV 12, MR 0 AL CG, Age 21, Height 5'11", Weight 180 lbs

Skin white, Hair red, Beard none Eyes brown, Vision normal, Wealth 3000 gp

Wheres a robe that is red with two stripes coming down the side of his robe(gray and brown)

Weapons

Staff

Non-Weapons Proficiencies

Reading/writing rope use Gem cutting spellcraft herbalism detection sense

Spell casting

specialization fire 1d4 level higher once per day

Special abilities

+2 vs fire

Possessions

1 Giant lizard 1 war dog 1 lantern 10 flasks of greek oil 100 ft of hemp rope 1 gem (500gp) 1 silver studded belt (50gp)

Magical Items

Robe of useful items boot of elven Kind bracers of AC3 cloak of +3

Flame

Pyro Magus 9th

Elf Male

Holder of the flaming powers, preacher of the phoenix, Avatar of all the burns

STR 11 , DEX 17 , CON 16 , INT 17 , WIS 10 , CHA 9 , COM , PER

AC 0, hp 42, MV 12, MR 60{fire only} AL NG, Age 333, Height 5'2", Weight 111 lbs

Skin tanned white, Hair fiery red, Beard - Eyes red, Vision Infra 60 yards, Wealth 20 000 gp

Flame is imbued with extraordinary powers of fire. He is immune to normal fire, and has high resistance to magical fire. He may use any magic item, so long as it is related to fire. He is vulnerable to water as your DM sees fit. Flame's diety of a sort is a Phoenix of his choice, which he receives his powers from.

Weapons

Flame is automatically specialized with any weapon, as long as it has some relation to fire. He is often found with his sentient staff Inferno, which has the ability to cast Fire spells of 1-6 level. This staff has a Red dragon claw on the end and acts as a sickle +4. It is often on fire, but takes no damage from this.

Non-Weapons Proficiencies

Fire building.

Spell casting

Flame may cast spells of both priest and Mage from Elemental fire, but that is all.

Special abilities

Flame gains a +1 to attack and damage with fire weapons. He has a 60% magic resistance to magical fires. On 9th level he receives a sentient staff with various fire abilities and telepathy with Flame. Flame makes his own spells often, of course they are related to fire only. He may wear armor and use items of any sort, as long as they are fire related.

Possessions

Rations 12 days, phoenix feather cloak, red dragon armor, gold dragon horns, hide of an aurumvorax, Gauntlets, rope 50 ft, spell book.

Gazeeb L'Caren

Air Elementalist 15th

Human Male

Member of Watchful Order of Magists and Protectors

STR 16, DEX 17, CON 17, INT 19, WIS 17, CHA 18, COM 11, PER

AC 5 (-4), hp 63, MV 12, MR AL CG, Age 30, Height 6'0", Weight 150 lbs

Skin dark brown, Hair black, Beard Goatee Eyes Yellow, Vision normal, Wealth 10000 gp

Dark skinned man wearing Light-flowing robes. He always has either his staff of the magi or his staff of the elements at his side. He is quick with a smile, helpful, and cheerful. Unless you are a slaver.

Weapons

Staff of the Elements (Fire), Robe of Stars, Throwing Daggers, Staff of the Magi, Spells His wit and mind (His most powerful weapon)

Non-Weapons Proficiencies

Airborne riding, spellcraft, ancient language, navigation, landbased riding, astrology.

Spell casting

Spell caster of 15th level. He is allowed one extra spell per level (as long as it is an air based spell) He can learn other elemental spells much easier than normal mages (Except Earth based spells which he cannot learn). His ring of wizardry allows him to retain double the amount of 1st and 3rd level spells.

Special abilities

Doesn't need to concentrate on elementals @15th level. An Air elemental will not turn on him @20th level

Possessions

Belt Pouch, Horse (Named Mr. Ed, A name from his distant past on another world) ,Oil, Bulls-eye lantern, Wine, Pipe with Pipe Weed, Traveling Spell books, Vials of Acid , He co-owns a small shop of magic and laboratory in Waterdeep with a fellow gnome mage names Wojan.

Magical Items

Boots of striding and springing, Ring of Wizardry (1st and 3rd), Robe of Stars, Ring of Protection +4 to AC/+2 to saves, Wand of Polymorphing, Wand of Magic Missiles, Wand of Fire, Sheet of Smallness, Staff of the magi, Staff of the Elements (Fire),Figurine of the Giffon, Various potions of healing invisibility etc.

Notes and History

Gazeeb is from a small village on the world of Ansalon where all the people in the village could work magic. In the village there were four clans. Each clan was responsible for magical manipulation of each of the different elements. At the age of 7, Gazeeb's village was attacked by spacefaring pirates and slavers that destroyed his village and took him and some of the other younger members of the village as slaves. He traveled from port to port across the universe until they stopped at Waterdeep on the world Toril. He was sold to a mage that needed someone to clean up and take care of his household as he was getting on in age. Gazeeb showed a promising to magic because of his breeding, espically to the element of air. His master testing him with this by allowing him to learn some spells and seeing which ones he could learn quickly and which ones he could not learn at all. At Gazeeb's 15th spring, his master gave him two gifts: 1) a small book with some spells in it. 2) His freedom. He went out and ran into another adventuring group that had gotten themselves in trouble with a local clan of orcs. His quick intervention helped the group out of their tight situation and they invited him into the group. From this they created the group known as Might and Magic. They traveled the Realms, Ravenloft, and part of Greyhawk. One of the people in his party was a svifneblin known as Wojan. The two of them quickly became friends and when Might and Magic broke to go their separate ways, Wojan and Gazeeb bought a house and laboratory in Waterdeep and to study and research magic. (And take on a few apprentices here and there.) Gazeeb's goal in life is to find the slavers that destroyed his village and re-pay their kindness. He also will help out new adventuring bands with either money, spells, or joining them if they are in need. Especially if they are going out to stop slavery. He is also a member of the Watchful Order of Magists and Protectors to keep control of the young brash spellcasters that run around wreaking havoc in the Realms.

Karl Narok

Light Elementalist Mage 20th Wood Elf Male
Destroyer of Shadow, Holy Crusader

STR 13, DEX 15, CON 11, INT 20, WIS 18, CHA 19, COM 14, PER 13

AC -2, hp 81, MV 12, 24 fl, MR AL LG, Age 132, Height 6' 1", Weight 147 lbs

Skin Light, Fair, Hair Long Golden, Beard- Eyes Blue, Vision Infra 120', Wealth 100,000 gp

Karl looks more like a high elf than wood elf. His skin is fair and light. His hair is long and Golden. His eyes are a deep blue. His mortal enemy is Magus Deathspell.

Weapons

Quarterstaff +3, Light Bringer (P), Darts +3 x2 (P), Stiletto +2 (P).

Non-Weapons Proficiencies

Blind-Fighting, Cooking, Spellcraft, Astrology, Survival, Swimming

Spell casting

Major ability to cast special element of Light, detsts special element of Shadow

Special abilities

Turn Undead, Can Fly, Disarm Traps 75%, rumored to have mastery of time travel.

Possessions

Holy Symbol (God of Light)

Magical Items

Light Orb, Luck Coin

Notes and History

Karl grew up in the age of death with his friend, Magus Deathspell. When a portal created by a demon stranded them both in the future. Karl saw Magus's violent way of handling things and tried to stop him, but to no avail. They are now embittered enemies, fighting until one-or both-of them is destroyed. Karl aided Magus in the destruction of the demon, which Magus does not know. He seeks, the Life Rock, which may be able to stop Magus's goal of world domination.

Mo'hiron Genda'har

Fire Elementalist

Human male

Self proclaimed wanderer of Realms and creater of new spells

STR 16, DEX 17, CON 17, INT 18, WIS 16, CHA 14, COM 11, PER

AC 0, hp 71, MV 12, MR 10 AL NG, Age 45, Height 5'8", Weight 155 lbs

Skin Light, Hair Brown & long, Beard Brown & long Eyes Clear Blue, Vision Normal, Wealth 105000 gp

Elderly man wearing Red robes and a pointed hat. Always looks a bit feeble-minded, but that is just a jest to see how others react to him. He only carries a iron wood staff and a few daggers that are hidden within his robes. He is quick with a smile and hard to anger, but when he does, he is very dangerous.

Weapons

Quarterstaff (p), dagger (p).

Non-Weapons Proficiencies

Riding Airborne, Riding Landbased, Ancient Languages, Navigation, Astrology, Spell Craft.

Spell casting

Specializes in the Element of Fire. He has a +25% to learn Fire based spells.

He has a +15% to learn earth and air based spells, and a -25% to learn non-element spells. (He can never learn a water based spell). He gets an extra spell per level (as long as it is fire based) and can cast a fire based spell at 1d4 levels higher. Presently he is 16th level, so his spell list is vast.

Special abilities

15th lvl, there is no need to concentrate of fire elementals. 20th lvl, a fire elemental will never turn on him.

Possessions

Spell books, lantern, tinderbox, candles, spell components, average adventuring gear (rope, string, wine flask, pipe, tobacco).

Magical Items

Staff of the Elements (Earth), Dagger of Venom, Dagger of Throwing +3, Ring of Wizardry for 1st, 2nd, and 3rd., Tailsman of Memorization, Buckle of levitation, Wand of Fire, Wand of Wonder, Amulet of Magic Resistance, Pearl of Power (2nd level), Ring of the Ram, Pouch of Accessibility.

Notes and History

Mo'hiron was a lower level mage that really didn't have much of a history until he met up with a druid by the name of Ram. Together they set out to destroy the evil that was coming out of the fabled Myth Drannor. Eventually they got together a party of others and attacked the very center of this fabled ruins. After many campaigns and many, many battles. They cleared enough of the area that there wouldn't be a threat for a very long time. Now, Mo'hiron makes his home in Waterdeep and researches new spells and teaches the few apprentices that can live up to his expectations. He still adventures with Ram when the need is great (or the treasure is greater!). He also has been known to adventure into Undermountain both in search of treasure and magic, and to help or rescue the younger explorers that always seem to get to deep over their heads. He hopes to one day go back to his land in the far East and challenge the Zulkirs to stop their cruelty over their subjects.

Mondino

Elementalist 5th

Human Male

STR 9 , DEX 18 , CON 15 , INT 18 , WIS 12 , CHA 12 , COM , PER

AC 8, hp 15, MV 12, MR AL CG, Age 34, Height 5'9", Weight 147 lbs

Skin medium tanned, Hair dark brown, Beard none Eyes hazel, Vision normal, Wealth 3000 gp

Powerful master of the elements of Air, Earth, Fire, Water, and Shadow

Non-Weapons Proficiencies

any spell-use enhancing ones.

Spell casting

Can cast all elemental-style spells as 2x level mage (priest or mage).

Special abilities

Can turn undead or creatures from the demi-plane of shadow.

Possessions

Clothing, spell book, symbols of air, earth, fire, water, shadow

Notes and History

Well-versed in powers of elements; became entertainer for the court of Aquitania until the Cleansing of Magicks; member of the order of ten.

ILLUSIONIST

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Blinggood

Illusionist/thief 5th/5th Gnome male
First Mate of the Good ship "Hanali's Sword"

STR 16, DEX 16, CON 16, INT 15, WIS 9, CHA 14, COM , PER

AC 3, hp 32, MV 6, MR nil

AL N, Age 80, Height 3'6", Weight 80 lbs

Skin earthy brown, Hair dark brown, Beard dark brown Eyes brown, Vision 60' Infra, Wealth 10,000 gp

A gnome who prefers not to be noticed Blinggood blends into the crowd. He is short and stocky, with a large nose typical of his race. Only those who look closely in his eyes will see the cleverness and adventure some nature he possesses. He dresses in whatever style is appropriate for his location, but truly prefers the flamboyant pirate silks he wears when "Hanali's Sword" is in space or at sea.

Weapons

Proficient in:Shortsword, dagger, sling

Non-Weapons Proficiencies

Swimming, herbalism, information gathering, celestial navigation, boating, trailing, spellcraft, appraising

Spell casting

Illusionist; standard class abilities. No Invocation, abjuration, or necromancy spells allowed. Spellbook:

1st : Read Magic, Detect Magic, Phantasmal Force, Light, Color Spray, Change Self, hypnotism, Dancing Lights, Charm Person, Fist of stone.

2nd : Blindness, Misdirection, Improved Phantasmal Force, Invisibility, Magic Mouth, Wizard Lock, Locate Portal.

3rd : Wizard Sight, Night scar, Blacklight, Stone Hull, Enhance Rating.

Spells Commonly Memorized In port-Detect Magic, Phantasmal Force, Color Spray, Change self, Charm person, Blindness, Improved Phantasmal Force, Invisability, Wizard Sight, Blacklight Underway-Detect Magic, Phantasmal Force, Color Spray, Fist of Stone, Charm Person, Blindness, Improved Phantasmal Force, Locate Portal, Stone Hull, Enhance Rating

Special abilities

Standard Gnomish racial abilities (see PHB), PP : 20% (30%w/gloves), OL : 80% (90%w/gloves) F/RT : 75%, MS : 25%, HS : 15%, CW : 55%, HN : 25%, Backstab +4/X3.

Possessions

Shortsword,dagger, sling, 20 bullets, pipe, pouch pipeweed, Fur cloak, boots, tinderbox, 2 dozen harpy quills, nautical charts of the Azure Sea of Oerth, the Nyr Drv of Oerth, the Sea of Fallen Stars of Toril, Astronomical charts of Realmspace, Greyspace, Bralspace, Pirtal space, and the Arcane Inner philogiston flow, diary, 100 sheets of blank parchment, giant octupi ink, thieves tools, red silk pantaloons, white silk shirt, high black riding boots, leather work apron, grey woolen trousers, 3 tan cotton shirts, herbalism kit

Magical Items

Ring of protection +1, Gloves of Dexterity, Bracers of defense AC6, Wand of Fear (2 charges left)

Notes and History

Blinggood is the loyal henchmen of Elrohir Amroth. Originally from the kron Hills of Oerth his irreverent nature and rogueish diposition sent him on the adventurers path. He had only just arrived in

Greyhawk city when he met up with Elrohir and the halfling Sam Lightfingers. The trio began a series of very successful heists and adventures, becoming insufferable companions. Blinggood and Sam especially became close, joined by their mutual worry for Elrohir who continually took greater and greater risks. This eventually led to one ship against a nation naval against the Sea Princes. Sam and Blinggood were both slain in that war, but Elrohir used two wishes from a ring to bring them back. This sealed their loyalty, nothing short of magical intervention could cause them to betray each other now. They continued to adventure, were gated to the Forgotten Realms, where they discovered Spelljamming. Elrohir became a collector of Rare works of art, while searching for one such item Sam was slain again in a street skirmish in Arabel. Blinggood took his loss very hard, he still grieves for his friend and is much less adventuresome then previously. Blinggood is First Mate, Navigator, and Quartermaster aboard the vessel "Hanali's Sword" He rarely helms the vessel, preferring to be able to use his spells and illusions to help the ship escape or avoid enemies. He is the only being on the ship Elrohir trusts unconditionally, Blinggood is the quiet watcher aboard who keeps track of what everyone is upto and how that affects the ship. He has a small fortune in gems in his room, mostly because he likes them, he finds the vessels constant voyageing a balm on the wound that Sam's loss has left.

Rastaan

Illusionist 11th /Thief 11th

Gnome (rock) male

STR 18 (Mus 18/Sta 18), DEX 17 (Aim 16/Bal 18), CON 16 , INT 18 (Rea 19/Kno 18), WIS 12 (Inn 12/Wil 12), CHA 15 (Lea 15/App 15), COM , PER

AC -8, hp 69, MV 9, MR nil

AL NG, Age 78, Height 4'0, Weight 80 lbs

Skin tan, Hair white, Beard - Eyes blue, Vision Infra 60', Wealth 200000 gp

Very cocky. Always walks around twiddling his nose at everyone, but does have a soft heart for children and often buys whole groups of children ice cream cones and performs magic shows for them.

Weapons

2 weapon (sp), short sword (sp), 4 shuriken +3/+3, dagger, hand guns, short sword is +3/+3.

Non-Weapons Proficiencies

Reading/Writing, throwing (+3), Spell Craft, Looting, cantrips, tumbling, Mental Armor +3, disguise, appraising, swimming.

Spell casting

Invisibility, Wraith Form, and Shadow Magic are all specialized spells. All illusion spells up to level 5. Assortment of others all up to level 5. Read Magic and Detect Magic 1/2 levels each.

Special abilities

Backstab X4, PP 95%, F/RT 80%, HS 50%, CW 95%, OL 95%, MS 95%, DN 60%, Detect illusion 50%. Ambidexterity, Keen Touch and regular gnomes abilities.

Possessions

Necklace, 5 gems, regular surviving kits.

Notes and History

He lived in the mountain until raiders came and killed everyone in his small village. From there he learned the art of theivery on the streets and was soon adopted by a Human illusionist that showed him the better nicer things in life. From there he moved on and went adventuring sworn to protect all from evil. He was sent to the future and learned a few skills and then was forced to come back because he was

scared and kept blowing up the big metal beasts that people drove...Scarey devils. From there he and his party defeated a army of Tarrasque's. Okay so there was only 5 but thats still lots of them. Now he built his own guild and specializes in teaching children the better thing in life also.

Senix Devou

Illusionist 16th Drow male
The mage that shook the world

STR 12 (Mus 11/Sta 12), DEX 16 (Aim 16/Bal 15), CON 14 (Hea 14/Fit 14),INT 20 (Rea 19/Kno 20), WIS 19 (Inn 17/Wil 19), CHA 12 (Lea 12/App 11),COM 12, PER 11

AC 7w/robe, hp 96, MV 12, MR 80 AL C.good, Age 420, Height 5'5", Weight 135 lbs

Skin black, Hair white, Beard - Eyes light blue(red when pissed off), Vision 120ft Infra, Wealth 3,000gp

Looks more intelligent than normal characters. Although he looks weak.

Weapons

Spiked Quarterstaff, Longtooth +2, Stiletto.

Non-Weapons Proficiencies

Spellcraft, astrology, riding land based, herbalism.

Spell casting

Can cast every 8th level and up in Enchantment/charm, Illusion/phantasm, Alteration.(because of wish).

Special abilities

Levitation, Globe of darkness, Faerie fire.

Possessions

Grey robe, torch, wineskin (1gal), waterskin.

Magical Items

Staff of thunder and lightning, Staff of astrotravel.

Notes and History

Not much is known about Senix, except he helps out the Mystic Order of the Silver Dragon whenever possible.

INVOKER

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Allen Chron

Invoker 27th Dark Elf Male
Zulkir of Invocation

STR 14 , DEX 23 , CON 16 , INT 25 , WIS 16 , CHA 12 , COM n?a, PER

AC -5, hp 65, MV 12, MR 0 AL Neu-Evil, Age 463, Height 5'6", Weight 132 lbs

Skin Ink Black, Hair none, Beard - Eyes Red, Vision Infra 90', Wealth 1,000,000 gp

Allen Chron is the Zulkir of the School of Invocation in the Magical land of Thay. His tower is located right outside of Bezantur, Thay. When he is outside his tower he is often seen being escorted by his bodyguard, a mercenary known only as Death.

Weapons

Proficient with Staff and Dagger but is rarely carries any weapons.

Non-Weapons Proficiencies

Spellcraft, religion, navigation, read/write: common, elvish, drow, thayvian, astrology, astronomy, ancient history: thay, riding, land, etiquette, swimming.

Spell casting

School specialized: Invocation/Evocation. Effective casting level : 27.

Possessions

Standard adventurer kit.

Magical Items

Thief darksuit (acts as robes of the arch-magi), Elven boots, Gloves of missile snaring, Piwafwi of Protection +5 (enchanted to withstand sunlight), Staff of Fury.

Notes and History

Allen Chron is becoming bored with his Zulkir-ship in Thay and is planning to once again adventure, but this time on the outer planes. He has dreams of building a stronghold on one of the outer planes and moving into demigod status in the future.

Blissett

Invoker 9th Human, Male

STR 12 (Mus 10/Sta 14), DEX 14 (Aim 14/Bal 14), CON 16 (Hea 18/Fit 14), INT 15 (Rea 13/Kno 17), WIS 13 (Inn 13/Wil 13), CHA 11 (Lea 10/App 12), COM 15, PER 15

AC 5, hp 46, MV 12, MR 75 AL L\G, Age 26, Height 6", Weight 150 lbs

Skin light, Hair black, Beard - Eyes white (sparkling), Vision normal, Wealth 400 gp

Weapons

Staff (+2,+2) (it's a ring)

Non-Weapons Proficiencies

Magical engenering, ancient history, divining(2profience), riding, swimming, monsterlore, spellcraft.

Spell casting

All except conj\summoning, charm

Possessions

Backpack, scrolls, knife, x-tra healing

Magical Items

Ring of prot.+2, robe +2, ring of underwateraction, ring of waterbreathing, amulett of farsight, ring of staff (+2+2).

Notes and History

I have defeated four lifeguards of a true tanari'i. I helped the freeleague to get an antidote, I have helped a powerfull warrior named Tim from a maze in sigil,I have conquerd a castle in the abyss (tanari'i) etc.

Illsid

Invoker 19th Human Male

Troll burner, boulder dropper, lightning lord

STR 10, DEX 18, CON 16, INT 18, WIS 16, CHA 7, COM , PER

AC variable, hp 44, MV 12, MR AL CN, Age ?, Height 5'2", Weight 100 lbs

Skin variable, Hair variable, Beard sometimes Eyes brown, Vision normal, Wealth 100,000 gp

Illsid looks like your typical invoker. He wears flashy colors, has quite a bit of bat guano, and acts gruff. Illsid is actually a 19th level illussionist. Which is why he never looks the same twice. He claims he is under a curse but all attempts to remove it have failed. He or she delights in trickery and robbing adventurers. Illsid is skilled at faking flashy invocation spells. He always has back up spells that aren't illussions. He travels with a bronze dragon (actually a polymorphed faerie) which he claims is his familiar.

Weapons

4 daggers, staff, he is most likely proficient with these

Non-Weapons Proficiencies

Illsid is a practiced con artist and charlatan. He can fake ability with almost any proficiency. Has cantrip proficiency

Spell casting

Specialized in Illusion

Magical Items

Variable but always powerful illusionary items

Notes and History

There isn't much known about Illsid. Illsid is known to have conned the adventuring group might and magic out of quite a bit of magic. He also stole their spellbooks. The group caught up with him in Sigil. Illsid once again pulled the wool over their eyes and the group ended up as slaves to a Pitfiend. Illsid was seen defending Westgate against a Great Wyrm Red. He bested the beast before the city's mages could aid. He walked off with quite a bit of money and magic hours before the creature reverted to a decrepit old rat. Illsid is responsible for a false cult operating in the Dalelands. This operation was broken

up by Harpell's Heroes. The wildmage Door Harpell accidentally summoned the actual deity, who had been sleeping for the last few millennia. Illsid escaped but could turn up anywhere. The mage is wanted by authorities all across the Realms and the members of Might and Magic would pay handsomely to get their hands on him.

Leighanna Valeigha

Invoker 10th Half-elf female
Earned a Ladyship from the King of Myraposia

STR 14 (Mus 15/Sta 18), DEX 18 (Aim 18/Bal 18), CON 16 , INT 19 (Rea 19/Kno 19), WIS 14 (Inn 14/Wil 14),CHA 19 (Lea 19/App 19), COM 19, PER 18

AC -3, hp 90, MV 12, MR 25 AL cg, Age 20, Height 5'6", Weight 110 lbs

Skin light, Hair flame red, Beard none Eyes emerald green, Vision Infra 180', Wealth 25,000,000 gp

Though she is half-elven, she is not half human. Her father was the last of the Valarue. A powerful race with near God-like strength. The Valarue were an evil race which tortured the many other races on Garyon. Leighanna fights her demons in a struggle to stay good. But as she gains power she finds this to be a difficult task to accomplish. With the help of her Goddess Aphordite and her true love and mentor Alacran and her fairy dragon familiar Pyth, the battle within her leans steadily towards the side of good. Because of her powerful ancestry she is able to command evil dragons, though she refrains from this action, using it only when necessary. Riversong, Moonwind, and Starcloud are the only evil dragons to her knowledge who know what she truly is. Riversong, the powerful red dragoness, has intentions for using Leighanna's power for her own benefit. Moonwind, the lesser blue dragon, seeks to destroy Leighanna for the threat that she poses for him. The young green dragoness Starcloud, seeks Leighanna's protection, for she has not yet been consumed by the evil of her older counterparts. Leighanna has agreed to help Starcloud in her effort to survive, together there is no telling what may come of the endless struggle between good and evil....

Weapons

+4 Darts +3 Rapier Staff of the Magi Int-18 named Gem

Non-Weapons Proficiencies

Horse back riding Swimming Sculpture Rope Work

Spell casting

Invocation level= 10

Special abilities

Powerful Psionic Ability natural with her species.

Possessions

Large stately manor 5 equine 10 servants

Magical Items

Ring of regeneration Staff of the magi Ring of wizardry

Notes and History

She is very tempermental, mood shifts are a common place with her mirroring the struggle within....

Mahmoud the Careless

Wizard [Evoker] 4th

Human male

STR 12 , DEX 13 , CON 14 , INT 16 , WIS 15 , CHA 11 , COM , PER

AC 10, hp 20, MV 12, MR

AL NG, Age 23, Height 5' 7", Weight 122 lbs

Skin dark mediterranean, Hair black, Beard black Eyes brown, Vision normal, Wealth about 10 gp

This Mulhorandi youth looks somewhat unkempt, but his clothes must have been expensive before he stained them. He wears a loose shirt with lots of pockets, drawstring pants of some kind of soft material, and perfectly fitted sandals. His turban is faded yellow, clashing with the stained white of everything else he wears.

Weapons

Dagger of Throwing (p), Jambiyah +1/+# vs. Lycanthropes (p).

Non-Weapons Proficiencies

Speaks and reads Rauric only, Weather Knowledge, Astrology, Spellcraft, Camel Riding, Desert Survival.

Spell casting

Evoker with standard benefits. Spellbook has Alarm, Magic Missile, Shield, Chill Touch, Detect Undead, Fire Burst, Burning Hands, Erase, Feather Fall, Knock, Shatter, Web, Stinking Cloud, Ice Knife, Irritation, Spectral Hand, Fireball, Invisible Mail, & Lightning Bolt.

Possessions

Small quantity of tasteless food, paper, ink, quills, prism, glass rods, phosphorous, 6 Blue Dragon scales in an envelope, comb, razor, smelly lye soap, a copy of "How to Train your Camel," and "Guerilla Tactics in the Town Bazar." Mahmoud the Careless no longer owns a camel.

Notes and History

Mahmoud has an unusual knack: he was rescued 6 times from 6 different dungeons by the same party of adventurers/ Somehow, he always managed to get captured by the bad guys while everyone else was still traveling, and they'd find him locked up in yet another cell.

Marcus

Invoker 10th

Human male

STR 10, DEX 15, CON 18, INT 18, WIS 15, CHA 12, COM , PER

AC 8, hp 56, MV 12, MR

AL , Age 30, Height 5'10", Weight 150 lbs

Skin white, Hair Brown, Beard- Eyes Drk. Blue, Vision Normal, Wealth 1000 gp

Weapons

Qtrstaff, proficient1Daggers, proficient

Non-Weapons Proficiencies

Spellcraft1, Riding, Land (Horse1Riding, Air (Pegasus) 1, Gem Cutting1, Ancient History.

Spell casting

Specialized in Invocation/Evocation, especially the explosive ones.

Possessions

Spellbook

Magical Items

Potion of Speed, 1Wand of Lightning Bolts, 1Ring of Protection +1, 1Scroll "Protection from Magic".

Notes and History

Not trusted my the town he lives near, but always saving the town1from attacks. Always wears dark gray and black. Could be considered a pyromaniac at times.

Mel the Magnificent

Invoker 6th

Human Male

STR 8 , DEX 15 , CON 16 , INT 17 , WIS 7 , CHA 15 ,COM , PER

AC 10, hp 30, MV 12, MR 0 AL NG, Age 32, Height 5' 1", Weight 134 lbs

Skin tan, Hair Black, Beard none Eyes Blue, Vision Normal, Wealth 20 gp

Poet that goes adventuring to be inspired.

Weapons

Quarterstaff (P). Dagger (P).

Non-Weapons Proficiencies

R/W Common , Artistic Ability +2 Poetry , Swimming , Rope Use.

Spell casting

Invocation Specialized Cast level 6

Special abilities

Wizard Spells

Possessions

4 iron rations, Quarterstaff and Dagger, 100 feet rope.

Magical Items

Ring of Free action.

Melikirr

Invoker 18th

Human (1/4 moon elf) Male

Grand Zulkir of Thay, Archmage of Cloak Wood, Azuth's Heir, Zhentil Slayer

STR 12 (Mus 15/Sta 12), DEX 19 (Aim 19/Bal 19), CON 15 , INT 20 (Rea 20/Kno 20), WIS 16 (Inn 15/Wil 17), CHA 15 (Lea 16/App 14), COM , PER

AC -5, hp 70, MV 12, MR 25

AL True Neutral, Age 55, Height 5' 10', Weight 152 lbs

Skin white(tinged blue), Hair silver-gray, Beard - Eyes violet, Vision 10' Infra, Wealth 5,000,000 gp

Melikirr wears a grey robe and is adorned with Magical Items and weapons. There is an aura of magical energy surrounding him. His ears are not at all pointed, and he usually wears a hood anyway so his face is mostly concealed. I understand the Players Handbook states that there are elves and half-elves and nothing in between, but I disregard that rule in my campaign and I don't care what anyone says contrary to my beliefs.

Weapons

Melikirr's Staff (+5 magical weapon, fires 4 Force Missiles, 6 times per day, 10d6 lightning bolt, 5 per day, Thunder Staff, 4 times, Call Lightning 18d8, 2 times, and a on/off Wall of Force at will, 10/per day max). Proficient in use of a quarterstaff.

Non-Weapons Proficiencies

Reading/Wrighting, Spellcraft, Arcanology, Astronomy, Alchemy, Research, and Thaumaturgy.

Spell casting

School Specialized: Invocation/Evocation. Effective casting Level = 9th. Schools Barred: Illusion/Phantasm, and Enchantment/Charm

Special abilities

CW-75%, read magic, +1 AC bonus when un-armored/un-encumbered, detect magic 3 times per day, 65% chance to identify a magic item, +1 save to invocation/evocation, 10% resistant to sleep/charm spells, 2 of 6 chance to find secret doors.

Possessions

Boots, a belt, pouches, and normal clothes,

Magical Items

Portable hole, wand of polymorphing, grey robe of the archmagi, ring of protection +3, (contained) sphere of annihilation, effect bottle, scarab of protection, talisman of memorization, crystal ball, wallet of infinite capacity, rod of smiting, Melikirr's amulet (+2 protection, 20% MR, displacement, immunity to electricity, chaos shield, magic jar, dimension door 3 times per day, fire aura at will; 10/per day max, nondetection, stoneskin 3 times per day).

Notes and History

Melikirr was born in Silvermoon, and went to Lady Alustriel's Mage University. He traveled the Realms for five years before he began his adventuring career. His friend Skeletor (NE hm P14) was his adventuring partner, and along with Quicksilver (N hm B15), not your typical bard I might add, they traveled the Realms in search of the ultimate power. The party met the Drow warrior, Vodin Gnomekiller (NE em T10) and together they defeated Zass Tam and the Red Wizards of Thay, not to mention, the capture of Darkhold and The Citadel of the Raven, and the annihilation of Manshoon and Sememmon. Also they killed Eltab, lord of the Tanar'ri, and made armor out of his hide. Skeletor, a master of undead and a major contra-Cyric activist, along with Quicksilver and Vodin raised the fallen city of Northkeep from the depths of the Moonsea. Melikirr made his tower with the greatest of care and it is now as close to impenetrable as is possible by any mortal. It sits upon a narrow plateau raised from the middle of the Cloak Woods in the western Heartlands. There is only a small road up to the tower itself and it is only big enough for a single horse, so armies generally have a hell of a time attempting to storm it. One might not be wrong in saying that Melikirr and Company are somewhat power hungry individuals.

Nocturn Lycros

Invoker/Priest of Mystra 12th /11th
The Midnight User

Human Female

STR 11, DEX 15, CON 12, INT 17, WIS 18, CHA 13, COM , PER

AC -8, hp 44, MV 12, MR 0 AL l/e, Age 48, Height 5'2, Weight 120 lbs

Skin alabaster white, Hair dark, Beard - Eyes grey, Vision normal, Wealth 28000 gp

Nocturne is a woman who at an early age decided to pay her respects to the maiden of magic Mystra she is wearing a robe in a dark blue colour .

Weapons

Dagger (p).

Non-Weapons Proficiencies

Spellcraft, religion, reading writing, heraldry, swimming.

Spell casting

Specialist invoker.

Possessions

Everyday clothes festival clothes.

Magical Items

Ring of protection +4, +2cloak of protection, +4robe of stars, dagger +4, scarab of protection +1, eyes of charming, wand of fire, wand of lightning, bracers of defense ac 2, ring of spellstoring, necklace of fire immunity, necklace of missiles.

Phoenix of Suzail

Invoker 14th Human male
Slayer of Halaster of Undermountain

STR 14, DEX 16, CON 16, INT 18, WIS 16, CHA 17, COM , PER

AC 1, hp 47, MV 12, MR AL NG, Age 31, Height 6'2", Weight 200 lbs

Skin , Hair Blonde, Beard- Eyes Blue, Vision Normal, Wealth 200,000 gp

Phoenix carries himself with the thought that he can defeat just about everybody because he defeated a mage more than twice his level.

Weapons

Daggers

Spell casting

Invoker of level 14

Possessions

Standard adventurer kit

Magical Items

Bracers of Defense AC.3, Rod of Splendor, Wand of Magic Missiles, Amulet of Proof against Detection and Location, Portable Hole, An intelligent talking skull(from Undermountain), Crystal Ball.

Notes and History

He grew up in Suzail and was apprenticed to Maxer Hlarr, then made a name for himself in Cormyr before heading west. Before reaching Waterdeep he was instrumental in the destruction of an army from Dragonspear Castle. He then set out exploring the Undermountain, and Halaster found him. Phoenix defeated Halaster in a stroke of brilliance. He cast a forcecage around them both and his henchmen, then cast an anti-magic shell inside the force cage. Halaster was helpless as his henchmen hacked him apart. He then retired in Waterdeep, and built his own tower with a huge statue of a phoenix lit with faerie fire on top.

Rog the Destroyer

Invoker 8th Human Male

STR 9, DEX 15, CON 16, INT 17, WIS 11, CHA 10, COM , PER

AC 9, hp 40, MV 12, MR 0 AL CN, Age 25, Height 6'5", Weight 160 lbs

Skin Bronzed Complexion, Hair Red, Beard Red Moustache Eyes Green Vision Normal Wealth 5545 gp

Rog is a tall and bony enchanter whose wild red hair flares upward like flames. His face is generally contorted into a sneer of disdain that shows his utter contempt for all those less intelligent than himself. He dresses in a white Karate suit, cinched with an unearned black belt, and he wears a black leather bandolier of darts and Tabi style shoes. He is gruff, unfriendly, and impulsive, and lives for the dual exhilarations of insulting the stupid, and of toasting them with pyrotechnic magic. He speaks less so than he growls, and when he speaks his trademark line, I will DESTROY you!, the DESTROY; is roared at the top of his lungs. He is physically incapable of pronouncing this word in any other way, therefore he is easily identified in this way.

Weapons

Quarter Staff (p), Darts (p).

Non-Weapons Proficiencies

Reading/writing, riding, lb, direction sense, fire-building, swimming, jumping, elvish, dwarven, numeracy.

Spell casting

As an 8th level invoker. Naturally, he prefers destructive and pyrotechnic spells.

Special abilities

+1 to save versus Invocations/Evocations, -1 to opponents saves versus Invocations/Evocations.

Possessions

Quarterstaff, 10 Darts, Clothing, Spellbook, Pipe and Tobacco, 2000 gp Ruby, 2 Pearls, 2 Sapphires.

Magical Items

Wand of Fire, Potion of Healing.

Notes and History

Rog was a freelance enchanter from the Free City of Altamar on the planet Elladan, until a press gang of Gdaatim slavers, pirates, and Grosh (a hallucinogenic mushroom) traders kidnapped him to use as fodder for the great Grosh fields of the city of Gdaat-Nightdawn. Luckily, Rog was soon thereafter rescued by the great Half-Orcish warrior Morgon the Fist, and his band of merry marauders. Rog was personally freed by the famous bard, Jurgen Laszlo, and pledged his service to that worthy in gratitude. Ever since that day, Rog has followed Jurgen, aiding him in battle, and insulting his comrades.

Sir Eron Eltorchul

Mage 8th Kit : Invoker Human male
Slayer of trolls, dragons and batezu.

STR 10 , DEX 13 , CON 17 , INT 19 , WIS 14 , CHA 9 , COM 13, PER

AC -1, hp 49, MV , MR 15 AL , Age 46, Height , Weight lbs

Skin White, Hair , Beard No Eyes Blue, Vision Infra 90 feet, Wealth 21000 gp

A friendly, sometimes stubborn mage. He has a small beard, and often smoke pipe. His common dress is a light red robe, and he is carrying two travelspellbooks in a pouch in his belt. He has a quarterstaff he usually uses for walking, since he isn't too good using it... He is often loaded with magical stuff that noone else claims... + After he drunk a potion, his skin became pale white, his right arm has become a skeleton arm, and he now got red reflecting eyes and 90 feet Infra. He wears a black cloak and a dark grey robe.

Weapons

Staff of striking 1/1 TAC0 17 - two hander style. Longsword +2 of proficiency TAC0 15.

Non-Weapons Proficiencies

Etiquette (cha: 0), Heraldry (int: 0), Riding (wiz:+3), Reading/Writing (int:+1), Spellcraft (int:-1), Cooking (int: 0), Ancient History (int:-1), Ancient Thoras (int: 0), Appraising (int: 0), Herbalism (int:-2), Dancing (dex: 0), Speak Espruar (int: 0), R/W Espruar (int: 0), Spellflash (int:-13).

Spell casting

Kit: Invoker/Evoker. Restricted: Enchantment/Charm & Conjuraton/Summoning. Spells:
LVL1: 10, LVL2: 10, LVL3: 8, LVL4: 3, LVL5: 3.

Possessions

Necklace with unicorn, Pens, Ink, Parchments. Pipe & tobacco. Winebottle. Small tent. Scrollcases.

Magical Items

Cloak of protection +3. Ring of protection +3. Potion of extrahealing. Wand of wonder. Wand of frost. Ring that makes me sleep less. Talisman of concentration (Halves the time to memorize spells). Instant fortress. Necklace of magic resistance (15%). Bag of holding, Ring of wizardry (LVL1,2,3 multiplier x2), Bracers of defence AC 5, 10 tomes (Have not opened yet), Robe of useful items.

Notes and History

Eron was sent out with his brother Vincent on a mission from his father, to delever some spell components to a mage in Silvermoon. His fellow partymembers and himself soon formed a real party called: The company of the singing sword. After defeating a dragon, his brother found and married a beautiful girl in the city of Silvermoon. The party was joined by a paladin, Seiron, who was given a quest to find a sword, platemail and a shield. Currently, they are traveling around, searching knowledge about

these artifacts. Other partymembers are: Sasha (Bard), Gwyn (Fighter, the only partymember except Eron who founded the party.), Ralf (Priest), Corin (Fighter/Thief).

NECROMANCER

Copyright Bowser

Alana Silverbound

Necromancer 12th

Human Female

STR 12 , DEX 15 , CON 13 , INT 18 , WIS 15 , CHA 16 , COM , PER

AC 9, hp 54, MV 12, MR 0

AL LE, Age 32, Height 5'9", Weight 120lbs lbs

Skin Fair, Hair Black, Beard none

Eyes Blue, Vision Normal, Wealth 50,000gp

Alana once was a red wizard of neutral alignment until the DM decided to mess with her head by kidnapping her child and deforming her husband {Thorn 9th lvl fighter} in front of her. Most of the other PC's showed some sympathy but would not help her track down the killer/kidnapper. So she turned her back on them and decided that the only way to beat this person was to be cold hearted and ruthless, therefore she changed her robes to black and became a necromancer. Many of the PC's tried to stop her and some did, but some also died in the process.

Weapons

Dagger (P), Quarterstaff (P), Sling (P).

Non-Weapons Proficiencies

Too many

Spell casting

Upto 5th wizard level

Amson

Necromancer 25th

Human male

of Thay, Dark Healer, People friend, Lich Foe

STR 13, DEX 15, CON 16, INT 18, WIS 17, CHA 10, COM , PER

AC var., hp 58, MV 12, MR

AL CG, Age 210, Height 5'4", Weight 134 lbs

Skin tanned, Hair none, Beard - Eyes blue, Vision Infra (60'), Wealth 5,000,000 gp

Amson is a white necromancer and protector of the weak. His magic and wealth is used to benefit those less fortunate than he. He wears plain black robes and is usually dressed as common as possible. He is bald and has a tattoos of the following holy symbols: Dianececht, Mystra, Corellion Larethian, Garl GlitterGold, and Moradin on his head. The right side of his face bears scars from the claws of IYACHTU XVIM, no magic can remove them.

Weapons

Fiera (longsword +4) int:15 wis:16 Fiera possesses the following powers teleport to Amson's hand, dispel magic at 15th lvl, Heal 3/day, prot. from energy drain and aging, triple dmg to undead, dancing to protect Amson, det. undead and can hit undead that are astral/ethereal/or out of phase. Fiera has a mother hen personality and is always trying to look out for Amson's well being. This usually entails trying to get him to stay out of danger. She can communicate telepathically and verbally. Mages are able to wield her without penalty. Amson is proficient with darts, staff, and martial arts.

Non-Weapons Proficiencies

Spellcraft(int.+4), Herbalism, Healing, veterenary medicine, brewing, herblore, singing, dancing, alternative magic, diplomacy, etiquette others (he's always traveling and learning new things).

Spell casting

Specialized in Necromancy, has access to spells from sphere of healing and necromancy. His effective lvl with necromatic spells is 27.

Special abilities

Regenerates 1 hp/round, True sight, det. good/evi 10' radius, lay on hands for 25 hp a day, det. undead, turn undead as 15th lvl priest, immune to poison,death magics,disease, and undead special powers (fear, chill, etc.), can cure disease 5/wk, brew medicines w/ 85% brew healing salves/potions/ointments at 85% +2 to all saves vs. magic +2 reaction modifier with clerics of all gods he has a tattoo of, -2 reaction clerics of Xvim.

Possessions

Amson owns several homeless shelters in Waterdeep, a small cottage, equiptment for making medicines and ointments, spell library, furnishing for the cottage (nothing expensive), clothing, a small clinic, and his collection of heads (mostly liches,vampires, and other powerful undead)

Magical Items

Besides Fiera, Amson does not keep many magic items long. He usually gives them to needy adventurers (beginners). He does own a magical staff that captures and stores magic for later use. He also wears an ironguard ring (q.v. spell of same name) and a ring of spellstoring (Heal, Raise Dead, Holy word) He always seems to be able to lay hands on a protective or offensive magic item as he needs it. Buried underneath his cottage is an ancient artifact that creates a Forbiddance, Healing, and protective field around the place.

Notes and History

Amson was born in the country of Thay in the Realms. At an early age he showed more than a little bit of magical talent in the arts of Necromancy (he turned a dead bird into a zombie). He apprenticed under Szass Tamm. He eventually realized that his teacher was evil and fled vowing to gain enough power to slay the lich. The two have been enemies ever since. Amson wandered the Toril and other worlds using his magic to aid those he could. He has gained the notice of various gods who have rewarded him for his actions on the behalf of many of their worshippers. He is friend to all living things and despises evil undead. He ran afoul of IYachtu Xvim about 50 yrs ago while trying to save a young orphan from Xvim's Archpriest. As the priest died he called on his god for aid. Amson found himself in battle with the god and barely managed to escape with his life and that of the young girl. He did manage to banish Xvim from the prime for a few years. A fact that the god has not forgotten. Tired of wandering and seeking a place where he could rest and help "normal" people, Amson asked permission of Khelben Blackstaff to live in Waterdeep. Blackstaff granted that permission. Amson has since set up shelters for the homeless and free teaching for the poor. He is known to sponsor adventuring groups that meet his standards. During the time of troubles, Amson found himself pulled out of retirement and forced to face an avatar of a deranged god. Since then he has been more active and more than a few evil necromancers have found their art turned against them.

Baalsham the Necromancer

Necromancer 23th Human/Cargathian Male
The Black Necromancer of the Borndin Mountains; The Lord-Beast

STR 7, DEX 11, CON 15, INT 19, WIS 13, CHA 10, COM , PER

AC 0, hp 121, MV 12, MR 75 AL LE, Age 356, Height 6'1", Weight 140 lb.s lbs

Skin pale, wrinkled white, Hair pale gray, Beard none Eyes solid ebony, Vision normal, 120' infra and 120' Ultra, Wealth unknown, but rumored to be beyond count.

Baalsham is an evil necromancer living in the dark reaches of the Borndin Mountain (a Ravenloft area of my campaign) and lives mainly cut off from human contact. Baalsham is cold, cruel, and has a taste for violence. He abhors all other humans believing them beneath him. He never compromises and has fantasies of ruling the world.

Weapons

Dagger (p), Dart (p).

Non-Weapons Proficiencies

Brewing, herbalism, healing, cooking, riding; air-based, spellcraft, ancient history, world history, local history.

Spell casting

School: Necromancy (specialized). Spells: Any spells the GM sees fit to equip him with, otherwise Baalsham has all the necromantic spells available in TSR game packs. This may seem like a lot, but Baalsham has spent his entire existence compiling spellbooks and creating spells.

Special abilities

Due to his immersion into dark necromancy, Baalsham automatically binds all undead to his will on sight. Good-aligned priests must make a ST vs spells or run in terror and evil-aligned priests must make a ST vs spells or be bound to his will forever. Neutral-aligned priests go mad if they fail the ST.

Possessions

Baalsham has hundreds of ancient books, manuscripts, scrolls, and papers that deal with anything from aardvarks to zylaphones. He collects any manuscripts describing the magic of any art.

Magical Items

He has hundreds of magical items, and the GM can equip him with any he wishes. Baalsham has a medallion of mind protection, that protects him against mind-related spells (including illusions) that he wears constantly.

Notes and History

Baalsham was born a few hundred years ago to a poor peasant on the borders of feudalistic Cargath (a kingdom in my campaign). Baalsham was kidnapped in a raid by the Thaumaturge Vale's troops. Vale sensed his magical ability and began to train the young boy in the ways of the dark arts. When he grew strong enough, Baalsham tore Vale apart, and claimed his dark citadel and legions of orog (Birthright) troops. Baalsham is a dark mage with powers few men know of. He is greatly feared in all realms adjoining his own and mothers use his name to frighten their children into obeying (e.x. "Baalsham will take little children who don't eat their supper!").

Coruthus Stormfire

Necromancer 10th Human Male

STR 13, DEX 16, CON 17, INT 18, WIS 15, CHA 15 COM 16, PER 14

AC -4/-6, hp 56, MV 12, MR 15

AL NE, Age 30, Height 5'6", Weight 166lbs

Skin Normal, Hair Black, Beard Black goatee Eyes Black, Vision Normal, Wealth 17,000 gp

Weapons

Weapon proficiencies: dagger, dart, dagger +3, dagger +2, 14 darts +3

Non-Weapons Proficiencies

Spellcraft, religion, reading/writing, navigation, ancient history, astrology, gem cutting, herbalism, ride land base, weather sense, direction sense.

Spell casting

1st : Alarm, Find Familiar, Shield, Shocking Grasp, Write, Magic Missile, Sleep, Detect Magic, Read Magic, Charm Monster, Spider Climb.

2nd : Stinking Cloud, Wizard Lock, Invisibility, Blindness, Continual Light, Darkness 15 Radius, Knock, Improved Phantasmal Force, Melfs Acid Arrow, Coruthus Silence Person, Rope Trick, Locate Object, Levitate.

3rd : Dispel Magic, Fireball, Hold Person, Slow, Flame Arrow, Coruthus Oil Ball, Coruthus Smoked Glass, Lightning Bolt.

4th : Dig, Ice Storm, Polymorph Self, Polymorph Other, Stoneskin, Wall of Ice, Coruthus Shards of Glass, Coruthus Dream Weave, Plant Growth.

5th : Cloudkill, Cone of Cold, Wall of Force, Teleport.

Possessions

All Normal Items are kept in his fortress.

Magical Items

Scroll: Stoneskin, Fly, Polymorph Self Scroll: Coruthus Silence Person, Oil Ball, Smoked Glass, Shards of Glass, Dream Weave. Wand of Sleep 41 Charges, Wand of Fire 15 Charges, Wand of Missiles 24 charges, Bracers AC-4, Cloak of Protection +3, Ring of Protection +3, 12 Potions of Extra-Healing, Hat of Disguise, Daerens Instant Fortress, Ring of Spell Storing [Teleport w/out error x3, Fireball x2] this ring gives 15% MR, Girdle of Pouches.

Notes and History

Coruthus was abandoned by his mother at the age of 3 years. A few nights later he was found by a cranky old mage outside his tower. Taken in by this mage as a servant he grew up as a virtual slave to this mage. At the age of ten he was caught reading his masters spell book. Why he was not killed by the protection spells he never knew. Six years later he killed his master by poison and took all his magical items and fled the city of Kartland. Joining an adventure guild he soon met up with a small band. They adventured for seven years, then one night he killed the group over the division of treasure. Lately he has been seen around the city of Serina where he was trying to frame a young man so his girlfriend would not marry him and marry Coruthus.

Deralis

Necromancer/thief 9th half-elf male

STR 9 , DEX 17 , CON 15 , INT 13 , WIS 18 , CHA 10 , COM , PER

AC 0/-3, hp 52, MV 8, MR 0 AL LawEvL, Age 34, Height 6'1, Weight 175 lbs

Skin pale white, Hair brown, Beard none Eyes green, Vision , Wealth 50K

Tall, and thin wearing a dark black robe with piercing eyes

Weapons

Warhammer, +3 (p). lucern hammer, +2, 4x daggers (p) +1x2 +3, and +4.

Non-Weapons Proficiencies

Spellcraft 1, reading/writing 1, alchemy 1, construction, armor 2, weaponsmithing 2.

Spell casting

Effective casting :9th major access to necromancy on priest & mage tables minor access to healing on priest.

Special abilities

95% all thief except read languages 45% and hearing 65% control undead as an evil priest of equal level home terrain is bone keep

Possessions

Black robes, 8x small spell component pouches, large backpack, undead steed, armor suit(made of several undead hiddin in a bag of holding which wrap around limbs to form armor ac:-3 while using) war dog, large tent, 25ft' chain, fine mithril 25x small skeletons, 5 hps 19 thac0. 1d4 dmg. folded into large portable hole.....

Magical Items

Gauntlets of dexterity, 5x iounn stones(str + int) portable hold bag of holding

Notes and History

He has a hobby of charging in on his horse and killing as many as possible, to add to his collection of small skeletons held in his portable hole. He has gone about sneaking in the streets for years, collecting corpses to form an army. He finally took over a town (his hometown) by storm.

Diamond Dark Cloak

Necromancer 6th Human male

STR 8 , DEX 15 , CON 13 , INT 17 , WIS 16 , CHA 11 , COM , PER

AC 6(2), hp 20, MV 12, MR 0 AL NE, Age 25, Height 06'05, Weight 175 lbs

Skin Pasty White, Hair Black, Beard Black Eyes Black, Vision normal, Wealth 12000 gp

A tall dark man, always dressed in black, carrying a bone staff in one hand and a long curved dagger on his belt.

Weapons

Dagger, staff (non profiecient).

Non-Weapons Proficiencies

Anatomy, ancient history, ancient languages, modern languages, reading, writing, heraldry, seamstress tailor.

Spell casting

Ncromancer Level=6

Possessions

curved ornamental sacrificial dagger, black cloak inlaid in silver with bringer of death printed in Thoracean hair of his wife incased in crystal.

Magical Items

dagger +1, invisibly dagger +1, ring of protection +3, diadem crown (acts as ring of wizardry)doubles 1st and 3rd spell levels, dark crystal ball (true seeing through the ball, detect good once a day, turns good people evil when they use it), black shroud (suggestion at will, evil people get negs to save and good get bonuses, if the save is made the victim gets +1 to all attack rolls versus user). Staff of Bones[14] (animate 10x undead, can turn or command undead, spend one charge and use a dragons tooth to animate a giant skeleton, does 4d6 versus good aligned priests).

Notes and History

Born in a small town of humans and halflings. Here he was happy to live the life of a farmer and marry the love of his life. The night of his wedding a halfling thief broke into the house and in the ensuing craziness that followed his wife was killed by the thief. When a resurrection was attempted by a priest the body of his wife crumbled to dust leaving only a few hairs. Diarmond then became enraged vowing to kill the thief and to destroy the village that let her die. he also vowed to either bring her back or to destroy the world either one is acceptable to him.

Draken Loris

Warlock:Necromancer Priest 11th Human, Male
The WitchLord of Sancrist, Lord of The Undead

STR 18(75) , DEX 16 , CON 17 , INT 21, WIS 20 , CHA 6 , COM , PER

AC -2, hp 71, MV norm., MR 00 AL chaotic evil, Age 156, Height 5'9", Weight 150 lbs

Skin grayish-tan, Hair grayish-black, Beard - Eyes dull brown, Vision nightvision 200', Infra 90',
Wealth millions

A haggard looking member of the undead Draken Loris is a self-created class that is the same thing as a witch-they bond themselves to a demon for power except the warlock bonds himself to a powerful undead. Draken has been bonded to a Lich. he is therefore part undead with all of the penalties and bonuses that come with it. use your imagination as to what such a creature would look like.

Weapons

The only two weapons Draken is proficient with are the Longsword and the sickle. The weapons he carries are a two-handed sickle (+2,Vorpal), a longsword(Frostbrand), and a chain sickle that can reach up to twenty feet away(+3) Draken also has claws that can extend from his hands-these are his favorite weapons.

Non-Weapons Proficiencies

Draken is very knowledgable in the arts of spellcrafting and religion, he is a master herbalist and linguist knowing over 10 languages fluently. He also has an acute understanding of human anatomy and the arts of healing-(it gives him a greater understanding on what hurts people the most).

Spell casting

Draken has the abilities to cast clerical spells as a tenth level priest from the necromancy school. he also has several natural spell abilities which come from the warlock class-mostly having to do with the animation of the dead-draken can at any given time be seen with at least 1d6 animated followers.

Special abilities

Control undead at 2 levels higher, turn undead at 1 level higher, impervious to cold, illusion, sleep, charm, hold, weapons of less than +2 enchantment, gasses, web, doesn't breathe or eat or sleep-only needs blood to survive. knows how to create magical potions-limited knowledge of protection wards and circles.

Possessions

Full chemistry set for potion creation. numerous blank scrolls and empty beakers. basic herbs for tending of wounds. no extra clothing(he smells real bad!) small backpack and tools for the keeping of his weapons.

Magical Items

Wand of mistform(24 charges),wand of Wraithform(21 charges), ring of protection(+1), bowl of watery death, efreeti bottle, ever-smoking bottle, 6 ioun stones, several scrolls, robe of fire resistance, bowl of water elemental command, idol of abyssal summoning, ring of water breathing(?), and his weapons . At any given time he also has several different potions on hand.

Notes and History

Draken Loris was in his mortal life a sorcerer of no small skill-but as time passed on he realized that he would never gain the power he wished to have in his mortal lifespan. he went looking for the secret of lichdom and ended up stumbling upon an ancient tome describing the art of Warlock-dom. Never before had he seen something so promising. He went in search of a lich and found one willing to except such a bonding. He is now one of the most feared beings on Krynn. Him and his partner Kal (11th level Ice Mage) rule over a large city in the Kharolis mts. this city is known as the City of the Dead. Draken was granted this city to rule over with his small army of self created death dragons after him and a small party of warriors recovered a downed floating citadel for the red dragon army and the knights of Takhisis.

Finster Kreed

Fighter Necromancer Anatomist Death Lord 1/1/1st Half-Elf Male

STR 9, DEX 9, CON 17, INT 18, WIS 17, CHA 14 COM , PER

AC 10, hp 11, MV 12, MR AL CN, Age 28, Height 5'7", Weight 129 lbs.

Skin Darkened Tan, Hair Grey, Beard None Eyes Grey and Silver, Vision Infra 60ft., Wealth 0 gp

Weapons

The weapons used are normal daggers, he is carrying four when he first begins. He also is carrying a weapon called a STILETTO WHIP. This weapon is a barbed chainwhip with a bladed striking tip. It attacks 1/1, then 2/1 at 3rd level, 3/1 at sixth level, and so on. The Stiletto Whip attacks for only 1d4 Dmg, SM&L, spd of 2, wgt of 3. Finster is specialized in the dagger and the Stiletto Whip. Although, He does NOT gain bonus attacks with these weapons, he does gain the +1 to hit +2 to damage.

Non-Weapons Proficiencies

Necrology, netherworld lore, read/write, swim, anatomy, healing, herbalism, venom handling, spirit lore.

Spell casting

Check the Necromancers handbook by T&R, it has all the sphere for both classes, there a lot of spells for the priest class, and a lot of those spells available to the 1st level anatomist.

Special abilities

Racial Half-Elven Abilities. Turn undead as if he were 3 levels higher Autopsy, Improved Healing (Under Anatomist in Necro HB) And based on his personal history, he has been given a gift and a curse... He may turn into a Huge Bat, three times per day, this takes one round to occur in transformation as per polymorph self spell, and he has been cursed so that he is perceived as Evil. He gives off an evil aura although he doesn't actually have one. Evil beings treat him as such, as well as good beings. Neutral beings don't tend to care too much.

Possessions

Robe w/ hood, (all clothing black) gloves, pants, tunic, vest. Red Shroud.

Gog

Necromancer [kit: Undead Master] 19th Ophidian male
Ruler of the Undead, Demigod of the Damned

STR 16 , DEX 15 , CON 16 , INT 19 , WIS 18 , CHA 13 , COM , PER

AC -3, hp 69, MV 12, MR 25 AL CE, Age 31, Height 10'1", Weight 401 lbs

Skin Very Pale, Hair Jet Black with Gray streaks, Beard Goatee Eyes Snake-like (RED), Vision Ultra 60', Vibration Sense 120', Wealth 1,346,090 gp

The greatest Necromancer ever born (He thinks that too). He speaks with a low hissing voice caused by his forked tongue. He cares little about the fortune of others, unless it's worth seizing. He has a small army of approximately 500 undead. This army is broken up into 2 main forces, each lead by Death Knights.

Weapons

STAFF OF GOG (Personal Artifact), triple Sp. Powers : *Animate Dead by touch, *Provides base AC of 6, *Can "Slay Living/Raise Dead" 1/day, *Can cast "Death Shroud" 1/day. GAUNTLET OF THE NECROMANCER (Personal Magical Item), 2x sp. Powers : *+2 to hit living creatures, *3d6 damage upon contact, *Amount of damage dealt is how much is gained (can surpass maximum).

Non-Weapons Proficiencies

Necrology, netherworld knowledge, anatomy, spirit lore, monster lore, reading/writing, ancient languages, lower planar heraldry, ancient history, astronomy, spellflash, spellcraft, brewing, cryptography, weather sense, venom handling.

Spell casting

Has access to all spells...uses mostly necromancy. However he is barred from the alteration, illusion, and divination schools of magic.

Special abilities

*Unholy blessing (-2 to ac), *+2 to all saving throws, *+1 vs. Necromancy, *+2vs. Imbided poisons, 50% chance to detect it, *+2 vs. Cold or ice based attacks or spells, *animate dead by touch, *command undead/extraplanar creatures as 19th level priest, *+2 spells per level, *+1 to hit, *+15% to xp, *uses priest thacos, *detect magic 1/day/3levels (6/day), *+1 (round,turn,etc.) To spell duration, *+25% to spell range, *dimensional door at will (in the shape of a blue/purple/black pheonix burst, with the pheonix shriek, *reads and writes backwards, *regenerates 2 hp/round, even after death of any kind, *obscure knowledge trait, *precise memory trait, *bad temper disadvantage, *irritating personality disadvantage, *small phobia of fire.

Possessions

6 underground towers, with an illusion of a lake covering the opening to the surface, Too much stuff in the towers to mention, Complete Library of all spells, Black Robes with Blue Runes threaded into the cuffs, Mid-calf Black leather boots, 50' coil of silk rope, Large Mirror, Infra-Lantern, Silver coffer, 8 gems (100GP each), 4 gems (500GP each).

Servants: Naween...21yr old, Human, Female, Cook, 25HP, Windjoy...19yr old, Sylvan Elf, Female Handmaid, 20HP, Interceptor...4yr old, Death dog, Male, Guardian, 20HP, Kayla...20yr old, Half-elven, Female, Bed warmer, 35HP.

Magical Items

Staff of gog (artifact), gauntlet of the necromancer, death rock (artifact) x2 max # of total spells that can be memorized, alchemy jug, wish ring (3 wishes left), scroll of clairvoyance, collapsable drift disk, bag of devouring, bag of holding, 2 potions of extra-healing, oil of etherealness, staff of lightning (24 charges left).

Notes and History

Gog was an abandoned child raised by Drow in the Underdark. He knew nothing of himself, and still doesn't to this day. He was found with an amulet around his neck with an ancient text inscribed upon it that read..."Gog". Figuring this to be a link to his identity the Drow raising him called him by this. Gog attended the local Mages Guild in Menzoberranzan at the age of 8. At first they did not accept him, for he was too young and he wasn't Drow. Gog made it clear to the Magistrate there that he was ready, so the Magistrate's replacement was willing to accept him. Now an accomplished Necromancer, Gog stays in his tower researching, looking for a link to his origin. He is occasionally sighted roaming the Realms and Planes in search of money, power, and clues to his past...

Kylee D'Argath

Necromancer [kit: Witch] 8th Human female

STR 12, DEX 17, CON 13, INT 17, WIS 16, CHA 13, COM 16, PER 15

AC 0, hp 29, MV 24, MR AL NE, Age 36, Height 5'6", Weight 108 lbs

Skin Fair, almost pale, Hair raven black, Beard - Eyes black, Vision normal, Wealth 20 gp

In her normal form, Kylee appears as an attractive woman of average height, perhaps a little on the thin side. However, this is a side of her that is rarely seen. More often, she is cloaked in a magical disguise, her personal favorite being that of a vampiress, with long blonde hair, blue-black eyes, and a tall and lean figure. These disguises are accomplished using her magical cloak.

Weapons

As a witch, Kylee is prohibited from gaining proficiency with weapons of any kind. Despite this, she carries a non-magical dagger (most often used for effect or mundane purposes) and her magical staff. She resorts to melee combat only if cornered or hard-pressed.

Non-Weapons Proficiencies

Kylee is highly skilled in both astrology and chemistry, and is a fair cook. She knows the healing arts and also which plants will serve best as poisons and antidotes (herbalism). She is fluent with Common and Elvish, and can both read and write the Common language, Elvish script, and Auld Common (the more ancient form of Common, known as Thorass in the Forgotten Realms). She is also a very talented mage and has the spellcraft proficiency.

Spell casting

Kylee is a wizard under the school of Necromancy and operates at an effective casting level of 8. Her favorite spells are those that allow her to masquerade as a vampiress, and these are the spells that she most typically memorizes. She is able to memorize 4/3/3/2, plus one additional necromancy spell of each level, per day. The spells in her spellbook are:

1st level: chill touch, copy, corpselight, detect magic, detect undead, feather fall, identify, magic missile, protection from evil/protection from good, protection from hunger and thirst, read magic, unseen servant.

2nd level: darkness, 15' radius, fog cloud, ghoul touch, know alignment/undetected alignment, shatter, vocalize, wizard lock.

3rd level: blacklight, dispel magic, fly, iron mind, mummy touch, paralyze, revenance, skull watch, vampiric touch.

4th level: Beltyn's burning blood, contagion, enervation, fire trap, polymorph self, Spindelard's chaser

Special abilities

Kylee has the usual abilities associated with the necromancer and witch characters. She can (and has) secure a familiar, brew calmatives (assuming that the proper ingredients are available), brew poisons (also assuming availability of ingredients), her opponents save versus her necromancy magics at -1, she is more easily able to learn and create necromancy spells, superstitious cultures or native tend to be terrified of witches (lingering in such a territory may cause a mob to form), she suffers daily struggles with extra-planar forces (25% chance that she will be at -2 on attack and saving throws from 1800 to 0600 that day), she cannot be dual-classed or possess psionics, nor can she gain weapon proficiencies.

Possessions

Kylee, being of average strength, has avoided having a lot of weighty possessions. Instead, she carries a healer's bag, packed with necessary supplies for healing, a leather backpack in which she carries her two spellbooks (both are fire-trapped), her dagger, a bedroll and winter blanket, two canteens, a scroll case, and three sets of clothes. She also has a bone scroll tube that holds parchment, quills, and ink, and a black leather purse. She wears a pair of bone earrings (12 gp) and a silver fillet (60 gp).

Magical Items

Kylee is fairly sparsely outfitted with magical items for a character of her experience. She wears a cloak of disguise at all times (treat this exactly as a hat of disguise) and is almost never without her staff of striking in easy reach. She also wears a witches gown (treat this as a black robe of the archmagi) and a girdle of many pouches, in which she keeps her dust of mind dulling and numerous spell components. Boots of speed adorn her feet.

Notes and History

Kylee is a quiet soul who prefers to remain in the background whenever possible. Her favorite schtick is to appear as a vampiress, using magic to add to the role. Played well, she is able to convince her audience about 3/4 of the time. She is not a leader by nature, but will take charge when she must or when she feels that she needs to do so. She is actually more neutral than evil, but has a malicious streak that appears when she is angry or has been wronged. She disdains outright murder, but is not above killing a foe out of vengeance. Kylee is usually accompanied by her familiar, Darkwing. Darkwing is a azmyth bat, her familiar. He is quite intelligent and enjoys engaging her in mental conversation while traveling. When traveling great distances, she will ride her black wyvern, Shakara. She gained this mount by planting a bean from a bag of beans during a desperate moment in an adventure and the two have been friends ever since. Seeing less use nowadays, is her riding horse, Nazur. But she still occasionally feels the urge to saddle up and go for a gentle canter through the countryside.

Miez'khal Del'Armgo

Necromancer/ Speciality Priestess 16th /16th

Drow female

Princess of House Barrison Del' Armgo / Hand of Lloth

STR 18 , DEX 20 , CON 18 , INT 20 , WIS 20 , CHA 20 , COM 18, PER

AC -5, hp 120, MV 24, MR 80

AL LE, Age 700, Height 5'9", Weight 120 lbs

Skin Ebony black, Hair Bone white, Beard

Eyes Black, Vision Infra 120', Wealth 200,000 gp

Tall, dark and sinister, Miez'khal strikes an image of death and destruction. She hides her head underneath the hood of her cloak. In the darkness, her eyes blaze in magenta fury. An unholy entity, Miez'Khal can appear as one with the dark shadows. The crimson and purple robes that mark her as a High Priestess of Lloth flutter slightly, even if there is no wind. Her eyes no longer glow with the red fury of the fey drow race, but cold darkness of emptiness. Her tall and now muscular figure strikes fear and awe in everyone who sees her.

Weapons

Whip of Fangs (10 headed) Dagger+5 Staff of the Dark Magus.

Non-Weapons Proficiencies

Spellcraft Poison necrology Netherworld knowledge Torture High Ritual Anatomy Spirit lore Healing Reading/Writing Arachnomancy blindfighting.

Spell casting

Major spheres: All, Healing, Necromancy, Combat, Time, Protection, Guardian, Elemental, Animal, Charm, Summoning, Chaos. *Minor Sphere:* Sun (reversed only), Weather, Plant, Travellers, Divination, *School Specialised:* Necromancy. *School Forbidden:* Enchantment/ Charm.

Special abilities

Turn undead Command Undead Create undead by touch (3/day) Unholy aura (+2 to savings throw/-2 on AC) Fear aura (as in lich) Chill touch (as in lich). Animal form Shadow form Regeneration Spell use (1/day) Suggestion dancing lights detect magic dispell magic detect lie darkness 15' levitate Faerie fire continual darkness know alignment.

Possessions

Bag,, standard adventurer's kit.

Magical Items

Bracers of defence +5 Pwiwafwi cloak (Robes of protection +2) High Priestesses' robes (Robes of protection +3) Spellbook Unholy symbol of Lloth.

Notes and History

Born a princess of a noble house in the city, she was born as a gift to the Matron mother of her house for successfully eliminating her rival house, House Gondreth. Her talents, Clerical and Magical were early realised. Given the divine mandate from her goddess to spread destruction, she left her house, just before slaying her elder sister, making her the heir to the throne of house Baerison Del'Armgo. Miez'khal Del'armgo was born to power. Her birth heralded the then third house house De'freth. Using arcane magics that were long forgotten by other drow, the Matron Mother Del'armgo used the pain of birth to empower the Magical assault to the doomed house, obliterating it completely. Her talents were realised quickly when she began to grow up. It was said that a flock of spiders offered themselves to be the babes bed, signifying the Spider Queens highest favour. She grew up into a strong woman, both in physical

prowess and in mental capabilities. As the norm in the drow city she lived, All females are to attend Arach-tinilith on the onset of puberty. Her powers shon then and she had graduated The academy faster than any have seen before. She continued her studies in the Sorcere, the mage academy, deeply engrossed and enamoured by the intricacies of Necromany. In her 120th year, Llolth herself visited the young princess and gave her a divine mandate; she is to become an Arachregina, a true speciality priestess of lloth, with powers beyond even the highest ranking priestesses' save of the First House. During the High Ritual, 8 Yochlols, the true handmaidens of lloth appeared from the ceremonial flame and came before her, in front of the entire city . As they stood before her, the whole city thought that she had offended lloth in some ways and thus will summarily be destroyed by the Yochlols. However, they cried out in unison, "We bow before the Hand of Lloth!" and prostrated themselves before dissappearing back into the Abyss. She became the adjudicator of lloth, not even the mighty first house dared to offend her now. Lloth then gave the divine mandate that she was to enter the lands above and destroy the faerie settlements near the city. She crafted a spell that drains the life force of the elves that she killed and integrated in into her own. She now roams the underdark, on some unholy mission of lloth.

Miglaran

Necromancer 13TH
The Wonderer

Human Male

STR 14 , DEX 12 , CON 13 , INT 18 , WIS 18 , CHA 12 , COM , PER

AC -1, hp 41, MV 12, MR 20 AL NG, Age 28, Height 69", Weight 124 lbs

Skin light, Hair Flame Orange, Beard None Eyes Black, Vision Normal, Wealth 82,000gp

Sometimes on a slow day walking through Arendale you might see him leaning out a window of his tower to look down on the world. If you happen to catch him doing so you would see a boyish looking man in traditional robes. If you could see into his dark eyes, though, you could see the entire world he sees. A smirk would cross his face and he'd roll over to look up at the sky and wonder.

Weapons

Spetum +2 (p), Dagger (P).

Non-Weapons Proficiencies

Spellcasting, Ancient Languages, Engineering, Writing.

Spell casting

13th level school specialized: Necromancy

Possessions

Padded leather, Fine Robes, Dagger, Walking shoes

Magical Items

Spetum +2 mounted on a staff of the magi, 2 Necklace of fireballs, cloak of the bat, manual of golems, Spell Book, Ioun stone: scarlet blue, pale white, incandescent blue, Ring Of Protection +4 +2regen, Ring of Shooting Stars, Ring of Wizardy, Robes of the Arch Magi, Wand of Fire, Wand of Frost, Cube of Force, Wand of Magic Missiles, Crystal Ball, Carpet of Flying, 3 Potions of Health, Staff of Curing, Potion of Flying, Potion of Speed, Rod of Cancellation, Spear +2, Scroll of Protection from Poison, Sheild +1, Necklace of Adaptation, Scroll of Wish, Scroll of Crystal Brittle, Scroll of Power Word Kill, Scroll of Death Spell.

Notes and History

First got into wandering with anyone he could find as soon as he got out of school. His travels led him all over searching for treasures and magic items. He was very interested in studying magic artifacts to see how they worked. He has quite the collection but is always looking for more.

Telthak Ravensbane

Necromancer 12th Human male

STR 13, DEX 15, CON 16, INT 18, WIS 16, CHA 18, COM , PER

AC 9, hp 70, MV 12, MR AL C/G, Age 23, Height 6'1", Weight 165 lbs

Skin tanned caucasian, Hair raven black, Beard same as above Eyes emerald green, Vision normal, Wealth 2750 gp

Looks alot like Chris Cornell of Sound Garden in the Rolling Stone Magazine.

Weapons

Staff (P), dagger(P), shortsword (P).

Non-Weapons Proficiencies

Ancient Lang.(old high elven), Appraising, Observation, Appraising, Healing, Herbalism, Spellcraft, Endurance, SwimmingLang.- elven,dwarven,drow,halfling,common,gnomish.

Spell casting

Necromancy, Effective casting Level=6.

Special abilities

Minor psionic wild talents, not sure what they are.

Possessions

4 greek fires belt pouchsmall silver mirrorblack robesamulet of ravensbane3 torchesspell components

Magical Items

staff with continual light pearl on it

Notes and History

Only original party member left, been to Guenna,Toril,Krynn,Town of Torch Planescape,Ravenloft,Twin paradises,and Lower levels of the Nine Hells,and been to the Elemental planes of magic. Messed around with Deck of Many things, gained a personal enmity between a greater Yugoloth, Galzerack. Did Undermountain, did Ravenloft, killed the same woman twice. Almost became domain leader of Arkendale, snapped a staff of power and destroyed lich and unfortunately my friend. Still fighting Galzerack, who is now almost a demi-god thanks to me, whoops!! Done alot stuff in two years.

Tormuck Arunsun

Necromancer[kit: Philosopher]/Cleric 25th /9th Human Male

Lord of Healing, Master of Necromancy, Demigod

STR 16, DEX 17, CON 15, INT 23, WIS 20, CHA 18, COM , PER

AC -4, hp 80, MV 15, MR 20 AL LN, Age 500+, Height 7'00", Weight 300 lbs

Skin White, Hair Black, Beard Black & full Eyes Black, Vision Infra 200', Wealth No wealth is needed

A massive man, with pale, corpselike skin and piercing eyes. He is often seen with a staff carved from the bones of a single animal. Or it might be a huge deadly looking mace. He wears a black hooded robe and it is tattered and torn. He has the general appearance of Death on steroids and an attractive body.

Weapons

Staff (P), Footman's Mace (Sp), Two handed weapon style (SP), Sickle (P), Scythe (P).

Non-Weapons Proficiencies

Languages - Common, Elven, Dwarvish, Auld Wrymish, Kobold, Orcish, Troll. Necrology, Neitherworld Knowledge, Sprit Lore, Anc. History, Reading/Writing, Spellcraft, Healing, Herbalism, Riding, Land.

Spell casting

Clerical Abilities: Standard Cleric Casting Level:9. School Specialized: Necromancy Casting Level: 25

Special abilities

Argumented Spellcasting, Can alter form into several animals, Immune to most illusions, Can only be hit by magical weapons of +3 or better, Turn Undead, Can save vs. spells cast by a god

Magical Items

Whatever Needed

Notes and History

Born as the brother of Khelben Arunsun, Tormuck joined the clergy of Illmater. He was cast out for his cruel punishing of people. He eventually turned to learning Necromancy. He became very good at it and married his teacher, Milandra. Their powers grew like an evil plague until she died from the Knights of Myth Drannor. Distraught, Tormuck found Elminster and had him teach him more wizardry. Now he is similar to a sage, but he is far more active than Elminster, and he is no longer evil

WILD MAGE

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Door Harpell

Wild mage 6th

Human male

Master Of The Wild Ways, Arrow Target STR 13, DEX 15, CON 16, INT 18, WIS 15, CHA 12, COM , PER

AC 10 to 7, hp 35, MV 12, MR AL CG, Age 25, Height 5'4", Weight 135 lbs

Skin , Hair plaid, Beard

Eyes magenta, Vision , Wealth 400 gp

Due to numerous wildsurges Door's shoulder length hair is plaid. His left eye shows a swirl of mahenta stars. He is always dressed in plaid and magenta. He is jovial and a risk taker. When casting spells he is usually hoping for a wildsurge.

Weapons

Wild dagger: magical bonus/penalty changes each day 1: -2 2: -1 3: 0 4: +1 5: +2 6: +3 staff he is proficient with staff and dagger

Non-Weapons Proficiencies

Spellcraft, alternate magics, reading/writing, brewing, riding landbased

Spell casting

1st-5 2nd-3 3rd-3 20% chance of miscasting - roll for wild magic affect wild surge as Tome of magic

Special abilities

+10% to learn wild magic spells -5% to learn other spells 50% chance to control wand of wonder to cast spells he knows (1 charge level of spell) 50% chance to control magic items that rely on chance allowing him to select result +2 save vs. spells cast by characters of Lawful alignment magic used within 50' of him have a 5% chance of being affected by wildmagic

Possessions

He has access to many materials do to contact with family

Magical Items

plaid and magenta robes- save or confused wand of wonder-20 charges wand of magic missiles-20 charges ring of chaotic protection- 1:-1 2: 0 3: +1 4: +2 bag of tricks 2 potions of extrahealing potion of esp potion of polymorph self

Notes and History

Door is the wildest Harpell yet. He loves risks and that is what attracted him to wildmagic. He casts his spells with great zeal and actually hopes for the unexpected. Door does much of his research within the ivory mansion where the wildsurges are barely noticed. He has a fondness for new things and has already visited several worlds far from Toril. He was kicked off Krynn by Dalamar.

Idagnoe

Wild Mage/Thief (/?/?)

Gnome Male

High Dracologist, Knower of the Radiance

STR 12 , DEX 15 , CON 18 , INT 21 , WIS 4 , CHA 14 , COM , PER

AC 1, hp ?, MV 6, MR 0

AL CN, Age Unknown, Height 3'8", Weight 83 lbs

Skin dark, Hair orange-red-purple-blue, Beard same as above Eyes gray/red, Vision Infra 120ft,
Wealth Unmeasurable

Idagnoe is a motley figure who wears patchwork robes and has odd colored hair and eyes. He is the magical (and I do stress magical) product of a gnome and a red dragon. His nature gives him slightly less control over the powers of magic (i.e. he is more likely to wild surge) But he does run basically my whole world and serves as a fun NPC.

Weapons

Uses mostly Short sword:prof, dart:prof, and staff:prof. has little use for other weapons.

Non-Weapons Proficiencies

Known NWP's: speak common, speak gnome, speak elf, speak dwarf, speak burrowing animals, gem cutting, herbalism, disguise, juggling, spellcraft, appraising, spellflash, meditation, alchemy, monster lore, reading/writing.

Spell casting

Effective casting level: unknown. Known casting level:20th.

Special abilities

Breath fire 2/day (12d10+6), blind 1/day, blur 1/day, change self 1/day, infravision 120', radiates nondetection aura, -4 AC bonus vs creatures of Large size or larger, +1 attack vs kobolds and goblins, detect grade, detect unsafe structure, determine depth, determine direction underground.

Possessions

Normal adventurer kit.

Magical Items

Known Items: Short sword +2, Bracers of defense: AC 2, Intelligence Ioun stone, portable canoe, ring of beaureacratic wizardry, powder of coagulation, wand of misplaced objects, gem of retaliation, mist tent, staff +4, 30 darts+1.

Jacko the Mad Mage

Wild Mage 24th Human male

STR 13 , DEX 17 , CON 18 , INT 18 , WIS 2 , CHA 6 , COM , PER

AC -3, hp 65, MV 12, MR 0 AL CN (Insane), Age None can tell., Height 5' 6", Weight 117# lbs

Skin Deep tan, Hair Gray, Beard Gray and LOOOONG!! Eyes Blue and Crazy, Vision Normal,
Wealth As much as he wants!!

Jacko is an insane Wild Mage (a dangerous combination!). He does things for his own enjoyment, and he has a truly TWISTED sense of humor. He enjoys appearing to adventurers in the guise of a kindly old hermit and giving them a bizzare cursed item in the guise of a powerful artifact.

Weapons

Borad group: Whips & Chains

Non-Weapons Proficiencies

Jacko enjoys studying fun and bizzare, if extremely useless, skills. Currently, he is a master of cartooning, beholder sexing (telling a male one frokm a female), chicken plucking, comedy, pizza making, and other strange skills.

Spell casting

Jacko is a Wild Mage. As such, he has access to the school of wild magic. This is his specialist school. He has no opposition schools. He is particularly fond of the schools of Alteration and Invocation/Evocation.

Special abilities

Pick result with chance item 50%, level variation, wild surges (see TOME OF MAGIC).

Possessions

Jacko has anything he wants to have at any given time. However, he always carries a bag of chocolate-chip cookies.

Magical Items

Jacko carries mostly items based on chance and those with bizzare effects. He also possesses Bracers of Defense AC0 and a Chain +3. He also has a Whip of Sadistic Sex (forthcoming) for...later.

Notes and History

Nobody knows just how Jacko went insane. However, since it happened, he has become one of the most feared renegade mages on Krynn. He is currently homeless, since he "accidentally" transmuted his entire castle into lime-green Jell-O.

Jannet

Wild mage/thief 6th /7th Female half-elf

STR 13 , DEX 18 , CON 15 , INT 16 , WIS 14 , CHA 17 , COM 16, PER

AC 4, hp 45, MV , MR nil AL C/G, Age 18, Height 5'6", Weight 116 lbs

Skin pale almost vampiric like, Hair black roots red tips, Beard none Eyes Green, Vision norm & Infra, Wealth 1500 (other forms eg gems) gp

Short and lith, shes almost child like. Curiosity is a dominant emotion so she is looking around allot and playing with things in stores and stuff. Her hair is shoulder length allowing her to pass off as human or near elven if tied back. Quite athletic, walks with spring to steps.

Weapons

Staff (Often using it for accrobatics as well as a wepon. Even going as far as to use it as a povalt and such). (1) Long daggers or short short swords, two(ambidextrous). Can be thrown but are usually used in concert with her martial arts. (1) Martial arts as well as using her surroundings. eg bar fights chairs and tables, forest trees. A small bag of crushed glass, used to blind or put in peoples drinks. Doesnt have but can use bow (1)

Non-Weapons Proficiencies

Tumbling Jumping blind fighting musical instrument(flute) swimming herbalism ambidextrous spell craft reading

Spell casting

Dont have on me will update mostly normal few wildmagic

Special abilities

Thief abilities Natural ability with magic

Possessions

Traveling cloths Change of cloths in backpack (will go into detail on clothing) writing utensils (small compact booklet) spell book magical staff earring of spell absorption

Magical Items

Magical staff inflicts 2d6 damage, can store 15 spell levels of spells higher spells may be stored at higher levels. Earring can absorb 1 spell level for every character level. Spell energy can be used to restore personal spell to memory or be shaped to heal ect. Dm's discretion.)

Kalband the Colorful

Wild mage 12th

Human male

STR 9 , DEX 15 , CON 17 , INT 18 , WIS 9 , CHA 14 , COM , PER

AC 3, hp 52, MV , MR

AL CN, Age 32, Height 6', Weight 177 lbs

Skin tan, Hair dark brown, Beard brown Eyes bluegray, Vision normal, Wealth ?

Kalband looks quite normal, though pretty wild. Although his hair is usually a little messy, Kalband is quite handsome. He will almost always wear a multicolored, striped and squared wizard's robe, and a blue, red and green cape. Kalband tends to change his personality quite rapidly. He will never do any evil acts or give away his property, but except for that, he is capable for almost anything. He would be very typical for Kalband to awake one morning and think: I think I want to travel to the Abyss and fight some wizard there today.

Weapons

Quarterstaff (sp), Dagger, Dart.

Non-Weapons Proficiencies

Read/write, Ancient history, Ancient languages, Healing, Riding landbased, Spellcraft, Herbalism, Astrology, Navigation, Brewing, Common, Orcish, Elvish.

Spell casting

Kalband has the spells of any wild mage possesses.

Special abilities

Kalband has the normal abilities for a human of his class and level (see the Tome of Magic). In addition, he has two wishes tied to his soul. He used one more wish to accomplish this, and the wishes enables him to wish even if he is dead. He cannot use the wishes if his soul is destroyed.

Possessions

Flint, steel, quarterstaff, dagger, bandages, elvenbread.

Magical Items

Ring of armoring, wand of wonder (93), bag of tricks, cloak of displacement, scarab of uncertainty, deck of many things, dagger +2, 3 potions of healing, potion of plant control, potion of treasure finding, oil of etherealness, scroll of protection from dragon breath, ring of spell turning, ring of protection +4.

Notes and History

Kalband was born in Shadowdale. From he was four years old he was very interested in wizards and their ways, and hung around Elminster's tower for hours, just to maybe catch a glimpse of the old mage casting a spell. Unfortunately his parents were simple, poor farmers and didn't have the money to send Kalband to a magic school, nor the guts to ask Elminster if he could teach their son, so they bought a spellbook for Kalband, containing Cantrip, Read Magic and Detect Magic. Kalband used this book as a base, and picked up a trick from mage to mage and so on. He helped his parents run their farm while studying magic, so the studies went pretty slowly. After some major help from a traveling wild mage by the name of Tranill Ranzard, and 20 years of selfstudy, Kalband finished his education as a wild wizard. He teamed up with a ranger, Dargar Steelbow, and a female thief, and the very different trio went to the local inn to find adventure.

Karlein

Wild Mage 16th

Kender Female

Little Grandmother, Dragon Friend, Pixie Kin, Small Mad One, Member Harpell's Heroes

STR 12 , DEX 19 , CON 15 , INT 17 , WIS 13 , CHA 16 , COM , PER

AC 4, hp 46, MV 12, MR

AL CG, Age 60, Height 3'10", Weight 85 lbs. lbs

Skin , Hair dark brown, Beard- Eyes dark brown, Vision infra 30', Wealth "Who needs money, I have this shiny glass sphere I picked up in Myth Drannor-- oops" said while holding an imprisoned balhiir.

Karlein is a lovable middle aged kender with a motherly nature. She likes to have fun and her presence usually means practical jokes. She enjoys wild magic because it is fun and interesting. She has the standard kender topknot but her hair also contains a plethora of multi colored ribbons. Her waist is ringed with pouches and her earring twinkles drawing notice to her pointed ears. Her nature has been somewhat cloudy since Door died. She has been obsessed with reviving him. She is utterly fearless and uses her taunt ability to force opponents into stupid actions.

Weapons

Hoopak, Bollik, whippik, dagger. Carries: hoopak +2 wonder (40 charges), 6 stones of wonder, dagger +1, Bollik, whippik ,sling.

Non-Weapons Proficiencies

Spellcraft (11) reading/writing (12) cantrip (11) healing (5) storytelling (8) street illusion (13) survival (10) tracking (7) animal training (8) eating (10) firebuilding (12) dancing (12) singing (8) swimming (9) drinking (10) whistling/humming (12) animal noise (5) hiding (9) cartography (10) lipreading (11) herbalism (10), common (12) elven (12) dwarven (12) goblin (12) ogre (12).

Spell casting

Cast as 16th lvl mage, lvl variation table in TOM, specialized wild magic.

Special abilities

+2 w/ kender weapons, +4 save vs. rod/staff/wand/poison/spell, +1 w/ sling and thrown objects, -4 opponents surprise roll, immune to fear, Taunt (save vs. spell or mindless rage for 1d10 rounds, -2 penalty THAC0, AC, and all rolls) PP 25%, OL 25% FRT 25% MS 25% HIS 25% DN 25% CW 50% RL 10%.

Possessions

2 weeks rations, 12 pouches, backpack, adventurer's gear.

Magical Items

Jester stick (wand of wonder 45 charges) ring of random luck, ring of protection +2, earring of surge selection, Deck of many things, bag of beans, bag of tricks, deck of illusions, tattered multi colored cloak (wizardry 1st-6th CG mages only).

Notes and History

Karlein is originally from Krynn. She arrived on Toril when her spelljamming craft crashed into Blackstaff Tower some years ago. She attempted to charm an angry Khelben but only caused flowers to sprout from his hair. Khelben subsequently took away all her items of magic and locked her in a room. He had planned to return her to Krynn when he had the time. He miscalculated by thinking her magic came from items. She tried a knock spell on the door and ended up summoning a Pitfiend who happened to be an old "friend" of Khelben's. As Blackstaff battled the Baatezu, Karlein left the tower with items that were obviously dangerous for Khelben to have laying around. She hung around Waterdeep for awhile with nothing to do and causing all sorts of chaos (she inadvertently had people thinking magic had gone wild again). Hearing that an adventuring party was forming, she decided to join. She became a member of Herpell's Heroes and has acted as an advisor to the younger members. After Door Harpell's death at the claws of the abyssal prince Starg, Karlein began searching for a way to restore him. She travelled into Myth Drannor and other ruins. Deep in a cavern beneath the Anauroch she found the scepter of Savras. She learned from the artifact that Door's soul was imprisoned in the Abyss. She is of course among those planning to rescue him.

Lars Cormaeril

Wild Mage 7th Human Male

STR 18 (Mus 18/Sta 18), DEX 18 (Aim 18/Bal 18), CON 18, INT 20 (Rea 20/Kno 20), WIS 18 (Inn 18/Wil 18), CHA 18 (Lea 18/App 18), COM, PER

AC 6, hp 24, MV 12, MR 30

AL CG, Age 23, Height 6' 5", Weight 191 lbs

Skin Pale, Hair Jet black, Beard - Eyes Green, Vision Normal, Wealth 500gp

Lars is a disappointment to his family. He was born the biggest and strongest of his family, but then he saw the contingent of War Wizards at the local garrison one day and abandoned all the teaching of his father. He was tutored in the Art and then began to specialize in the Wildness of magic. He loves Raselz, his travelling companion, but fears her anti-male, amazonian attitudes.

Weapons

Dagger.

Non-Weapons Proficiencies

Navigator, herbalism, seamanship, astrology, spellcraft, reading/writing, ancient history (myth drannor), ancient languages (Cormanthyrr), weather sense, direction sense.

Spell casting

No Specialized School, unless you consider wild magic a school.

Special abilities

50% chance to control the following: Amulet of the Planes, Bag of Beans, Bag of Tricks, Deck of Illusions, Deck of Many Things, Well of Many Worlds.

Possessions

Embroidered Robes, Knife Sheath, Candles (10), Torches (5), Spyglass, Spellbooks, Bullseye Lantern.

Magical Items

Amulet of the Planes, Deck of Illusions, Wand of Wonder:Tschub.

Notes and History

Lars is a sailor heart and soul. He loves the feel of the open sea. During his travels, he has saved the life of an Amazon Warrior, Raselz. He owns the Caravel by the name "MOONSONG" and regularly patrols around his birthland. Currently he is in hiding on Io's Blood Isles from the Dragons who would kill him on sight. Also in hiding with him are Raselz and Byron, Lars's faithful hunting hound.

Tempest Luniphile

Wild Mage 2nd Elven Male

STR 14 , DEX 17 , CON 13 , INT 18 , WIS 11 , CHA 17 , COM , PER

AC 7, hp 7, MV , MR AL , Age 105, Height 5'10", Weight 103 lbs

Skin Fair, Hair Bright Green, Beard None Eyes Neon Green, Vision Infra 60', Wealth 2200 gp

Tall mage wearing a green silk shirt and a leather studded vest. His pupils change, due to an accident while experimenting with wild magic, change with the phase of the moon. So, at the new moon, it looks as if he has no pupils. He wears a black robe over his shirt, with green trim.

Weapons

Quarterstaff, Dagger, Magical Sword of Imploding +2.

Non-Weapons Proficiencies

Gem Cutting, Herbalism, Silver Smithing, Ancient Lore, Reading/Writing, Swimming.

Spell casting

Wild Mage, casts spells with a 5% base chance that a wild surge will take effect.

Special abilities

Had a hawk for a familiar, but had it polymorphed into a phoenix.

Possessions

Black Robes with bright green trim. Quarterstaff with silver tips. Controls, though doesn't own, 9 slaves, and is in command of an 8th level mage.

Magical Items

He has a ring of wildfire, which has a maximum of three charges. The first two are mainly used for the wildfire spell, which is a ninth level wild magic spell, and the other charge for a permanency spell. The ring can only be used once per week, and the charges recharged in the light of the moon after one week of using it.

Notes and History

Experimenting in wild magic gave his pupils the ability to change according to the phase of the moon. He bluffs everything, and with a phoenix for a familiar, usually wins his bluffs, because people figure that he must be powerful.

Vorac

Wild Mage 9th Human male
Bringer of wild Magic to Menzoberanzan

STR 8 , DEX 9 , CON 16 , INT 18 , WIS 15 , CHA 17 , COM , PER

AC 1, hp 46, MV 12, MR 35 AL CN, Age 35, Height 5.8ft, Weight 168 lbs

Skin Normal human, Hair White, Beard white reaches the ground Eyes Blue, Vision Normal, Wealth 3,468 gp

Large Blue Wizard hat with brim. Under which is his familiar Noral a 4 year old Pseudodragon. Long Flowing Purple Cloak, with red normal wizards cloths underneath. Large white bushy eyebrows, with long white hair and a white beared reaching his boots.

Weapons

Quarter Staff +3 with the abilities of Cantrip, Detect Magic, Light, Read Magic and Unseen Servant (P), dagger +5 (P).

Non-Weapons Proficiencies Reading/Writing, Spell Craft, Direction Sense, Etiquette, Horse Riding, Swimming.

Spell casting

Spells 1st- Nahal's reckless dwoemer, magic missile, feather fall, change self, spider climb. 2nd- Kasemadchen's improved reckless dweomer (from great net spell book), levitate, invisibility, maximillian's earthen grasp. 3rd-Fool's Speech, Lightning Bolt, Dispel Magic, Hold person. 4th- There/Not there, Dimension Door, Minor Globe of Invulnerability. 5th-Vortex, Teleport.

Special abilities

Standard Wild Mage Bonuses and Disadvantages.

Possessions

Rope 50ft Silk, Spell Components, Spell Book, Parchments.

Magical Items

Wand of wander, ring of Infra 90ft, stone of wild luck (net libram of wild magic), ring of protection +1, cloak of protection +4, quarter staff +3 (with the abilities of cantrip, detect magic, light, readmagic and unseen servant), dagger +5, folding boat, wand of visid globes, wizards hat of teleportation, ring of anti venom.

Notes and History

Vorac does what he feels like and basically the party leader. He uses his old age as a excuse for "forgeting" or "not hearing something". In battle he loves using Reckless Dweomer's because his Stone of Wild luck gives him a good chance of succseeding. He travels alot and Visits Kricil his drow friend in Menzoberanzan about twice a year.

Zed Zimillion

Wildmage 9th Human
Zed the demonlayer

STR 6 , DEX 16 , CON 8 , INT 19 , WIS 11 , CHA 9 , COM 9 , PER

AC -4, hp 26, MV 12 (15), MR none AL CG, Age 61 (51), Height 6'4", Weight 100 lbs

Skin Pale, Hair Long White, Beard None Eyes Ice-Blue, Vision Normal, Wealth 25000 gp

Zed got long allover white hair and has a slight long fingernail. Zed wears his White rope of protection with his white wings sticking out of the back and telling everybody that he is an Angel. He always got his white beautiful spelbook in his right hand and his quarterstaff in the left.

Weapons

Dagger, Staff, Staff Sling.

Non-Weapons Proficiencies

Ancient History, Read/Write, Ancient Languages, Spellcraft, Artistic Ability, Cooking, Navigation, Engineering, 2 not-used proficiencies, Languages Common, Hill Dwarf, Elf, Halfling.

Spell casting

All 1st. , All 2nd., 6 3rd., 3 4th., 1 5th.

Special abilities

5% chance of Wild source

Possessions

Zafir Earing, belt buckle, Gold ring Sablire, Silver Chest, 2X gems (each worth 1000gp), And all the stannard Possessionings.

Magical Items

Rope of many Pathes (9), Copper coins with contiual light spell on (15), Wand of Frost (5), Model of House (Small), Medelion Vs. Fear, Ion stone of spell absorbian, Ring of AC 0, Potion of healing, Potion of Gas Form, Mirror of Alteration/Enchantment, Rope of Protection +2, Dagger +3, Dagger +2, Wand of Illiusion (12).

Notes and History

Zed Now got wings (due to a wild source) and is now telling everybody that he is an angel. Zed also Aged 10 years due to a wild source and he is waiting to get a wish so he could wish that this source never happend and then he will only age 5 years instead of 10. Zed learnd all his knowlege from his late father which also was an wild mage. Well anyway, His fellow campainers do not trust him to identify ANY magical Item due to his special ability to let things vanish. And every time Zed casts his Favorit spell (Reckless Dweomer) every fellow campainer in 60'foot radius vanish (run away).

WIZARDS

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Adinirahc 'Greyspider' Yogh'il'Rymmin

Mage 18th Drow elf male

Master of the Thundercrown

STR 8, DEX 18, CON 16, INT 19, WIS 11, CHA 9/18, COM 9/18, PER

AC 0/-4, hp 50, MV 12, MR 25

AL CN(g), Age 140, Height 5'5", Weight 105 lbs

Skin black, Hair light-grey, Beard - Eyes red, Vision Normal, Wealth 30 000 gp

Adinirahc Yogh'il'Rymmin is slightly built, has light-grey hair and unusually pointed ears for a drow. He is dressed in grey robes, black cloak and silvery spider-bracers. A golden headband studded with red ruby rests on his brow. All kinds of amulets, pouches and fetishes adorn his neck and belt.

Weapons

Dagger, dart, +2 to hit, drow hand-held crossbow, +3 to hit, quarterstaff.

Non-Weapons Proficiencies

Spellcraft, reading/writing, herbalism, swimming, rope use, etiquette, tumbling, appraising, juggling, meditation, planar geography, planar geometry, mathematics (complex), +1 to check, alternate magics.

Spell casting

Effective casting level = 18, One extra sixth level spell per day due to a gem of power, 28 unique spells researched by himself.

Special abilities

Immune to Fear - magical item, Comprehend languages - permanent, Tongues - permanent, Fanged teeth (1d3) - permanent feature from a wild magic effect, Immune to 1st level illusions, +2 to surprise rolls, +2 to saving throws vs. Magic, +2 to saving throws vs. fear & awe - innate ability, +7 to saving throws vs. drow poison, +7 to saving throws vs. spider venom, +6 to saving throws vs. sleep poison, +5 to saving throws vs. injected poison, +4 to saving throws vs. ingested poison.

Possessions

Leader and one of the founders of the Thunderpeaks: veto rights, yearly income, large living quarters, unlimited research access to main library (500 000gp). Private library & laboratory library worth 95 518 gp

Magical Items

Staff of power, dagger +2, levitate 1/day, robe of archmagi, brooch of shielding (101), headband of telepathy, bracers ac3, cloak of displacement, boots of striding & springing (unused), boots of elvenkind, ring of human influence, ring of regeneration, amulet of steady fastness (immune to all fear), medallion of esp, 30' empathy (unused), horn of fog, gem of power (to 6th level), hat of disguise, enhanced money pouch (1 coin of all kind per day), 2 bags of holding (250lbs each), eyes of charming, crystal ball with esp, wand of frost (46), wand of polymorph (57), wand of magic missiles (83), wand of wonder (14), dust of tracelessness (18), dust of disappearance (2), many potions, scrolls and cursed items

Notes and History

Adinirahc Yogh'il'Rymmin was the firstborn son of the house of Yogh'il'Rymmin in the city of Arak, deep in the demiplane of Ravenloft. Absolutely hating his life in Arak, he had to kill two of her older sisters after looting the family treasury. He fled Arak in hot pursuit by his mother's troops. He fled the Ravenloft in company of brave adventurers and they were transported to the adventurer's homeworld, Toril. Many adventures followed and finally Adinirahc's friend decided to build a secluded fortress for

magical research and lore, the Thundercrown. Adinirahc was willing to join the venture after being persuaded a bit. The building took years, and required many enchantments being cast on it. Unlike other academies of magic in North, this one stood all the problems world could throw at it. Partly due to the inaccessibility, heavy defences and constant thunderstorms in Thunderpeaks. Unfortunately, the dark powers of Ravenloft did not forget him. One night he and many of his friends were transported back to the horrid realm. After months of fleeing from many domains, battling undead, monsters and dark lords, they were again expelled from the demiplane of dread..this time for good.

Ala Rashad Husain

Mage 14th Cleric 14th

Human Male

Knight of Furyondi, Knight of Veluna, Hero of the Temple of Elemental Evil

STR 9 , DEX 17 , CON 13 , INT 19 , WIS 19 , CHA 13 , COM 12, PER

AC -1, hp 63, MV 6, MR 35(70)

AL LG, Age 31, Height 5'2", Weight 135 lbs

Skin bronzed, Hair blond, Beard none Eyes hazel, Vision normal, Wealth 1.5 million gp

Ala was abandoned on the steps of a temple of Isis as child he was raised by the priests as a mage priest. His sole objective in life is the gaining of knowledge. In his quest for knowledge he has made the acquaintance of several other adventurers. These companions have become his closest friends. For the last 15 years he has been attempting to find the castle Greyhawk to uncover the secrets of Zagyg the Mad. He is currently researching a new and improved detection spell to aid him in his search. With luck he shall complete his quest.

Weapons

Uses two bastard swords one a flame tongue and the other is a an ice brand he also possesses a staff of the arch magi and a robe of eyes and several other minor Magical Items.bastard sword (p) Staffs (p), Dagger (p), sling (p), he also has a normal sling and 30 stones and five daggers two of wich are +2

Non-Weapons Proficiencies

Astrology, religion, healing, herbalism, ancient languages, riding(land based), Swimming, dance, ancient histories for the lands surrounding greyhawk. Languages spoken are Dwarf, wood elf, gnome, goblin.

Spell casting

Mage can cast up to 7 level non specialized Clerical All, Astral, Healing(minor) elemental, war, sun, weather, necromantic,

Special abilities

At first level gains 5%magic resistance per level at tenth never fails saving throws versus magic has a psuedo dragon wich when within 10 feet of him confers an additional 35% magic resistanceis allowed to be multi class human mage/cleric.

Possessions

Backpack, small tent, one bullseye lantern, five torches, two flasks of lantern oil, two flasks of green fire, two vials fine quality writing ink, two quills (one griffin feathered, one eagle feathered), ten pitions, one set of craplms, 50 ft silk rope, one fine charger found only outside of Grayhawk, townhouse within Greyhawk City, money exchange within Greyhawk, clothes for all occasions, two climbing picks, writing paper (vellum), winter blanket, two wax candles, two small belt pouches, one large sack.

Magical Items

Flame Tongue, Ice Brand, Staff of the ArchMagi, Gauntlets of Storm Giant Strength, the Wand of A Wonder as found in the Temple of Elemental Evil, Portable Hole, Bag of Holding (1500 gp weight), Dimensional Cube, Robe of Useful Things, Heulets Handy Haversack, Robe of Eyes, Ring of Protection (+5), Bracers of Defense A.C(7), Two (+2) Daggers.

Alana Celidor

White Robe Wizard, 19TH

Human

STR 10, CON 12, INT 18, WIS 14, DEX 11, CHA 12

AC 2, hp 67, MV 12, MR - AL lg, Age 39, Height 5'4", Weight 122 lbs

Skin White, Hair Auburn, Beard - Eyes Blue, Vision normal, Wealth 3500 gp

Weapon Proficiencies

Quarterstaff, Dagger, Sling, THAC0 11.

Non-Weapon Proficiencies

Reading/Writing, Reading/Writing, Ancient History, Spellcraft.

Spell casting

Memorized Spells

Level 1: Detect Magic, Enlarge, Magic Missile (2), Read Magic.

Level 2: Continual Light, Invisibility, Knock, Levitate, Web.

Level 3: Fireball (2), Haste, Lightning Bolt (2).

Level 4: Fumble, Ice Storm, Illusionary Wall, Minor Globe of Invulnerability, Wall of Fire.

Level 5: Bigby's Interposing Hand, Cone of Cold, Magic Jar, Passwall, Teleport.

Level 6: Death Spell, Globe of Invulnerability, Tenser's Transformation.

Level 7: Banishment, Delayed Blast Fireball, Teleport Without Error.

Level 8: Bigby's Clenched Fist, Polymorph Any Object, Prismatic Wall.

Level 9: Power Word, Kill.

Possessions

Steel Pieces: 241, Backpack, Candles (5), Merchant's Scale, Quills (3), Parchment (37 Sheets), Ink, Wineskin, Bell, Chalk, Scroll case, Blankets, Lamp Oil, Glass bottle, Small Mirror.

Magical Items

Staff of Striking, wand of fireballs, dagger +1, ring of protection +2, bracers of defense (AC 4), scarab of protection.

Aligaard, the Valiant

Wizard 10th

Human Male

Member of the Silver Talon Adventuring Band

STR 9 (Mus 9/Sta 9), DEX 18 (Aim 18/Bal 18), CON 16, INT 17 (Rea 18/Kno 16), WIS 12 (Inn 13/Wil 11), CHA 8 (Lea 7/App 9), COM, PER

AC 3, hp 36, MV 12, MR

AL Lawful Good, Age 34, Height 6'1", Weight 165 lbs

Skin Pale, smooth, Hair Black, long, tied at the back, Beard Black, well-trimmed Eyes black, Vision Exceptional normal vision, Wealth 200 gp

Aligaard is a pompous, overbearing, insulting wizard with a superior attitude. He despises warriors and rogues, and only barely tolerates priests. His father was a general, who, in a drunken rage after being forced to retire, slew Aligaard's brother; while Aligaard looked on. Distraught, Aligaard fled from his family, and everything having to do with his father, particularly his warlike ways... Deep down, Aligaard is a caring, loving person, but he's created a snobbish exterior to keep others from getting too close to him.

Weapons

Dagger (p) (+3 to hit; +3 damage) Staff (p) (Staff of Striking; 12 ch.)

Non-Weapons Proficiencies

Read/Write common, Elven, Dwarvish Speak Common, Halfling, elvish, dwarven swimming, Sculpting (stone).

Spell casting

May cast from all schools; as 10th level wizard

Possessions

Aligaard dresses well in expensive clothing of red and black. His equipment is of the highest quality, though he carries little that he doesn't have an immediate need for.

Magical Items

Dagger +3 Staff of Striking (12 ch.) Ring of +3 Protection Wand of Conjuraton (48 ch.) several potions Cloak of the Bat

Notes and History

Aligaard hurried into the adventuring life, to escape a drunken father. His vile temper and insulting manner have driven him from adventuring band to adventuring band; honing his skills, but never healing the old wounds of his past. He now has started his own company, though the rest of his band are much less experienced than he, and so take his abuse. They are currently searching out ruins of a deseret city in the far South.

Ambrix

Mage/Fighter 12th /6th Grey Elf male
The Mayor of Highfolk

STR 17 , DEX 18 , CON 16 , INT 16 , WIS 13 , CHA 17 , COM 17, PER

AC 0, hp 94, MV , MR AL Chaotic Good, Age 174, Height 5'10", Weight 145 lbs

Skin Light, Hair Silver, Beard - Eyes Violet, Vision Infra 50', Wealth 50,000,000 gp

He is a very stubborn and a great fighter and an allie but do not make him angry or insult him.

Weapons

Any.

Magical Items

Ironheart +2.

Notes and History

He originally went adventuring to find his brother, after he found him he began studying magic. After a while he became mayor of Highfolk.

Andrea Spellstar

Priest/Wizard 13th /14th

Human female

STR 16, DEX 13, CON 12, INT 18, WIS 18, CHA 14, COM , PER

AC 3, hp 81, MV 12, MR

AL CG, Age 65, Height 5'1", Weight 90 lbs

Skin pale white, Hair gray, Beard- Eyes brown, Vision normal, Wealth 100,000 gp

Andrea looks to be about 45 winters old. Her gray hair is cut short. She is very skinny and has a jagged scar on her right cheek Her skin is pale white and does not tan

Weapons

Mace+2 sling 12 bullets staff of power (18 charges) (p) in mace, warhammer, flail, staff, martial arts, whip, bola sling, starwheel pistol, and lasso

Non-Weapons Proficiencies

Healing Herbalism religion reading/writing spellcraft cooking swimming direction sense riding landbased singing endurance firebuilding reading lips harp engineering gemcutting riding airborne animal lore appraising planar magic alternate magic common elven halfling dwarf gnome Turmish druid cant dryad pixie nixie sprite treant gold dragon silver dragon imp red dragon air elemental

Spell casting

(priest) 1st-8 2nd-8 3rd-6 4th-4 5th-2 6th-2 (wizard) 1st-5 2nd-5 3rd-5 4th-4 5th-4 6th-2 7th-1 has major access to all spheres

Special abilities

Turn undead +2 to all saves vs. magic see magical auras

Possessions

Almost anything you can get into a portable whole

Magical Items

Silver ring w/ amethyst (spellstoring: airsphere, sparkburst, flyfield), large blue feather (pen of excellence), gold ring w/ ruby (resistance to breathweapons), steel rod w/ symbol of Midnight (disintegration 22 charges), black robe w/ white stars (robe of archmagi- white), silver decanter of endless water, white decanter of endless holy water, white silk napkin with symbol of Midnight (portable hole), 5 clear vials (potion of healing), 4 clerical scrolls 5 wizard scrolls.

Notes and History

Andrea Spellstar is a devoted worshipper of Midnight. She became a cleric early in life and moved through the ranks quickly. Deciding to expand her horizons, Andrea took to learning wizardry. She surprised her teachers by demonstrating remarkable potential. Being 65 winter, Andrea is planning to retire but undiscovered magic keeps calling to her. Andrea is more than willing to help or train young magicusers or priests. She will generally charge them information about this or that magical monster or item. There is a magical gate in her home that opens to different worlds. She also owns a spelljamming ship although she hasn't used it for a decade or two.

Andrew Sunstar

Mage 12th Human male
Member of the Company of Twilight

STR 15 , DEX 11 , CON 13 , INT 17 , WIS 14 , CHA 11 , COM , PER

AC 9, hp 32, MV 12, MR AL CN, Age 19, Height 6'5", Weight 208 lbs

Skin Tan, Hair Black, Beard- Eyes Blue, Vision Normal, Wealth 28,000 gp

Tall and strong for a mage, wears a perpetual sneer.

Weapons

Staff of life draining +3 (P), Daggers (2) (P).

Non-Weapons Proficiencies

Spellcraft (Int/+3), Swimming (Str/0), Brewing (Int/0), Riding-Airborne (Wis/0), Reading/Writing (Int+1).

Spell casting

12 level mage

Possessions

Spellbooks(2), 2 daggers, spell components.

Magical Items

Staff of life draining +3, Ring of the ram (14 charges), Robes of protection +1.

Notes and History

Andrew Sunstar is a very nasty person, having lived most of his life in the "care" of a red wizard (That happned to be nuts). He has come to the Company of Twilight in order to look after his younger brother. One of the few wizards to have any skill in combat, the young mage from Thay never misses a chance to kill. Only a handfull of his spells are not for combat, and is calling himself a battle mage.

Anteriora

12th mage and 12th Cleric Half-elven (drow) female

STR 12, DEX 16, CON 14, INT 18, WIS 19, CHA 17, COM , PER

AC -3, hp 52, MV , MR AL LE, Age 60, Height 5'1", Weight 110

Skin white, Hair light blond, Beard - Eyes blue, Vision infavision of 60', Wealth 30,000 gp

Weapons

She uses no physical weapons

Non-Weapons Proficiencies

Herbalism, Healing, and Animal Training

Spell casting

She can cast all mage spells, and has the clerical spheres of Weather, Healing, Necromancy, Protection, and Combat. She is a specialized cleric of Talos the Storm Bringer.

Special abilities

Turns Undead, has the psionic abilities of Teleport and Timeshift. She also has a special power that she wished for, it is similar to the fourth level spell of polymorph self and polymorph other, except it is permanent. It has several drawbacks, including taking two rounds to change and she can't change her mass.

Possessions

Normal adventuring gear

Magical Items

Staff of Curing, clerical ring of spell storing (levels 6,5,3), wand of frost, ring of jumping, bracers of defense ac 4, ring of protection +3, and a cloak of protection +4.

Notes and History

She is the offspring of a human male being raped by a drow female. This union has polluted her blood so that she doesn't get the magic resistance, or the innate magical powers, but it has given her a great drive for evil. She used to live around the Green Gate, but she declared herself a renegade mage, and was banished by the white robed mages of Krynn. Now her ultimate goal is to make them pay for pissing her off.

Arcamean Macpherson; Nightwhisper

Mage, 10th

Human Male

Hero of the Bloody Dawn; Arch-mage of the Storm Baronies

STR 9 , DEX 15 , CON 11 , INT 18 , WIS 14 , CHA 15 , COM , PER

AC 5, hp 27, MV Norm, MR 0

AL NG, Age 30, Height 5' 10", Weight 130 lbs

Skin Light,, Hair Black, Beard None

Eyes Green, Vision Normal, Wealth 15000 gp

Arcamean is a slight mage. How bright green eyes contrast his jet black hair. He always wears Midnight Blue, from his robes to his spellbook. His young face shows the deep lines of a long life, for he has seen more in his short time in the Baronies than most ever will.

Weapons

Quarterstaff, Dagger.

Non-Weapons Proficiencies

Reading/Writing, Swimming, Alchemy, Spellcraft, Horsemanship, Somatic Concealment, Ancient Languages, Astrology, Religion, Modern Languages, Herbalism, Common, Goblin, Elven.

Spell casting

Casting Level= 9

Personal Spells: Nightwhisper, Arcamean's Lock, Arcamean's Eldritch Bolt, Arcamean's Force Missile.

Special abilities

OL- 39%, MS- 40%, HS- 45%, CW- 68%.

Possessions

Spell Components, Pouches, Robes, Treasure Map, 10 gems, 1 ruby, Mage's tower, with various items, Daggers- 2.

Magical Items

Ring of Protection +4, +2 to save, Staff on Conjuration, Scroll- Globes of Misdetection, Earring of Misdetection.

Notes and History

Arcamean the mage was born in the town of Isa in the west, a medium-sized city that sits in the Chrylos Pass that leads from the heart of the Storm Baronies. to the Badlands in the West and beyond. In Isa, Arcamean was apprenticed to the mage Irusan the "Great". an extreme egotist who thought himself much more powerful than he truly was (Level 4). After a year in his service, Arcamean had learned the simple cantrips, and had the basics, but it was obvious that Irusan could not teach him much farther. In an attempt to get a spellbook of his own he struck a deal with the local thieves' guild (one of the deadliest in the Storm Baronies), and began to work for them. He was given the name Nightwhisper and was taught some rudimentary thieving skills. Although not an evil person by any means, Arcamean's desire for knowledge won out. It was when the guild presented him with his own spellbook and then demanded that he help them with one more task. When he found out it was the assassination of a local official, Arcamean realized that he had dilemma, helped him steal the spellbook and escape into the night. The guild proclaimed total warfare on Arcamean and they tried thrice to murder him. The friend, who has since been caught by the guild, sent Arcamean to Selourne, a small frontier town. There he asked for Shevard, the local innkeeper and a former thief from the capital of Shon-Tur. In Selourne, Arcamean worked as a night watchman at Shevard's Alehouse, practicing his magic. There he met three others, Evan de Lyon, Amergin MacLyr, and Adamain the Woodsman. Together they formed an adventuring party, who became to be known as the Heroes of the Bloody Dawn. They received this name when they protected Selourne from an assault by the Damned, a group of powerful anti-heroes. After the Battle of the Bloody Dawn, the heroes travelled through the Baronies searching for a way to permanently vanquish the Damned. They found the answers on the Isle of Shar and defeated the Damned on the fields of Aussentar, but not without cost. Evan de Lyon, in a self-sacrificing effort, gave his own soul to trap the Vampyre Lord, Mortianus. At that fateful battle, Arcamean was transformed in a Goblin. Arcamean went into a period of solitude, frantically working to revert himself to human form. He eventually completed his work, combining the worlds of magic and druid mysticism with the help of Amergin. Since, Arcamean has built his own tower and lives with apprentices studying and perfecting the art of magic. He has recently rejoined with the Heroes of the Bloody Dawn to uncover the secrets held within the legendary Dragon Mountain.

Arcanist

Mage/Specialty Priest 20th/3rd Irda male
Flamelord

STR 16 , DEX 18 , CON 18 , INT 20 , WIS 17 , CHA 17 , COM 17, PER

AC -4, hp 73, MV 12, MR nil AL LN, Age 2398, Height 6'4" (5'5"), Weight 180 lbs

Skin Light tan with slight bronze tinge., Hair Fiery red, Beard - Eyes Golden Red, Vision Normal, Wealth 250,000 gp

Arcanist is slightly arrogant and overbearing. He tends to think of himself first and the world second. All this is slowly changing due to a recent tragedy in his life. Arcanist is regal looking as appearances are always important to him.

Weapons

Staff of Pyros (p), Dagger +4/+4 (p), Dart (p), Flail (p).

Non-Weapons Proficiencies

Spellcraft, reading and writing, ancient languages(ancient elven), ancient history (ancient elven), herbalism, Religion (Faerun), Religion (Mystra), Artistic (Drawing).

Spell casting

Casts spells as a 20th level mage and a 3rd level cleric.

Special abilities

Inborn ability to shape change into an elf. Immune to 1st and 2nd level illusions. Immune to fire. As a specialty priest of Mystra, Arcanist can cast spells in wild magic areas and dead magic zones. Contingency Spell- When Arcanist is reduced to 20 hp or below he is teleported to a room in his tower where a golem has instructions to pour potions of healing down his throat until he awakens.

Possessions

In his tower Arcanist has storerooms of almost every item in the PHB.

Magical Items

Staff of Pyros +2/+2 1d6/1d6 (32 charges)1) +2 on saving throws vs. magic2) can be used to absorb spells directed at the wielderPowers :detect magic, enlarge, hold portal, light, prot. from evil1-charge : invisibility, knock, pyrotechnics, web, dispel magic, fireball, fire storm, wall of fire, passwall.2-charges : plane travel, telekinesis, conjure elemental (8hd) SpecialAdds +2 on each die of damage for any fire based spells cast by the wielder, Imparts immunity to all fire, Doubles the amount of fire based spells the wielder can memorize.Ring of regeneration, ring of wizardry (doubles 1st-3rd level spells), wand of fire (49 charges), wand of magic missiles (32 charges), efreeti bottle (an efreet named hajj), cloak of protection +5, wand of negation, brooch of shielding (still full), ring of spell storing, wand of lightning (36), 7 spellbooks in pouch of holding, all firetrapped and warded, girdle of many pouches, boots of elvenkind, potion of extra-healing (12 left).

Notes and History

Arcanist started out in life as Sandorin Spellweaver but after an incident in which most of his adventuring party and his mate were killed by an ice para-elemental. Since then he has changed his name to Arcanist which he found in an ancient tome while researching a new spell. He has also acquired an obsession for fire which he knows is the best weapon against ice which he has come to hate. He is also searching for the Blue Wizard who he discovered is the one that sent the ice para-elemental to wipe out the party. Lately Arcanist has started to rethink his hatred and is trying to reform. In doing so he has become a specialty priest of Mystra and his alignment has shifted to Lawful neutral. Arcanist's abilities are high because of The Bloodstone of Fistantilus which he quested long and hard for. He also suffered the alignment changes that came with using it and if he had not he would be about 24th level by now.

Arin Winddancer (Arin of the Wind, Cruella the Seductress, Cruella)

Magic user/fighter 13th /1st Half-elf female

STR 10, DEX 17, CON 13, INT 15, WIS 16, CHA 14 COM , PER

AC 6, hp 110, MV 12, MR 40

AL chaotic neutral, Age 20, Height 5'7", Weight 120

Skin very light tan, Hair blood red, Beard- Eyes green, Vision Infra (60'), Wealth n/a

Weapons

1 dagger, 1 horseman's flail (p), 1 longsword (+1)

Non-Weapons Proficiencies

Spellcraft, languages, modern, riding, land-based, reading/writing, negotiation, astrology, religion, local history, leadership, seduction.

Spell casting

Magnusbane (Exp. later), School specialized: Enchant./charm, Level = 4 Conj./summ., level = 4.
MAJOR Sphere: ALL

Special abilities

30% resistance to sleep and charm spells. Passing 10' in front of a concealed door (1D6) chance of finding it unless actively seeking it. Then (1 or 2 1d6) magnusbane (can drain the magical energy from a magical item or spell as it is being cast; can store or reuse the energy) similar to Forgotten Realms SPELLFIRE except prolonged storage of energy results in pregnancy.

Possessions

Liquor cabinet in a pocket of holding, Unknown religious symbol on a chain (holds magical energy, but not magical)

Magical Items

3 rings of teleportation (1 to her father, 1 to her mother, and 1 to the Dargonesti kingdom), Robes of many pockets (+1) (black)

Notes and History

Arin has a long intense history. If you want the fully detailed version, e-mail me for it. Here is a short version. Her chronological age is about 7 months, but she is in the form of a 20 year old. She's killed herself & her twin sister more times than she can remember. Stumbling through Pax Tharkas and finding it abandoned, she decided to become the Queen of it. When she's not ruling or keeping an eye on her sister, she likes to drink dwarven ale in the Inn of the Last Home or spend time with her once vampiric husband, Vlad. Her great-great grandmother was in the Oakleaf clan which means some royalty in her blood. Arin is a wonderful character and I hope that everyone who uses her has her history because she has a complicated one.

Baldur Elvenwood

Mage 29th Human male
Grand Sage of Shadowdale

STR 18 , DEX 17 , CON 17 , INT 20 , WIS 20 , CHA 16 , COM 17, PER

AC -3, hp 110, MV 12, MR 50

AL C.Good, Age 139, Height 6' 3", Weight 195 lbs

Skin White, Hair Black, Beard Black

Eyes Glowing white, Vision Nightvision, Wealth 100,000,000 gp

Baldur is a rather young Sage he has white glowing eyes and somewhat dark and mysterious. He's handsome and intellegent.

Weapons

Staff of Baldur +5 to attack can hold as many spells as Baldur can hold. Daggers of Light 2 daggers that shine the way when thrown in a dark room.

Non-Weapons Proficiencies

Reading/writing Language:Modern Language:Ancient History:Modern History:Ancient Astronomy
Riding:Land-based Riding:Air-based Etiquette Swimming Common Dwarvish Elvish Thoras

Spell casting

All Spell levels 1-9

Special abilities

Visibility in the dark Can turn invisible at will Can fly at will

Possessions

Tower Level 9 library Over 200 spell components 4 months worth of food 100 scrolls 10 different suits of armor 5 different amulets 589 different types of potions and elixers and other standard necessities

Magical Items

Over 20 different magic items

Notes and History

Baldur's birth is unknown to him. He arrived at the doorstep of Elminster the Grand Sage of the Dales. Elminster took Baldur as his own. He raised him and taught him on how to be a mage. Later in life Baldur joined a group of heroes and went on many adventures. He recovered the Rod of Seven Parts, cleared out the drow under the Twisted Tower, changed the position of the portal in Firestone Peak, survived the Maze of Madness and much more. Then one day Mystra goddess of magic appeared to Baldur and revealed his past. She told him that he was Mystra's chosen one to keep magic alive and to protect the innocent. Let alone he was born with magic fire. To this date Baldur is still protecting the innocent and is creating new spells for future use.

Banedon Moonbreeze

Mage [kit: Outlaw wizard, intimidator] 17th Moon elf male
The Quiet One

STR 16 , DEX 16 , CON 16 , INT 18 , WIS 14 , CHA 15 , COM , PER

AC -2, hp 87, MV 12, MR 25 AL NE, Age 457, Height 5'8", Weight 153 lbs

Skin fair, Hair light golden, Beard - Eyes violet, Vision Infra (75'), Wealth 4000 gp

Tall and slender, wears green tunic and a magical cloak. He seldom speaks, and usually travels alone.

Weapons

Quarterstaff (sp), dagger.

Non-Weapons Proficiencies

Astrology, religion, agriculture, artistic ability, etiquette, modern languages, weaving, ancient history, herbalism, ancient languages, reading/writing, spellcraft.

Spell casting

Regardless of school, he learns everything.

Special abilities

Once per week, he can feign death (3rd lvl spell) which can be used upon himself. Once per week, he can transform his consciousness into a ghostly spirit form, leaving his physical body behind, in a misty cloud form.

Possessions

Daggers, sandals, tunics, cap, pouch filled with reagents, rations.

Magical Items

Quarterstaff+5 vs non-mages, cloak+5, ring of magic resistance, ring of blinking, ring of wizardry, belt of regeneration, mage scrolls of bestow curse, delayed blast fireballs, power word stun, power word kill, potions of healing, elixirs of youth.

Notes and History

An outcast from Evermeet, he once murdered an elven mage because of ambition. He robbed the dead mage of the magical cloak. The Queen of Evermeet found out, wanted him to be brought in, but he escaped and now in Waterdeep. He is an elf of few words, an intimidator. He never negotiates in any situations. He only respects those of high-level characters. He treats the rest as incompetent bumbler, or outright irritants. At this moment, the husband-wife team (Dove Falconhand and Florin Falconhand) has volunteered to track him down. They are now in Waterdeep.

Barfolemew Drankor

Mage 3rd Half-elf Male

STR 8 , DEX 11 , CON 9 , INT 17 , WIS 8 , CHA 12 , COM , PER

AC 5, hp 10, MV 12, MR 0 AL tn, Age 18, Height 5' 3", Weight 142 lbs

Skin white, Hair brown, Beard -Eyes green, Vision Infravision (60 ft.), Wealth 1000 GP

Weapons

Proficient in the dagger has 4 +1 throwing daggers Has +1 quarterstaff as well (not proficient).

Non-Weapons Proficiencies

Leatherworking Healing Swimming Riding (Land) Weather Sense Fishing Fire Building

Spell casting

Cast as a 3rd level wizard Has the spells, 1st.Mag. Missile 2nd.Invisibility Feather Fall Read&Detect Mag. Burning Hands, Armor

Possessions

Has a High-Spirited Horse Gold Belt Buckle (2500GP Val) Robe Riding Boots Tunic Breeches.

Magical Items

Cloak of Blending ring of prot +1 bracers of Def. 6 4 daggers +1 2 wands of lightening bolt (4 and 6 charges) quarterstaff +1

Notes and History

Barfo is from the Dalelands and originates from the town of Ashabenford. He is a weak fighter but a powerful mage. He is extremely smart but he is a little bit clumsy. His companions, Gunthor (DwM Fight (3)), Blaesguard (HM Fight(6)), Mara (HF Fight(4)), and Dim (HM thief (3)) usually accompany him everywhere to protect him.

Baron Vladamir

Mage 10th Grey elf male
Baron of Kellzarr

STR 8 (Mus 8/Sta 8), DEX 18 (Aim 18/Bal 18), CON 13 , INT 23 (Rea 23/Kno 23), WIS 14 (Inn 14/Wil 14),
CHA 8 (Lea 8/App 8), COM , PER

AC -6, hp 28, MV 12, MR 0 AL LE, Age 137, Height 5'6", Weight 103 lbs

Skin Pale White, Hair Jet Black, Beard None Eyes Black, Vision Infra 60', Wealth 356,497 gp

The baron dresses and looks like a vampire but he's not he got his int. from a pact with a demon trading
1pnt str. And chr. For 1pnt of int.

Weapons

Silver dagger +3 (P).

Non-weapons proficiencies

Reading writing, spellcraft, healing, ancient history, etiquette, herbalism, demonology.

Spell casting

Invocation/evocation--conjuraction/summoning--necromancey--alteration--enchantment/charm.

Possessions

Tower and the land surrounding; library;clothing; young black dragon.

Magical items

Silver dagger +3;pouch of holding;cloak of the bat: bracers ac2: ring of Wizardy 1st level: boccobs blessed
book: crystal ball: ring of protection+2.

Notes and history

Made pact with a demon to gain power, when more powerful the baron plans on Destroying this demon
and retireing to his castle to create spells and Later hopes to become a lich to continue his magical
studies.

Bastro Wellwood

Mage 15th formerly Bard 9th Human Male

STR 12 , DEX 16 , CON 12 , INT 24 , WIS 13 , CHA 18 , COM , PER

AC -6, hp 55, MV 12, MR AL CG, Age 26, Height 5'10", Weight 160 lbs

Skin Fair, Hair Red, Beard Red- Eyes Blue, Vision Normal, Wealth 390,406 gp

Bastro can always be seen wearing a cape and a robe (both of which are magical). Sharply dressed, he
looks like a man of a high social class. Always carries a staff (which of course is magical).

Weapons

Quarterstaff, Sling, Dagger, Dart.

Non-Weapons Proficiencies

I'm just going to list them and you can figure out there proficiency scores: Rope use, fire-building, local history, musical instrument (harp), swimming, riding, land-based (horse), etiquette, reading/writing (all languages known), spellcraft, ancient language (ancient elvish), ancient history (nethril), forgery, heraldry, appraising, spell-sculpting (see combat & tactics book), read lips, ventriloquism, disguise, astrology, gaming, cooking, dancing, juggling.

Spell casting

All spells are cast 5 levels higher than actual experience level (due to magical item that I will explain later). All casting times are one less if under one round. Has almost all spells in the PHB and TOM, even Wish (though not able to cast, yet).

Special abilities

Bard abilities: CW-95%, DN-65%, PP-15%, RL-65%, Know history of magical item-40%. Mood change-Save vs. Paralyzation at -5 pen. Can speak Elvish, Common, Hafling, Gnome, Goblin, Dwarf, Drow all fluently.

Possessions

Standard Adventuring equipment of a Mage

Magical Items

Earring of protection +1, spellbook (bastro's cookbook), saff of power-78 charges (don't ask how, can be used in melee combat as a quarterstaff +5), winged boots, ring of magic disruption, girdle of dwarvenkind (not worn), girdle of many pouches, ring of regeneration, flying carpet, zagyg's spell component cas-6/day (allows user to reach and grap one spell component that is being though of), ring of spell turning, brooch of shielding-101 charges, wand of frost-unknown amount of charges, wand of fire-unknown amount of charges, necklace of shaktari (all spells are cast 5 lvls higher when determining duration, etc.), ring of spell storing, ring of protection +6, robe of the archmagi, wand of lightning-unknown amount of charges, robe of protection +1, cloak of protection +2, bracers of defense (ac2), dagger +3

Notes and History

Much of Bastro's history has been forgotten. What is known is that he once was married to a Female Psionicist named Celena. She died not to recently, but he has found a new love in his life named Mannas Tifeksdatter, an Ice Mage. She was also Elena Fleetwood's first true friend.

Beltran Zandar 2nd

Mage 10th

Human male

Beltran 'The Cult Killer' Zandar 2nd, Dragonslaying Mage

STR 14 , DEX 15 , CON 14 , INT 18 , WIS 16 , CHA 14 , COM , PER

AC -5, hp 40, MV 12, MR 0

AL CN, Age 20, Height 6' 4", Weight 245 lbs

Skin White with a dark tan, Hair Black, Beard Black Eyes Silver, Vision Normal, Wealth None, (but part of a very wealthy clan)

Weapons

Gladius of quickness (p), Crossbow of oblivian (p), Crossbow of quickness (p).

Non-Weapons Proficiencies

Spellcraft, Gemcutting, Land based riding, astrology, Blacksmithing, Fire building, Engineering, Cryptology, High Draconian, Elven, Common.

Spell casting

Can cast all spells. He has all fire spells, levitation, choke, read/detect magic, coercion, permanency, etherealness, enchant item, polymorph self/other.

Magical Items

Crossbow of speed and oblivion, gladius of quickness, and robe of the plate (a robe that acts as field plate).

Benarez

Crusader of Mystra 12th Svirfneblin Gnome male

STR 11 , DEX 18 , CON 12 , INT 15 , WIS 17 , CHA 8 , COM , PER

AC -9, hp 136, MV 12, MR AL NG, Age 188 yrs., Height 3'8", Weight 100 lbs

Skin Dark, Hair None, Beard - Eyes Hazel, Vision Infra 120', Wealth 2,000 gp

Stubby arms/legs, very ugly, looks like a comical wise man.

Weapons

Mace, Morningstar, Quarterstaff, Marital Arts, Aikijutsu (ninja's handbook).

Non-Weapons Proficiencies

Healing(x2), herbalism(x2), mining(x2), direction sense, reading/writing, riding, land-based, martial arts: mental 1, meditation, mental 2, all-around sight, mental 3, mental resistance, mental 4, ch'i attacks, mental 5, blindfighting, mental 6, ironskin, mental 7, levitation.

Spell casting

Major Spheres: All, Astral, Charm, Combat, Creation, Divination, Elemental, Guardian, Healing, Necromancy, Protection, Summoning Wizard School: Invocation/Evocation.

Special abilities

Turn Undead.

Possessions

Backpack, Small Tent, Pants, Cote, Belt, Cape, Bedroll, Waterskin, 50' silk rope.

Magical Items

Rod of Lightning, Shield +2, Bracers +4, Chain Mail +1, Mace of Disruption.

Notes and History

Benarez is wiser than most gnomes, and is respected by many. He has fought many battles, and makes a lot of jokes. He is a crusader of Mystra (warriors and priest of the realms), and has wizard spells along with his normal ones.

Bowser

Wizard/Fighter 9th Lizardman
Best spells and potions.

STR 17, DEX 10, CON 11, INT 18, WIS 14, CHA 9, COM 2, PER 18

AC 10, hp 15, MV 12, MR 14 AL 15, Age 21, Height 10'3, Weight 165 lbs

Skin green, Hair red, Beard - Eyes blood-red, Vision Ultra 20', Wealth 380 gp

An unusual breed of lizardman. Has a green shell with yellow spikes protruding out of it. Many sharp teeth, and able to intimidate others.

Weapons

His only weapons are his three knife-like claws on each hand.

Non-Weapons Proficiencies

Bowser's non-weapon proficiencies are: Hunting, Spellcraft, Demonology (study of monsters).

Spell casting

School specialized: Necromancy, Effective casting level = 9

Special abilities

Tail attack, spike attack, claw attack, shell defense, danger sense, wild talent.

Possessions

Magical Spellbook

Magical Items

Has BOWSER embedded on it's cover, and contains a variety of spells made by Bowser himself.

Notes and History

He was an outcast to his society due to his horrifying appearance. He went to Necromancy Schools, and learned how to make his own spells.

Carrissis Ordan

Mage/Fighheter 8th /8th Drow Elf, Male
Mage of the Collective Magics, Member of the Black Watch

STR 15 , DEX 19 , CON 13 , INT 15 , WIS 14 , CHA 12 , COM , PER

AC -4, hp 41, MV 12, MR 0 AL C-E, Age 53, Height 5'2", Weight 105 lbs

Skin Black, Hair white, Beard- Eyes Red, Vision Infra 90', Wealth 134,000 gp

Thin and reed like, sly and devious.

Weapons

Two scimitars +2, drow hand crossbow. Weapon Proficiencies: Blades B-G (N/A), Two Weapon Style (N/A), Ambidexterity (N/A), Scimitar (S) (+2/+3), Crossbow T-G (N/A), Long Sword (S) (+1/+2), Drow Crossbow (S) (+1/+2).

Non-Weapons Proficiencies

Riding Land, Horse (W/17), Blind Fighting (N/A), Read/Write Drow (I/16), Lang. Ancient, Drow (I/15), Direction Sense (W/15), Common, Lang. (I/11), Drow, Lang. (I/15), UnderCommon, Lang. (I/15).

Spell casting

Carrissis is just now starting to take his wizardry training serious. As of yet he finds a few combos with the jump, and invisibility spells. He has yet to learn that magic will give him the true power he desires.

Special abilities

Most of his special abilities stopped after he left the underdark.

Possessions

Carrissis carries light, mostly he only has what is needed at the time including gold. He does not flaunt and most people don't take notice of him, since he always keeps hidden.

Magical Items

Two scimitars +2, ring of wizardry double 1-2, ring prot.+1, bracers of ac 3, cloak +2, spell book, various potions and scrolls, house symbol, ring of shooting stars, and a few poison via the Black Watch Assassins Network.

Notes and History

Carrissis Ordan of the third house of Menzoberranzan, House Oblodra. Second male, no psionics. Attended both Melee Megerath and the High Sorcery. (I know I didn't spell these right, please forgive me!) Carrissis has a rather long story behind his character. He is not Drizzt remade. However he is one to be feared even at his current level.

Cermak

Illusionist/Thief 2nd/3rd Adurian Gnome male
Member of Aelvinnwode Raiders

STR 15 , DEX 18 , CON 17 , INT 19 , WIS 12 , CHA 17 , COM , PER

AC -5, hp 14, MV 6, MR AL LN, Age 72, Height 3' 3", Weight 84 lbs

Skin White, Hair White, Beard none Eyes Blue, Vision Infra (90'), Wealth 20000 gp

Weapons

Sling, Knife, Dagger.

Non-Weapons Proficiencies

Engineering (16), Spellcraft (17), Appraising (19). Speaks Gnomish, Karamhul, Anuirean, Low Brecht, Rjuven, Vos, Basarji, and Faerunian Common. Reads Karamhul.

Spell casting

Casts as a 2nd level illusionist. Cannot use schools of Necromancy, Invocation, & Abjuration.

Special abilities

Bloodline: Minor Andurians 18. Battlewise (Major); -2 to hit from orcs and ogres, 20% item malfunction (except illusionist and thieving items), +1 to save vs. illusions, -1 to opponent's saves, to learn illusions: 110%, to learn non-illusions: 80%, extra spell/spell level, 5/6 Detect slope, 7/10 Detect unsafe walls, ceilings, and floors, 4/6 Detect depth, 3/6 Detect direction, PP: 50%, OL: 50%, F/RT: 50%, MS: 55%, HS: 55%, DN: 55%, CW: 55%, Backstab X 2.

Possessions

Sling, 12 Sling Bullets, 12 Knives, 12 Daggers, 3 sets of small clothing.

Magical Items

Bracers of Defense (AC 2), Ring of Protection +3, Cloak of Displacement (seldom used)

Notes and History

Cermak is a rare find on Cerilia, an Adurian gnome. Born in a city beneath the remnants of the Deismar range of mountains. Early in his life, he was visited by a strange old man, while he was on the surface. This man taught him a language, and then just as mysteriously left. Several years later Cermak, being the curious soul that he is, traveled across the straits of Aerele, and explored Cerilia. He met up with Sinead, and joined her group on a whim. He currently is busy helping to find the materials to create some of their magical items.

Certh Enges

Mage 15th White Elf Female

The Elder, Lady

STR 5 , DEX 12 , CON 7 , INT 20 (Rea /Kno), WIS 18 , CHA 19 , COM , PER

AC 7, hp 25, MV '40, MR 95

AL Lg, Age 6974, Height 4'6", Weight 103 lbs

Skin Wrinkled, Hair Gray, Beard n/a Eyes Silver, Vision Infra (60), Wealth lots

Certh Enges is an ancient elf, considered old even by her own people. She can be identified with a red broach on her dress. She will always wear a dress or a robe of white colour. She is treated with great respect by her people.

Weapons

Certh Enges owns a wand of cold, fire and Lightning. She also carries with her a Staff of Fireballs+5.

Non-Weapons Proficiencies

Heraldry, Acting, Fast talking, Singing.

Spell casting

Certh Enges knows all the spells presented to her level, Plus, she has a 25% chance of learning a spell cast on her.

Special abilities

Spellcraft, Ancient languages.

Possessions

Red Broach (worth 5000 gp).

Magical Items

White Robe+3 White Dress+4 Wands of Lightning, Fire and cold Spellbook, Staff of fireballs+5.

Notes and History

Certh Enges Is one of the few elves who have chosen to stay on this world at a venerable age. She has A great fear of dragons And dead bodies From when she was captured by a black dragon at an early age. She can appear as a young elf to confuse her enemies into fits of passion, then she will incinerate them for the sake of her party.

Core

Mage 8th Elf male

STR 18 , DEX 19 , CON 17 , INT 18 , WIS 18 , CHA 17 , COM , PER

AC 3, hp 37, MV 8, MR none AL C G, Age 100, Height 5' 8", Weight 100 lbs

Skin pale, Hair blond, Beard none Eyes green, Vision infra 30', Wealth 29,500 gp

Weapons

Staff, Sling, Dagger

Spell casting

ALL, Level 4

Special abilities

90% Resistance to Sleep, Charm

Possessions

3 Garlic buds, Staff Sling, Knife, Cloak, Lantern, Oil, Rope, Silver dagger, Flint + Steel, Mirror, Magnifying glass.

Magical Items

Scroll (Charm monster, Polymorph self, Polymorph others, Protection from magic.), Cloak of protection +1, Potion of neutralize poison, +3 staff of striking (8 charges) (protection from fire), 2 rings of protection +1, Ring of chameleon power, Bag of devouring, Robe of useful items (Mule-10 cubic ft pit-Pair of war dogs-coffer of silver (500 gp)-10 gems times 100 gp-Rowboat-24' ladder-100 gp-2 daggers-2 lanterns-2 mirrors-2 poles (10')-2 ropes (50')-2 sacks), 2 potions of invulnerability, potion of undead control (wight, ghoul.), 2 potion of human control, Gaseous form, 2 potions of water breathing, potion of polymorph self, potion of flying, potion of giant strength, potion of super heroism, Staff of wizardry (6 dice fireball, 6 dice lightning bolt, 6 dice cone of cold, continual light, telekinesis, invisibility, passwall, web, conjure elementals, whirlwind, cone of paralysis.), wand of paralyzation.

Cyndre the Eccentric

Mage 3rd Human Male
The Man of Many Classes

STR 7 , DEX 13 , CON 5 , INT 18 , WIS 17 , CHA 15 ,COM 10, PER

AC 10, hp 5, MV 6, MR 0 AL CN, Age 55, Height 6'2", Weight 121 lbs

Skin white, Hair white, Beard black/red Eyes grey, Vision Normal, Wealth 2 gp

Completely crazy, has a tendency to *be* whatever someone says they need. ie. 'Wish we had a thief, to unlock this door' ... Cybdnre would jump forward and declare he is a thief, while casting a cantrip to simulate his actions, although HE would believe he is a thief ...

Weapons

Staff - broken, Dagger - rusted, Sling - necklace

Non-Weapons Proficiencies

Appraisal, endurance, spellcraft, reading/writing

Spell casting

Has a lot of trouble casting spells when he is concentrating on casting spells, if he isn't paying any attention they will work about 75% of the time.

Possessions

Backpack, robes, sandals, fur hat, various components (he doesn't know what they are for)

Magical Items

Ring Of Wizardry (he is unaware) Quarterstaff has permanent Nystul's Magical Aura on it.

Notes and History

No one is really sure of his history, where he came from, who his family is, he doesn't remember ... or at least you can't hold a conversation with him long enough to find out!

Dabron

Archmage 5th

Human male

Although only at level 5, he is an archmage of profound in the world of magic.

STR 10 (Mus 13/Sta 14), DEX 18 (Aim 18/Bal 18), CON 16, INT 11 (Rea 14/Kno 17), WIS 8 (Inn 10/Wil 15), CHA 12 (Lea 16/App 15), COM 16, PER 12

AC -4, hp 13, MV 18(horseback), MR 55 AL Those who are worthy will know., Age 21, Height 6'2", Weight 145 lbs

Skin white, Hair dark brown, Beard no

Eyes brown, Vision, Wealth 28,028 gp

Dabron is an exceptional magic user.

Weapons

Dagger of Magius, Orb of Dragonkind, Staff of Magius, Wand of Paralysis, Wand of Lightning.

Spell casting

Stinking Cloud, Read Magic (4), Charm Person (2), Magic Mouth(2), Fireball (3), Magic Missile (4), Air Breathing, Water Breathing, Knock, Light, Flaming Sphere (3), Clairvoyance, Detect Magic. Dabron has the Staff of Magius; there is only one of its kind. "This powerful mahogany staff is topped by a crystal ball grasped in a bronze dragon claw. Its powers are limited only by its user; once the mage learns the true nature of the staff, great power may be summoned. Legends say the wizard Magius aided Huma in his quest to drive dragons from the face of Krynn. Magius' staff of legend still bears the wizard's spirit and lends it to the user. Many mages of renown have used this staff and added to its power, including the infamous Raistlin Majer and his nephew Palin."-DRAGONLANCE "The staff acts like a ring of protection +3. The staff strikes with a +2 to hit. Once per day, it can create continual light, 60' radius; and it can save its owner with a feather fall. When used by a mage 6th level or higher, the staff doubles duration adds +2 points of damage per die rolled and maintains spells for 1 round after concentration is broken."-DRAGONLANCE. If a mage of 6th level or higher uses the staff, he may attempt to master a different power each time. If he doesn't master it the first time, he may try again later or next time he uses the staff. There are 24 different spells it can cast. It can carry up to 20 charges and recharges 1 charge per hour in the light.

Dagamir Whetstone

Black Robe Wizard 24th

Half-Elven Male 82 Years

STR 12, CON 13, INT 18, WIS 8, DEX 14 CHA 12

AC 1, hp 72 , MV 12, MR

AL le, Age 82, Height 5'9", Weight 142 lbs

Skin pale, Hair black, Beard - Eyes brown, Vision 30' infra, Wealth 35,000 gp

Weapons

Dagger, Quarterstaff, Sling, THAC0 11.

Non-Weapons Proficiencies

Reading/Writing, Gem Cutting, Herbalism, Engineering, Astrology, Common, Elvish, Dwarf.

Spell casting

Memorized Spells

Level 1: Detect Magic, Phantasmal Force, Magic Missile (2), Read Magic, Ventriloquism.

Level 2: Blindness, Invisibility, Knock, Mirror Image, Melf's Acid Arrow, Web.

Level 3: Fireball (2), Hold Person, Lightning Bolt, Blink, Invisibility, 10' Radius.

Level 4: Fear, Illusionary Wall, Ice Storm, Minor Globe of invulnerability, Phantasmal killer, Polymorph Self, Shadow Monsters.

Level 5: Advanced Illusion, Cone of Cold, Conjure Elemental, Teleport (2), Shadow Magic.

Level 6: Death Spell, Disintegrate, Globe of Invulnerability, Eyebite, True Seeing.

Level 7: Limited Wish, Power Word, Stun, Mass Invisibility, Teleport Without Error.

Level 8: Glassteel, Mind Blank, Otto's Irrisistible Dance, Power Word, Blind.

Level 9: Energy Drain, Power Word, Kill, Wish.

Possessions

Steel Pieces: 527, Backpack, Candles (2), Magnifying Glass, Quills (9), Papyrus (23 Sheets), Ink, Wineskin, Signet Ring, Spyglass, Scroll case, Blankets (2), Flint & Steel, Glass bottle, Good Lock.

Magical Items

Dagger +2, Longtooth, rod of flailing, robe of the archmagi (ac 5), ring of protection +4, ring of fire resistance.

Notes and History

Experience : 5,351,378

Dagon 'of Cantrip'

Mage 11th High Elf Male

Knight of Undermountain, emancipator of the oppressed

STR 7 , DEX 18/15 , CON 6 , INT 18 , WIS 13 , CHA 8 , COM , PER

AC 6, hp 18, MV 12, MR 0

AL NG, Age 124, Height 5' 2', Weight 85 lbs

Skin Pale & Pasty, Hair Black, Beard - Eyes Green, Vision Infra (60'), Wealth 2500 gp

A thin and frail elf, with the right side of his hair shaved off, the rest was worn long. He had an addled expression at all times, and wore long and tattered red robes. His left leg is gone below the knee due to

an adventuring accident some time ago. His left cheek is also gone, but it remains closed due to a magical ring. He carries around several sticks, some of which have Continual Light cast on them. Dagon is not the bravest of sorts, and has a tendency to jump at his own (and others) shadows. This is the most addled and confused elf you will ever meet.

Weapons

Quarterstaff, Dagger (p).

Non-Weapons Proficiencies

Reading/Writing , Elven , Common, Dwarven, Cobbling, spellcraft, tailoring.

Spell casting

Level 11 Wizard, can cast 6th level Spells.

Special abilities

Basic Elven abilities.

Possessions

Spell book, wizard cloaks, spell components, various trinkets for his amusement.

Magical Items

Ring which kept his face from exploding, Staff of Spellstore , cursed Earrings which bore into wearers head and kill them.

Notes and History

Not much is known of the past of this character, but his addled ways are quite significant. An anti-social character, he was befriended by Bartholomew and Grumble (who turned out to be the only two who could stand him). A wizard fond of Cantrips, he was notorious for getting himself into trouble, and running to his party members for aid. Not the bravest of sorts, nor the most healthy, he often hid behind the dwarf or rode about on the flying halfling's shoulders, throwing fireballs in his wake. An accident with a Will-O-Wisp left his cheek with a nasty hole that was only closed when he held a stone given to him by a leprechaun. Needless to say, Dagon found much amusement by startling hapless passers-by. After a mishap with a fireball, Dagon was reincarnated as a female. When attacked by Gredrik, Rob, and Talis, Dagon called upon a favor owed to him by the leprechaun, so he wished that everything was the way it used to be. This wording combined with the bad feelings surrounding the incident, drew him, his attackers, and his friends into Ravenloft. Dagon spent most of his time inside a Leomund's Secure Shelter, so the "bad things" wouldn't get him. Upon his return, he left his friends in search of great magic, and has not been seen since.

Darien Tuarlachiem

Wizard 1st Anuirean (Human) male

Grand Duke of Ilien

STR 11 , DEX 11 , CON 18 , INT 18 , WIS 18 , CHA 9 , COM , PER

AC 10, hp 16, MV 12, MR

AL LG, Age 21, Height 6' 3", Weight 188 lbs

Skin White, Hair Red (receding), Beard

Eyes Ice Blue, Vision Normal, Wealth 200000 gp

A slightly balding man, with a Gorbachev-like red spot on his forehead.

Weapons

Quarterstaff

Non-Weapons Proficiencies

Astrology (18), Law (17), Administration (16). Speaks Anuirean, Sidhelien, Rjuven, Low Brecht, Basarji. Reads Andu, and Anuirean.

Spell casting

Casts as a 1st level mage

Special abilities

Bloodline: Tainted Andurias 13, Bloodmark (minor).

Possessions

3 pairs of Riding Boots, 3 Belts, 3 Breeches, 3 Embroidered Robes, 2 silk jackets, 3 pairs of gloves, 2 sashes, 3 vests (most of the clothing has flame patterns on red garments), 3 fur cloaks, 50 sheets of paper, 50 vials of writing ink, assorted spell components, cost 700gp, assorted food, cost 200gp, 3 cats, 3 dogs (1 hunting, 2 guard), 1 riding horse, 15 large belt pouches, 1 holy symbol of Laerme, 60 candles, Hourglass, 50 feet of hemp rope, Spellbook: Magic Missile, Burning Hands, Protection from Evil, Shocking Grasp, Chill Touch, Identify, Comprehend Languages, Shield, Invisibility, Mirror Image, Detect Evil, Detect Invisibility, Fireball, Lightning Bolt, Dispel Magic, Phantasmal Killer, Stoneskin, Realm Spells: Mass Destruction, Alchemy.

Magical Items

Quarterstaff +1, +2 vs. Evil

Notes and History

Darien was born in the small Free County of Ilien. In 551 MR, the previous ruler, and his only heir were murdered. The populace held an election and he became the Grand Duke.

Debrah Hartell

Mage [*hedge wizard*] 6th

Human male

STR 9 , DEX 11 , CON 10 , INT 14 , WIS 14 , CHA 13 , COM , PER

AC 10 (9), hp 23, MV 12, MR

AL chaotic good, Age 21, Height 5'4", Weight 135 lbs

Skin , Hair red, Beard-

Eyes blue, Vision normal, Wealth 300 gp

Debrah is a handsome young mage with thick curly hair and a face spotted with freckles. He does his best to aid and protect those in need. He has a kind and outgoing personality. Because of his encounter with an ancient green dragon, Debrah has an intense fear of dragons in general. He always wears white robes and his holy holy symbol is always where others can see it. He is a bit jealous of Deloth's greater magical knowledge. He is always found with his familiar, a black raven named Doppleganger. He has a heavy Cormyrian accent. He is a deep sleeper.

Weapons

Oak staff with ornate unicorn head, 12 darts, proficient in staff and dart.

Non-Weapons Proficiencies

Herbalism (10), reading/ writing (9), cooking (8), agriculture (8), firebuilding (9), fortune telling (6), observation (7), local history (9), spellcraft (10), cantrip (8), healing (10), tailoring (8), animal handling (8), carpentry (8), cobbling (8), common Netherese (6).

Spell casting

Schools: Abjuration, divination, necromancy, illusion/phantasm, enchantment/charm, conjuration/summoning.

Special abilities

55% create poison antidote, precise memory

Possessions

Holy symbol of Wyndemier, 2 vials of holy water, healer's pouch, 50 pagebook w/ excellent lock (-15% to pick), 4 vials of black ink, 2 karatur, metal nib pens, special scroll case (holds 15 scrolls), 2 packets of flour, 2 white robes, high soft boots, black sash, 2 cloth dolls (type varies), 4 singing tops, 2 loaves of elven bread, bedroll, waterskin, messkit.

Magical Items

Spellbook, ring of protection +1 (35 charges).

Notes and History

Debrah is an orphan who was raised by an old hedge wizard. The wizard trained Debrah and instilled within him a deep love for all living things. The hedge wizard was slain by an ancient green dragon named Athaugyl. Athaugyl played cat and mouse with the terrified boy for several hours. Debrah was saved by the paladin Vasha, who had been on her way to see her father. Vasha slew Athaugyl and took Debrah back to the village in which she had retired. Vasha taught the boy how to use a staff for defense. It was Debrah's village that all the Sons met in. Debrah is currently a quasi apprentice to the archmage Amson. He works in the poor section of Waterdeep, helping those he can. He currently has 55,444 xp and 5 character points.

Doppleganger

Female raven

STR 8 , DEX 23 , CON 11 , INT 4 , WIS 4 , CHA 1 , COM , PER

AC 1, hp 8, MV 1 Fl41(B), MR AL chaotic good, Age , Height , Weight lbs

Doppleganger is a jet black raven. She is able to mimic voices. She can understand and read common. Dopple loves shiny objects and is likely to steal them if they are left unguarded. She hates cats of all kinds. Around her left leg is a black band. She is Debrah Hartell's familiar and confidant.

Special abilities

Save as 6th level mage.

Magical Items

Magical band that generates a 5' radius shield spell- only works for ravens.

Notes and History

Doppleganger is Debrah Hartell's familiar. She has been with him for three years. Doppleganger has aided in many of the groups adventure's often acting as a look out.

Delgath Blackthorn

Mage/Thief [kit:Swashbuckler] 9th/10th Half-Orc Male
Harper Candidate and Member of the Fireball Alliance (Rock of Bral)

STR 12 , DEX 18 , CON 16 , INT 18 , WIS 13 , CHA 18 , COM 17, PER 16

AC -3, hp 64, MV 15, MR 0 AL N, Age 32, Height 6', Weight 168 lbs lbs

Skin Iridescent Lt. Green, Hair Black, Beard tusk-like sideburns Eyes Bright Amber, Vision 60 ft. Infra,
Wealth Unknown but very wealthy

Delgath is the archetype of the gentleman scoundrel. Very attractive (irregardless of race) with vaguely elven features (his mother is a reincarnated grey elf). He is also possessed of an incorrigible good humor, rapier wit and superb manners.

Weapons

His main weapon (and best friend) is Cutter, an intelligent saber (+1/+2 vs. magic-using-and enchanted creatures) with a sarcastic pessimism that plays a perfect counterpart to Delgath's irrepressible cheerfulness. His secondary weapon is an elven fighting dirk (+2 Defender) with a silvered blade. For distance encounters he uses a double-bowed hand crossbow and his collection of enspelled quarrels. To complete his combat repertoire he is skilled in all blades, staff, hand crossbow, whip, trick-shooting, blind-fighting, ambidexterity and zero-G combat.

Non-Weapons Proficiencies

Delgath is a skilled Jeweller and learned Clock-making from a gnomish roommate in Mage School. His upbringing taught him heraldry, etiquette, reading/writing, basic math, drawing, all riding skills and ancient history. Since his career began he has learned cartography, space and seamanship, navigation, swimming, engineering, acrobatics and spell jamming.

Spell casting

Delgath has access to all schools of magic. He prefers inventive spell casting to sheer destructive power and has researched a number of unique spells in regards to this.

Special abilities

He is quite skilled (at least 60% and in most over 80%) in all the common roguish abilities. Due to a well worded wish and the favor of the Goddess herself, Delgath has gained the special abilities of a specialty priest of Mystra. In return for this boon he must tithe a portion of his earned wealth to the Temple of Mystra (or some goodly cause) and forever defend the aims of the church (which, as a mage, he pretty much did anyway). More recently he has been granted Immortality by a powerful creature called the Great Dreamer (see the Spelljammer MC's) for successfully completing a difficult quest at the Great Dreamer's behest.

Possessions

Delgath invariably equips himself with items of the best functional quality.

Magical Items

Among the most noteworthy of his items is his bracer of the stars (this grants him a telepathic link with his now sentient spelljamming ship the nautilus). he also possesses a bracer of magicks (this has powers similar, though more versatile and less deadly, to a staff of the magi), a portable hole (outfitted to serve as living quarters and loaded with useful gadgets), boots of striding and springing, rings of free action and fire resistance and an obsidian steed with no time limit on usage and shod with horseshoes of speed (these are attached with sovereign glue).

Notes and History

Delgath was born into a privileged family who were able to, despite his race, get him accepted into the Mage school at the province capital. Delgath showed great promise but his extra-curricular activities, breaking into the headmaster's offices to study forbidden spells, put an end to his scholarly career and very nearly any other career as well! Only the fact that he had succeeded in what should have been an impossible crime (his first of many!) saved him. He was granted a place in the party being sent to investigate a mysterious light that fell from the stars and crashed to the north; and the reports of strange spider like creatures that showed up just afterwards. The investigation led to the source of the crash, the stars that it came from and all that lies beyond them! Delgath has yet to return and report his findings to the headmaster, but he did return to finish his extra-curricular activities!

Deloth

Mage 5th Human male
Magic brat

STR 13 , DEX 16 , CON 15 , INT 17 , WIS 10 , CHA 10 , COM , PER

AC 8 w/ dex, hp 19, MV 12, MR AL chaotic Good, Age 13, Height 4'5", Weight 99 lbs. lbs

Skin , Hair black, Beard- Eyes brown, Vision normal, Wealth 45 gp

Deloth is one of the youngest spellcasters around. He has already mastered magics that mages twice his age are still fumbling with. Deloth has straight black hair and deep brown eyes that seem to know everything. He believes that the Art should be used to protect those who can't protect themselves. He has a crush on the Lady mage Laeral and has been spotted several times watching Blackstaff tower for days just to get a glimpse of her. The magic brat (Khelben's name for him) often sends Laeral flowers and poetry. Anyone who teases him about this are likely to be introduced to his favorite spell- Deloth's cantrip. He is prone to long winded lectures about magic and its proper use even when he isn't asked a question. Deloth is quite irritating often giving advice on what another mage should have done or said in a given situation. What's more irritating is that he is usually always correct. Deloth has a severe allergy to bat gauno and bruises easily. In combat, he prefers to attack from a distance and use binding magics. He is almost always accompanied by his familiar Strawberry.

Weapons

Silver iron dagger, proficient in dagger.

Non-Weapons Proficiencies

Cantrip (11), spellcraft (11), reading/ writing (12), Alternate magics (10), Research (11), Astronomy (11), Astrology (9), spell improvisation (9), Netherese History (10), Herbalism (10), cryptography (10).

Special abilities

+10% to create/ learn spells obscure knowledge precise memory

Possessions

Holy symbol, 2 packets of flour, 2 vials of ink, 100' of string, spell components, black robes, special scrollcase holds 15 scrolls, 100 pg. Journal, 4 vials black ink, 4 quill pens, 2 pairs of socks, locket w/ mage symbol inside (symbol for dangerous magic imposed upon symbol of Mystra), 2 loaves of elven bread, 1 lb. of death cheese, bottle of bug repellant.

Magical Items

2 vials (large) sleep gas, armor ring (same effects as armor spell), wand of magic missiles (89 charges), spellbook, plain gold ring- memory (2 extra spells).

Notes and History

Deloth is the son of Merlin Treedragon and the arch enchantress Sune. Merlin is unaware that Deloth is his son. Sune had Deloth fostered at the temple of the God Valenz on a world far from Toril. As fate would have it, Deloth eventually stumbled through a magical gate and ended up in Waterdeep. He was subsequently taken in as Merlin's charge after he transformed the archmage's pouch of gems into live gold fish. Merlin quickly took the lad as an apprentice before some other mage could. Merlin has been training the lad for five years. Sune grins when she sees the two together since she knows exactly where Deloth gets his knack for longwinded arguments on arcane matters. Deloth met and joined the "Sons" during an outbreak of illnesses and fires that threatened to destroy a village South of Waterdeep. Deloth has 11 Character points and is 9000 xp away from levelling.

Delwynndwn

Mage/Thief 3rd /4th Cerilian elf male
Member of the Aelvinnwode Raiders

STR 12 , DEX 19 , CON 16 , INT 20 , WIS 16 , CHA 13 , COM , PER

AC -1, hp 21.5, MV 12, MR

AL NE, Age 114, Height 4' 10", Weight 105 lbs

Skin White, Hair Black, Beard none

Eyes Black, Vision Normal, Wealth 20000 gp

Weapons

Short Bow, Quarterstaff, Dagger.

Non-Weapons Proficiencies

Spellcraft (18), Tumbling (19), Appraising (20), Leatherwork (20), Agriculture (20). Speaks Sidhelien, Basarji, Vos, Low Brecht, Rjuven, Anuirean, Karamhul, Andu, and Gnomish. Reads Sidhelien.

Spell casting

Casts as a 3rd level mage

Special abilities

Bloodline: Tainted Basaia 11. Heightened Ability (Minor); 90% resistance to charm and sleep spells, Immunity to disease, Pass without trace through nature, -4 to opponent's surprise rolls, can see as well by the moon and stars as during the daytime, PP: 60%, OL: 55%, F/RT: 60%, MS: 60%, HS: 60%, DN: 60%, CW: 70%, Backstab X 2.

Possessions

3 sets of clothing, Short Bow, 12 Flight Arrows, Quarterstaff, 12 Daggers.

Magical Items

Bracers of Defense (AC 3).

Notes and History

Delwynndwn is from the elven wood of the Innishiere. He grew up hearing of the evils of the human races. He is so indoctrinated that when Sinead first met him, he became one of the first to join her group.

Desmond Blackthorne

Mage 19th Elven Male
Master of Gore, Most Unholy Leader of the Blackthorne Cult

STR 9, DEX 17, CON 15, INT 19, WIS 13, CHA 13, COM -, PER -

AC -6, hp 42, MV 12, MR 25 AL NE, Age 257, Height 5'4", Weight 115 lbs

Skin pale white, Hair white, Beard - Eyes red, Vision Infra 60', Wealth 189,000 gp

Blackthorne is a small, sickly-looking elf of weak build. He has dark red eyes, long pale stringy white hair, and always appears dark and brooding. An aura of overconfidence seems to flow from him. He wears dark black robes with streaks of silver, and a large staff with a human skull upon it. The staff is made of a twisted black metal and covered in thorns.

Weapons

Staff of Blackthorne (p), Dagger +3 of throwing (p), 12 darts +2 (p), 12 sling bullets+1, sling+1 (p).

Non-Weapons Proficiencies

Most of them are of no importance, but Blackthorne takes special pride in his cobbling, dancing, and cooking proficiencies.

Spell casting

Well, basically Blackthorne casts as an 18th level wizard, although most of his spells involve necromantic-type effects.

Special abilities

Well he has standard elf abilities including special abilities given by his magic items detailed below.

Possessions

A backpack, a belt, 4 belt pouches, a collection of skulls, a necklace of teeth, 3 skins full of Kuo-Toan Liquor, 12 walnuts, 3 rotten eggs.

Magical Items

Staff of blackthorne- 25%mr, -2ac, acts as a +3 staff, if any non-blackthorne touches it, they take 1d3 permanent hp of damage from thorns and are compelled to put it down. bracers of impervious defense (see magic items page). Other weapons (see above), bracers of defense, AC 4, 4 potions of healing, ring of true seeing, 5 daggers+1, bag of holding, rope of climbing, bucknard's everfull purse, spellbook, black, covered with thorns, any non-Blackthorne picking it up suffers effects above.

Notes and History

Desmond Blackthorne, is a brooding, unfriendly man who considers himself superior to most life on the planet, save his companions. He always can imagine some bright inventive way to torture, kill, harass, or annoy his enemies. He drinks alot, and is a dealer of exotic spices. Desmond's spells are known throughout the world for their hideous effects. Desmond learned to cast from his father, Darwin, and after killing him, received the staff of Blackthorne. Desmond started the infamous cult of Blackthorne with a group of fanatic followers, and mounts expeditions into ancient catacombs to find magic treasures long gone. His partner in this is Zinjian the dark, whom Desmond admires for his ability to cleave people into tiny bits.

Dorlathryn

Mage/thief/fighter 2nd /3rd /3rd

Drow Male

STR 12 , DEX 18 , CON 13 , INT 17 , WIS 10 , CHA 13 , COM , PER

AC 4, hp 14, MV , MR 12

AL cg, Age 175, Height 5' 2", Weight 75 lbs

Skin black, Hair white, Beard none

Eyes orange red, Vision Infra 120', Wealth 50 gp

Skinny, short and rather gaunt looking. Always dresses neatly and sensible with hair pinned or tied at the back and raggedly cut at the front Usually has a worried or wary air about him. Has a very long distinctive scar from the nape of his neck to just below his waist , on his back, but never shows it.

Weapons

Favoured weapon-High Elven long bow-Specialised. Also thrown dagger but not specialised
Can use a short sword but not at all well.

Non-Weapons Proficiencies

Set traps/snares, Hunting, Survival, forest, Fishing, Tracking, Climbing, Swimming, Speaks;-
High elven, Common.

Spell casting

Currently casts 2 spells per day. Spells as follows : Affect normal fires, Armor, Burning hands, Cantrip, Change self, Colour spray, Detect magic, Grease, light Phantasmal force, Read magic, Shocking grasp, Sleep.

Special abilities

As a thief, pick pockets at 25%, Open locks at 40%, Find remove traps at 35%, Move silently at 55%, Hide in shadows at 45%, Climb walls at 95%, Read languages at 5%.

Possessions

Ordinary camping gear eg tent, sleeping roll, rope, tinderbox , waterskin, Leather armour, Longbow of high elven make (Good quality but not magical), Two throwind daggers, Shortsword, Spare clothing, Fishing lines and hooks, Lantern.

Magical Items

Two spellbooks, one my own, one that was found recently and hasn't been studied yet A scimitar allegedly magical Used to have several other bits eg scrolls,some jewellery that glowed when "Detect magic" was cast but since the Halfling joined our merry band.....

Notes and History

Abandoned as a newborn, reared by high elves, generally regards himself as a high elf. Nervous in social situations until he gets to know people Only recently started adventuring and is inexperienced , which shows Low tolerance of frustration and serious problems with his temper Feels that he has to behave in as anti-drow a fashion as possible, so claims arachnophobia and claustrophobia When in company that he feels "Safe " in, dry , cynical wit with wicked sense of humour Unthinkable that he would ever lead anyone, but a good second in command if he respects the leader and understands what is being asked of him Brave but not stupid Has a very strong sense of justice and really believes in revenge When temper is lost, has been known to lash out indiscriminately, but once calmed down, apologises for a long time and gets depressed about his lack of self control. Can be a very vicious fighter especially unarmed A competent spell caster but he lacks confidence in his abilities.

Dragonscale

Mage 6th Saurial (Hornhead) Male

STR 16 , DEX 17 , CON 16 , INT 23 , WIS 12 , CHA 10 , COM 10, PER

AC 4, hp 44, MV 12, MR 100 AL LG, Age 25, Height 8' 00" , Weight 200 lbs

Skin Light green scales, Hair -, Beard - Eyes Green, Vision Normal, Wealth 30 gp

An average-sized (for a hornhead) saurial. He is a member of Yet Another Adventuring Company.

Weapons

3-Section Staff, Hornhead Staff, Dagger +1 to hit, Staff +2 to hit, *No weapon proficiencies used in this campaign*.

Non-Weapons Proficiencies

Haven't been determined yet.

Spell casting

Has few spells for his level because he needs some teaching.

Special abilities

Natural Damage (1d4/1d4/2d4/2d6).

Possessions

Cloak, Robe, Soft boots.

Notes and History

Look at the history for the company.

Duncan Draconarius

Mage/Thief 1st/2nd

Elf male

STR 17 , DEX 17 , CON 16 , INT 18 , WIS 14 , CHA 11 , COM , PER

AC 1, hp 11, MV 13, MR

AL CG, Age 125, Height 73, Weight 150 lbs

Skin White, Hair Black, Beard none

Eyes Brown, Vision Infra (60'), Wealth 50 gp (200 gp on jewelry)

It is dressed with a white shirt, gray pants, and boots.

Weapons

Long Sword (P), Dagger (P).

Non-Weapons Proficiencies

Reading/Writing, Appraising, Looting (Thief's Handbook), Disguise, Language: Elf, Common, Fire Building, Musical Instrument: Flute.

Spell casting

As his level

Special abilities

Thief Abilities, Backstab, Member of the Thief Guild.

Possessions

*Blinding Powder, *Dark clothes, *Foot Pads *Graple.

Magical Items

*Magical Bracers of Defense (AC 4)

Edwin Starduster

Mage {kit:Starmage} 6th Elven Male

The last existing starmage. Tutored under Odon, the most powerful.

STR 11 , DEX 14 , CON 12 , INT 18 , WIS 17 , CHA 15 , COM , PER

AC 6, hp 25, MV 12, MR 10 AL ng, Age 117, Height 5'1", Weight 112 lbs

Skin Blue tint, Hair White tinted silver, Beard - Eyes violet, Vision Inf 60ft, Wealth rich
Odon, the most powerful mage in Sincara had only one tutor, the son of a rich noble Elf. With his recent death, Edwin must complete his given quest to prevent an Ice Age and save the world.

Weapons

Proficient in Short sword, Q-staff (magical), and dagger.

Eiric o'the Art

Mage/Thief 8th /9th

Half-elven, male

STR 14, DEX 17, CON 15, INT 18, WIS 13, CHA 13, COM , PER

AC 1, hp 31, MV 12, MR 0 AL N, Age 51, Height 5' 5", Weight 122 lb

Skin Fair, Hair Reddish, Beard - Eyes Green, Vision Normal, Infra 60', Wealth 1029 gp

Weapons

Eric prefers missiles and thus has trained on dagger, dart, sling. He also has trained on shortsword. All these are normal weapon proficiencies.

Non-Weapons Proficiencies

Eiric knows how to Read/Write (common), he is trained in spellcraft, Information Gathering, Local History (Savage Frontier), Appraisal, Firebuilding, Survival (Arctic) and Rope Use.

Spell casting

He is a generalist mage, although he prefers spells from the school of divination, evocation and illusion, as well as all spells related to missiles and cold. He has normal spellcasting capabilities for a Mage 8.

Special abilities

By the years adventuring(10) Eiric has managed to pick up quite a few facts about the Savage Frontier, and thus has minor sage ability in this field.

Thieving Skills: PP: 31%, OL: 57 %, F/RT: 62%, H in S: 54%, MS: 85% (99 % spec see magical items), DN: 71 %, CW: 62 %, RL: 69 %, Backstab ability: 4 x Damage

Possessions

Dressed in Light Brown leather (Not an armour) and with a dovegrey cloak. Eiric possesses several books published: Volos guide to Waterdeep, Volos Guide to the Sword Coast, Encyclopedia Realms (by Elminster), as well as some campaign-related books: "The savage Frontier", "The field manual of snow" and "It's Locked"

His Hole contains: The books, 3 beartraps, 4 small sacks of marbles, 6 coils (50') of silk rope, dried food, bedroll, 3 x 5 ft poles (these can be put together to a 15 ft crude poleladder), 1 box of caltrops, snowshoes and a shovel. On his person he has picks and tools, scrollcases, a satchel and 3 throwing daggers.

Magical Items

Bracers of Defence AC 5, Ring of Protection +1, Shortsword+2 of Quickness, Sling of Seeking +2, Wand of Illumination (53), Spellbooks (3), Portable hole, Boots of Elvenkind

Notes and History

Born as the result of a one-nighter, Eirics mom (Human) left her home in shame and traveled to Silverymoon, where she got a job as housekeeper in one of the schools of Magic. Niether she nor Eiric has since met with the father, a Gold Elf, believed to reside on Evermeet. When Eiric apprenticed to his mentor, one of the bards, he also used his evenings to practice stealing on the streets. The inability to perform even a single note clearly, ment a career as Mage/Thief. When his mother died, his mentor told him to leave the city as they only tolerated his behaviour out of respect for his mother. Eiric started his adventuring career, by wandering the northlands, often in the companionship of of Niels and Anshelm (a cleric of Tymora and a warrior) Many adventures followed, often with near fatal outcomes, until Eiric, Niels and Roland (a Paladin) accidentally found the lair of Twilight, a shadow dragon. Eiric was the only one which managed to flee, and since he dislikes (bordering paranoia) shadows and darkness. Since then he once again has wandered the Frontier gathering odds and ends, seeking power, fortune and information. Recently he has gone against the Shadow Thieves, and thus gotten their enmity.

Elmuralin Aleansahel

Mage/Thief (Shadow Walker) 23rd
Lord Of the Castle of Winds

Drow Elf Male

STR 17, DEX 21, CON 14 , INT 17, WIS 12, CHA 13, COM , PER

AC -6, hp 72, MV 12', MR 96

AL CN, Age 113, Height 5' 6", Weight 125 lbs

Skin ebon, Hair white, Beard N/A Eyes crimson, Vision Infra 120' and Night Vision, Wealth 500,000 gp

Standing tall and proud for a Drow, Elm is full of confidence and daring. When in a shadowy environment Elm loves to Shadow travel behind his opponent and backstab him, usually killing him instantly. When in a normal situation, Elm helps his companions by casting enchantments on himself and them, striking only when he has a clear opening. Elm loves to host guests in his Keep, and will always try to help adventurers seeking their fortune.

Weapons

Shortsword, (p), Hand Crossbow, (p), Dagger, (p).

Non-Weapons Proficiencies

Reading and Writing, Survival (Underdark), Blind Fighting, Ettiquette, Shadow Flight, Shadow Travel, Featherfoot.

Spell casting

Levels available 1st-4th. Spells per day 16 (4/4/4/4). Schools available Alteration, Abjuration, Illusion, Divination

Special abilities

Darkness 15 ft radius, Levitation, Dancing Lights, Faerie Fire, Nightvision, Shadow Aura, Shadow Cloak, Shadow Form, Shadow Travel, Backstab.

Possessions

Black Silk tunic with silver crossed blades emblem, Black Linen Breeches, Black Leather Vest with hidden pockets, False Bottom boots, Black Mail Backpack, 30' silk rope, 2 weeks rations, 2 wineskins.

Magical Items

Shortsword, Defender +5 (allows user to increase AC by sacrificing attack bonuses). Shortsword, Life Stealing +2 (allows wielder to drain one level of experience from opponent on a hit with a natural 20) Hand Crossbow of Accuracy +3 (bonus counts on to hit only). Bracers of Defense AC 4. Ring of Protection +3. Cloak of Displacement (wearer appears to be 3' from where he actually is. Lowers AC by 2. First missile attack by opponent automatically misses.). Amulet of Underdark Emanations (allows a drow wearer to retain his innate abilities while in sunlight. Instead of the light burning the magic from the wearer, it instead burns the magic from the amulet. One Amulet will last 150 years on the surface before crumbling to useless scrap.).

Notes and History

Elmuralin was born to the House of Aleansahel in Ched Nead. As a child he was constantly brutalized by Matron Ginafae and her three daughters. Only his Uncle Eragonian, and the current House Wizard, actually cared for the boy, and started teaching him the few joys and pleasures Ched Nead had to offer. He was the Fourthboy of the House (actually Fifth, but drow custom dictates that the 3rd living Son must be sacrificed to Lloth), and had an indomitable will that his evil mother and sisters couldn't break. One night, Elmuralin went to see his Uncle and saw him running his hands lovingly over a helm. When asked about it, Eragonian told Elm the story of how he had acquired it in a surface raid, and foolishly put it on. His black heart had turned to gold. He saw the evil of the drow race, and had been trying for years to prod the drow into the light. He was a follower of the Silver Maiden, and saw in Elm a Drow who wouldn't accept the darkness around him. Elm was only a mere 20 years old at the time of this discovery, and had to enroll in the Melee-Magthere, the drow school of fighting. Elm learned to use his shortswords well during those ten years, and had grasped a bit of magic training as well. With his tutorage over, Elm returned home and met with his Uncle, who had requested to see the boy. Eragonian had worked 10 long years and created his finest work of magic for the boy; an Amulet fashioned of rare surface materials, and imbued with the radiation of the Underdark. He called it an Amulet of Underdark Emanations and gave it to the boy, telling him to tell no one he had it, and to prepare for a long journey to Skullcap. At Skullcap, he was contacted by the guild master of the local thieves guild, The Black Glove. He was introduced and inducted to Shadow Walking, a very intense and demanding role. He learned magic in strange ways, how to meld with shadows, but lost skill with his blades and found himself limited in choices of armor. Elm completed his training and adventured for long years with great companions on the surface, During one of these adventures, he liberated a cloud city, which he became the accepted ruler of. He now is in a semi-retirement phase, and only adventures if it concerns the Hall of Winds or a former companion.

Eltharas Vlathus

Mage 38th, Thief 17th, Monk 17th, Speciality priest of Mystra 11th Slann Male (sort of mix between elf and human with a touch of spirtualbeing)

Immortal of the sphere of energy, Slayer of Bahgtru, Bane of Thay, Demon foe, Slayer of Loviator, Chosen of Mystra,

STR 9 , DEX 18 , CON 13 , INT 25 (Rea /Kno), WIS 25 , CHA 19 , COM 17, PER

AC -10 (mortal form), -20 in incorpreal form, hp 88 (mortal form), up to 200 (depends on number of avatars), MV 12 (mortal), immortal -120 (base), 360 (fly), 720 (gaseous), MR 80

AL LN, Age 260, Height 5'10, Weight 175 lbs Skin tanned, Hair long white, Beard none

Eyes piercing green, Vision as a hawk (has a hawk as a familiar) and as required through the use of magic, Wealth approx 14,000,000 (if liquidated)

Eltharas came from another world when the battle between law and chaos was won, his planet was destroyed and the survivors fled to Faerun and beyond. This event in his life has brought him to the conclusion that Faerun must be prepared for its own battle for survival, and as such searches the land for those who try wield magic for their own cause instead of for Mystra. This driving goal has made others think of him as uncaring or aloof, but Eltharas has started to see the signs and the end is coming... Eltharas dresses in a fine dark blue robe with hood, carries a simple staff (it is actually the staff of Asmodeus, see first edition monster manual), this is all that he appears to have, but in his robe he has many pouches that are actually gateways to the known or unknown planes where his belongings are kept in specially prepared sites.

Weapons

Longsword-normal proficiency, dagger.

Non-Weapons Proficiencies

Far too many, due to his Steal Knowledge spell, but can be considered to have all.

Spell casting

Due to magic items and such in Mortal form he has the following spells level 1 to 9 (24) level 10 (18). Cleric spells, Major: all, astral, chaos, charm, combat, creation, divination, elemental, guardian, healing, law, necromantic, numbers, protection, summoning, thought, time, travelers, wards. Minor: animal, plant, sun, weather.

Special abilities

Back stab, monk combat abilities, martial arts, thief skills (all at 100%). Major psionics (first edition players guide- all) Immortal powers. Magical Tattoos (from a Thayan mage): +5% MR, trollish fortitude, shield, protection from paralysis.

Magical Items

Amulet of 30% MR, ring of Archwizardry, ring of +5 protection, Robe of the archmagi, +5 cloak, boots of elvenkind, scarab of protection, brooch of shielding, bag of holding, luck stone, Naga crown (from Undermountain), ear-ring of psionic immunity, +4 longsword, stone of earth elemental control, crystal ball, ring of fire resistance, ring of shooting stars, ring of spell storing, ring of swimming, ring of mind shielding, ring of blinking, ring of sustenance, ring of water breathing, ring of the ram, ring of x-ray vision, ring of mammal control. ARTIFACTS- Dagger of Eltharas (avatar), wand of Orcus, Staff of Eltharas, Staff of Asmodeus.

Notes and History

Since coming to Faerun, Eltharas has accomplished much. 1340DR Defeats Asmodeus and Orcus, 1366DR destroyed undermountain levels 1-3 1369DR Defeats a Nethrilese enclave that was brought forth in time by Szass Tamm with the aid of Waterdeep. Recovers the Nether Scrolls. 1370DR Conquers the pirate isles to the west of Thay, establishes new empire with the rest of the Slann that have been found and the survivors of the Thayan civil war. 1371DR ascended to immortality. 1372 Defeats Loviator: lesser god of pain and torment, and also defeats Iyachtu Xvim. The above are the events that have played a huge part in his life so far

Ender

Mage 9th Cleric of Mystra 9th

Half-Elf/Vampire Male

Lord Ender chosen defender of the faith, friend to all good users of magic, bane to all evil users of magic

STR 18/76 (Mus 18/76/Sta 18/76), DEX 15 (Aim 13/Bal 17), CON 16 (Hea /Fit), INT 19 (Rea 17/Kno 21), WIS 18 (Inn 18/Wil 18), CHA 14 (Lea 14/App 14), COM , PER

AC 1 (0) on frontal attacks, hit only by +1 or magical weapons, hp 95, MV ,MR AL Chaotic Good, Age 85, Height 5'11", Weight 135 lbs

Skin brown, Hair black, Beard none Eyes green, Vision Infra 60', Wealth 88,000 gp

Weapons

Ironstar Mace: 10 lbs, size=med, speed=7 type=bludgeoning(9) 2d6+2/2d6 (if opponent is wearing platemail damage halved but must save vs. crushing blow after each blow if fail armor is rendered useless) every 2 turns it does 2d12 and stuns for 2d8 rds(save allowed) 2 attacks per round +1 attack (expert and weapon of choice) Dragon Slayer: 15 lbs, size=large, speed=7, type=bludgeoning(7) 1d8+4 flail, +4 protection from fire Description: 2 foot shaft with 2 foot diameter sphere and 8 feet of chain. 2 attacks per round (expert) Magic Staff: 4lbs, size=large, speed=4, type=bludgeoning (10) Continual light spell on crystal that is hooded, comes to hand with in 1 mile radius. Holds 9 levels of spells, rechargeable, can be used as 1d4+1 club weapon. Present spells: Minor globe of invulnerability, cure light wounds, globe o fhealing, & 2 magic missiles Staff of Power: Stats same as above, +2AC andST's +2 weapon (fires at 8th level) 24 charges, rechargeable (9) 1 charge: continual light, Magic missile or Lightning bolt, darkness 5' radius, ray of enfeeblement, levitation, cone of cold or fireball 2 charges: shield 5' radius globe of invulnerability, paralyzation ray 40 feet long 20 feet wide at end.

Non-Weapons Proficiencies

Healing, Herbalism, Spell Craft, Swimming, Riding rams, Weather Sense, Engineering, Sailing Seamonship.

Spell casting

For magic user spells of level 1-4 can learn all schools. After 4th level only has access to Alteration and Invocation/Evocation. Priest Spheres: major- combat, fire elemental, healing, necromancy, minor- all, charm, protection. Effective casting level=5 in both magic and priest castings.

Special abilities

Heal once per day immune to sleep, charm, and hold, poisons and paralysis, cold and electricity do half damage. Gaze -2 saving throw, energy drain (2 levels) gaseous form, shape change (bat, rat, wolf). Summon creatures (bats, rats, wolves) Spider climb Infra vision 60' reg+3/rd Detect Secret Doors on a 2 in 6 Detect Concealed Doors On a 3 in 6 Only need 4 hrs of sleep to memorize spells.

Possessions

Spell components, Holy Smbol (silver), spell books, leather backpack, water skin, cloak, leatehr boots, bedroll, several changes of clothing, double sheath across back for staves, double sheaths on belt for ironstar mace and dragon slayer, slayers chain wraps around waste resides in underground cavern that once belonged to a family of dragons (contains living arrangemetns, library, laboratory, treasury, 1 guard/servant) also has a small keep maned by 2 servants.

Magical Items

Bag of holding, Magic Amulet (stores hit points on the vampire principle, once a day youpoint at target and it takes all but 3d4 hit points and stores them until you utter command word then it gives them to you. st allowed) Jaguar Necklace (transforms one person into werejaguar), Magic Tome, 12 potions, 3 scrolls, 2 beads of Tensors deadly strike, cloth of many things....Ender has loaned out most of his other items to adventurers or henchmen.

Notes and History

Ender started off as a magic user/ cleric who wandered the world looking for adventures. He met up with a party of adventurers and they became fast friends. One of them, Noelle is now his wife. On one of Ender's less fortunate adventures he was cursed and turned into a vampire. During this period he lost his faith and went on a pilgrimage. It took a lot of hard work and dedication but eventually he worked his alignment back up and purged his will to do evil. Mystra the goddess of magic and mistress of mystery saw his turmoil and took pity on him. He is now one of her chosen and spends his life serving her. Ender's animal companion is a Red pseudo dragon (Sting) who is often seen at his side. His mount is a giant battle ram (Damian). Damian is still alive and well but presently is being used by one of Ender's henchmen because Ender has little need for a mount in his present condition. Ender's goal is to start a church for Mystra (because he can not enter holy ground unless it is consecrated to her) where he can lead others to her service while at the same time continue his research, and continue to take on and train apprentices, acolytes, and henchmen. Ender has studied under many magic users including Elminster for a 6 month period. Despite his vampiric condition Mystra allows him to function in day light at half spell casting strength. Otherwise he is still vampire and everything that affects them affects him. Note he is turned as a level 18 creature not a vampire.

Epyx

Mage 12th

Human

STR 10 , DEX 18 , CON 12 , INT 18 , WIS 12 , CHA 11 , COM , PER

AC -2, hp 31, MV 12, MR AL NG, Age 53, Height 6'0", Weight 210 lbs

Skin Tan, Hair Brown, Beard None Eyes Blue, Vision Normal, Wealth Net worth of 158K gp

Owns a string of Magic and Novelty shops across the land called, "A little bit of Magic". (Franchises available)

Non-Weapons Proficiencies

Business Sense, Etiquette, SpellCraft, Riding, Airborne, Riding, Landbased, Herbalism, Alchemy, Origami, Navigation, Sailing, Cooking.

Spell casting

General School of Wizardy. Doctorate of Magic at Princeton Academy, Effective casting level as 12th level Wizard.

Special abilities

Scholar and well traveled.

Possessions

A 45' Steam-powered airborne sailing ship called, "HMS Cutty". Nine retail "A little bit of Magic" shops across the land (see notes below).

Magical Items

Wand of Wonder, Staff of Thunder & Lightning, Ring of Regeneration, Bracers of Defense AC 2, Ring of Wizardy (4th level spells).

Notes and History

Epyx is a very successful business mage who has opened a string of novelty shops across the land. They sell T-shirts, gag gifts, souvenirs of the local areas, mugs and countless other items unique to the realms. Also, magic items can be purchased when available. He is a very optimistic fellow who has recently

taken a vacation from adventure to pursue his business ventures and any interest in "A little bit of Magic" store franchise purchasing should be directed to the manager of any of the mention shops. He travels around in a flying ship built by a lost race of elves in the far east, but will land on water and sail to shore by more conventional means if he is not sure of the reaction of such a ship by the local population. Traveled briefly with a Dwarf named 'Darmoc the Lost' (see Dwarf Characters), where they battled a Death Knight named 'Teamble'. They only managed to banish the Knight from this plane for a short time, to make good their escape from certain death, with a carefully worded 'wish'.

Faern

Mage 15th Drow-Dragon Male
Hand of Eilistraee

STR 14 , DEX 14 , CON 16 , INT 18 , WIS 16 , CHA 16 , COM , PER

AC 0, hp 55, MV 12, MR 0 AL CN, Age 50, Height 5'5", Weight 100 lbs

Skin Dark Grey, Hair Silvery White, Beard Yes Eyes Mauve, Vision Infra (120'), Wealth 15,000 gp

Faern is a charismatic drow-dragon. He possesses rather serpentine features, reflecting his draconic heritage. He wears midnight black robes, lined with dark purple, and etched with runes of silver.

Weapons

Dagger of the Dark Maiden (p), .Netherese Rod of Absorbtion (p).

Non-Weapons Proficiencies

Ancient languages, netherese, .blind-fighting, .dancing, .languages, deep dragon; drow, .musical instrument, harp, .research, .religion, .singing, .spellcraft, tactics of magic, thaumaturgy.

Spell casting

Faern casts spells as a mage of the 15th level.

Special abilities

+4 to save vs. And -1 point of per die of damage from heat/fire/cold/ ice based spells and attacks. Claw attacks (1d3/1d3). Dragon breath (spray of flesh-corrosive gas which deals 3d4 points of damage, usable twice a day) . Regenerate 1hp/turn.

Possessions

Nothing special of note.

Notes and History

Faern was born to a priestess of Lolth, and a Great Wyrms Deep Dragon. Faern's mother, Lithra, shunned the ways of the drow after the realization of their great evil. She fled into the Underdark, away from Menzo one night, and was swiftly chased after by drow patrols. Entering a dark pit in order to escape her pursuers, she stumbled upon the lair of a Deep Dragon, Oloth. Oloth saw her great beauty and was smitten by her. He offered her refuge, and they formed a deep relationship. But, Lolth never forgets her foes, thus the drow were able to locate Lithra and seeked her doom. Lithra was pregnant with Oloth's child, and he bid her escape, stalling for time so that she could get away with their unborn child, only to fall to the spells and sorcery of the drow. Lithra encountered a Priestess of Eilistraee who offered her aid, she managed to save the child, but Lithra was not so lucky. She named him Faern, for that was drow for mage, and it seemed that magic raced through the half-dragon child's frame. She took him back to the Shrine of Dark Song, and raised him as her own. Faern studied from the spellbooks his foster mother managed to obtain for him, and he became a full fledged mage at the age of 15. He remained at

the shrine for five more years until his foster mother's death. It was then that he left the Underdark in search of adventure. Faern travelled the North for thirty years, improving his skills as a mage as he went along. He had a great interest for Netherese magic, and he managed to uncover many ruins of that age. He befriended Qilue Veladorn, high priestess of Eilistraee's temple in Undermountain, and got into the goddesses favour, earning the "Dagger of the Dark Maiden" from his services to her. He recently settled down in Silverymoon, and is presently conducting magical research and such, in his tower there.

Feensdecornii

Mage/wizard 1st /4th Male elf

Zorgon of the palace, Zorgon the fire mage, The staff of mana, magic book of high fire

STR 12, DEX 6, CON 14, INT 15, WIS 13, CHA 13, COM 10, PER 13

AC 3, hp 14, MV 12, MR 5 AL 5, Age 24, Height 6'4, Weight 40 lbs

Skin glowing white, Hair blonde, Beard - Eyes blue, green, Vision eaglesight, Wealth 600 gp

A twitch in eye, long legs and arms, fast fingers.

Weapons

None

Non-Weapons Proficiencies

All

Spell casting

Major flame: All attack. School specialized: Fire, Effective casting level=4

Magic Flaming arrow: All attack. School specialized: Arrow, fire, Effective casting level=2

Special abilities

Tirelessness, rope making, climbing, duck, dodge.

Possessions

Food, Magic book, 3 stone keys.

Magical Items

Fire shield, Fire armor, dragon band.

Notes and History

Born in old cottage, apprenticed into wizard when 16. Joined party when 20.

Filraen Aleanrahel

Wizard 19th Dark elf male

Archmage of Uluitur

STR 9, DEX 16, CON 15, INT 19, WIS 12, CHA 15, COM , PER

AC , hp 54, MV 12, MR 86 AL CG, Age 223, Height 5'3", Weight 98 lbs

Skin black, Hair silver, Beard - Eyes crimson, Vision Infra 120", Wealth nil

Filraen was the former Archmage of the drow city of Uluitur, but his House was destroyed by a rival noble clan and he was forced to flee to the Upper Realm to escape his would-be murderers.

Weapons

Dagger, staff, staff sling, drow pistol crossbow.

Non-Weapons Proficiencies

None important.

Spell casting

19th-level dark elf archmage.

Special abilities

+2 poison save, use boot daggers for additional kick-stab per round.

Possessions

Normal clothing, pistol crossbow, normal outfitting.

Magical Items

White robe of the archmagi, staff of the magi, dagger +2, cloak of protection +3.

Notes and History

Filraen was a drow who managed to evade the Test of Lloth and her priestesses, and so was able to conceal his not-completely-evil alignment. He was with a merchant clan in the city of Waterdeep when the rest of his House was assassinated by a rival clan. After successfully evading the assassin who was tasked to eliminate him, he wandered for a time through the Surface Realms, until he met a gold elf who was able to convince him to give up his mercenary existence. But they didn't get married or anything.

Furyk Blackeyes

Mage [kit:Nimbral mage] 5th Human male

STR 11 , DEX 18 , CON 15 , INT 17 , WIS 12 , CHA 14 , COM , PER

AC 2, hp 10, MV 12, MR 0% AL NG, Age 19, Height 5'4", Weight 171 lbs

Skin normal, Hair Black, Beard - Eyes Blue, Vision Infra 120', can see magical auras and invisible things, Wealth 239 gp

Furyk his quite small and fat. In fact, he is not very impressive, except for his face. He always keep his face conceal from sight under his black hood. He is self confident and very arrogant. He knows more in magic that many experienced mages, and he makes it known.

Weapons

Furyk cannot learn any weapon proficiency, and therefore, always suffer a 5 penalty to hit when using weapons.

Non-Weapons Proficiencies

Alertness; observation; Healing; Reading/ writing; religion; Navigation; Gem Cutting.

Spell casting

Furyk has all the advantages of an illusionist, but he has full access to schools normally barred to them. In addition, he has bonus spells for high intelligence; 2 spells from 1st level, 2 from 2nd level and 1 from 3rd level. All in all, he has : 1st level = 7, 2nd level = 5, 3rd level = 3.

Special abilities

Furyk gain no hit points bonus for high constitution. He gain 1d3 hit point/level. He his blinded by dispel magic (saving throw vs spells to avoid) for 1 round/level of the caster. In magical deadzones, his eyesight automatically fails.

Possessions

Spellbooks, Spell components , Silk rope (50 ft.), Metal scrollcases , Paper, ink and feather , Torchs , Oil.

Magical Items

Bracers of defense (AC 6); Quarterstaff +1; Ring of fire resistance; Wand of lightning (18 charges remaining); Potion of Extra-Healing; Philter of Love; Scroll- Magic Missile, Sleep, Shield; Scroll- Lightning Bolt; Scroll- Fire Shield and Belyyn's Burning Blood

Notes and History

Nobody knows why or how Furyk came to Shadowdale, but nobody will forget what he have done in daggerdale. With a group of young man, who like him, where born far away, they rescued Randal Morn from the Zhentarims. They helped the Freedom Riders to free Daggerfall from the black network's control. After thier deeds, together they formed a group called the OUTSIDERS. They now reside in Daggenderdale, ready to defend Daggenderdale against other attacks of the Zhents.

Garankiem Nightside

Mage 1st Human male

STR 10 , DEX 10 , CON 16 , INT 18 , WIS 11 , CHA 10 , COM , PER

AC 8, hp 6, MV 12, MR 0 AL LG, Age 16, Height 5'8", Weight 174 lbs

Skin white, Hair brown, Beard - Eyes green, Vision normal, Wealth 30 gp

Weapons

Staff (sp)

Non-Weapons Proficiencies

Spellcraft, healing, engineering, riding (land-based), herbalism, Common, Elven

Spell casting

1st level spell

Possessions

Quarterstaff, robes, riding boots, donkey, halter, backpack.

Notes and History

Garankiem grew up in a small farming community. His mother was a healer and taught him the healing and herbalism proficiencies. His father was an engineer, and taught him engineering. His brother taught him land-based riding. The people in his town spoke common, so that was the first language he learned.

He had very hard chores to do, and so was very tough. As he grew up, he was exploring the forest near his town as young boys so often do, and he met an elf about the elven equivalent of his age. They quickly grew to be friends, and eventually the boy learned even. His friend also told him stories about magic. As he got older, he was coming back from playing with his elven friend when he saw his village in flames! He ran to his house, where he saw his parents dying. He quickly administered healing on them, but to no avail. As his father lay there dying, he told Garankiem that orcs had raided the village. The entire village was beyond hope, no one survived. He vowed that he would avenge his parents' death, and will attack any orcs on site.

Garren Bradwarden

Magic User/Fighter/Cleric 18th / 24th / 9th current
Harper, Friend, Gentleman, and Scholar

Human Male

STR 17 (Mus 17/Sta 17), DEX 17 (Aim 17/Bal 17), CON 15(17) , INT 22 (Rea 22/Kno 22), WIS 19 (Inn 19/Wil19), CHA 17 (Lea 17/App 17), COM , PER

AC 7 or -11, hp 124, MV 16, MR 48 AL ng, Age 31/88, Height 6'0", Weight 180 lbs

Skin Tan, Hair Black w/ Grey, Beard None Eyes Blue, Vision Normal, Wealth 500 gp

Pleasant, patient, and sharing, Garren tries to make as many friends as possible as well as help those in need. In spite of his experience throughout life, he diligently tries to be optimistic to others and open to suggestions/ new ideas. He will tutor anyone in the ART of magic that so desires to. His focus in teaching is patience and control. He will gladly use his skills to help for little or nothing in return (the gift is in the giving...). He would happily join any good-hearted group in a quest. Please forgive me but, I do not know what you mean by a code.

Weapons

Bastard Sword-Grand Mastery, Long Sword- High Mastery, Two-Handed Sword- HM, Short Sword- HM, Dagger- HM, LongBow- Prof., Footman's Mace- Prof., Footman's Flail- Prof., Quarterstaff - Prof.

Non-Weapons Proficiencies

Death Blow, All-Around Attack, Hardiness, Bravery, Signature Item-Ring, Signature Item- Amulet, Spellcraft, R/W/S Common, R/W/S Dwarf, R/W/S Goblin, S Pixie, S Blue Dragon, R/W/S Dwarfen Heraldry, Riding- Horseback, Swimming, Healing, Herbalism, Blind-Fighting, Weaponsmith, Ancient History- Undermountain/ Blood War, Gem Cutting, Appraising, Tumbling, Jumping, Religion- Mask/ Azuth.

Spell casting

Standard Cleric Spheres = 9, All (standard) Schools of Magic = 18

Special abilities

Fighter; 2% MR/ Lvl of Fighter, Multiple Weapon Specialization. Magic-User; Permanency- Tongues (Tananri, Beatezu, Yugoloth, Githiyanki, Red Dragon, Undercommon). Cleric; Turn Undead, Use One Fighter Weapon (Bastard Sword).

Possessions

Favors an old well-used Bastard Sword (Treated with Everbright). Scalemail from a Great Wyrms Red Dragon (AC -8), treated with Oil of Timelessness.

Magical Items

Signature Ring- Ring of Regeneration; Golden band with Dionysus engraved on inside. Signature Item- Amulet of Life Protection; Golden alternating triangles with Lazarus engraved on each triangle's sides. Sheath of Holding- LongSword. Girdle of Many Pouches. (2) Bocob's Blessed Books. Gautlet's of Ogre Power. Bracers of the Blinding Strike.

Notes and History

Garren began his adventuring career some 58 years ago. He started with a neophyte adventuring band that new just enough to get themselves killed. Being the oldest of them he was instantly put in the leadership role(at this point he was a LG Mage (1)). Of course the stronger fighter of the group , Talon, did not like taking orders/ suggestions from a "wimpy old mage apprentice". That however he grew out of. Some time later though, as Garren's power as a mage grew, he realized that he was far superior to these , dull-witted fighters, prayer-reliant priests, and untrust-worthy thieves. In the course of the next ten years of his career, with the "help" of his familiar imp "Skezix", he quickly put aside the old precepts of good and order, and found new strength in the power of magic and the manipulation of "friends"(at this point he was CN Mage (8- 17). His disdain for all but the mightiest of magics would be his downfall. He came to terms with this on three occasions. (1) The party and he prepared for battle with a nearby red dragon. With spells and prayers layered upon the party, the psionist open a dimension door to the lair. Upon entering I realized all too late that the entire lair was engulfed in a dead-magic zone. The dragon took one look at me and swept to the side without a second thought as it rushed to engage the rest of the party. Luckily they slew it, and the annoying Priest of Tymora, Aldiengo Delshanoyia, healed me to full health(minus my bruised ego). (2) After acquiring a gem of extreme worth and repeated attacks from the fabled Night Masks, Talon and myself ventured out to their not so nearby den (I talked Talon into going because I had other plans for him afterward...). The lair was a forgotten tomb of less than noble families under Westgate. As we progressed further we found that the only way past a number of doors was to draw a card, from a broken Deck of Many Things, that covered the keyhole. This was fine (note the exceptional mental attributes) until I drew the card of Death. Battle ensued, with the minor death striking before I could cast, I had little/ no options. My stoneskin spell quickly dissolved into nothing, my contingencies exhausted, and my life draining steadily out of my body with each precise swipe of the scythe, I finally activated a powerful (now expended) device to create a Prismatic Sphere (minus the violet layer) around us both. I then quickly threw myself out of it. As I hoped the death methodically followed, destroying itself as it passed through the remaining layers. Even though I survived, my powers failed me yet again. And (3) after being the first target of a demi-lich's life drain power because of my magic, my old body was destroyed. My closest "true" friend, Talon the ranger, took my soul-invested gem to King Azoun the IV. There, after consult with Vandergast, they agreed to the "use" of a prisoner's body. So down they went to the darkest depths of the castle dungeon, to those who's crimes had sentenced them to death. There Talon, thinking as a warrior would, picked the best fit warrior he could find. Later I awoke in a very new and equally young body. Unfortunately for me, the face I came to own was the face that the townfolk of Cormyr knew as a murderous assassin. Needless to say we made our travel out of Cormyr quietly. From that point on I changed my ways (now a CG Fighter (1)). After what seemed an eternity as a great warrior (Fighter (24)), I came to terms with real strength I was given since I started. The strength of the High One. Through his teaching and Word, my outlook on life changed for the better (now NG Cleric (1)). Since then Garren is the man he is today (NG Cleric (9))

Gil-Galad

Mage 5th High Elf male

STR 10, DEX 17, CON 13, INT 18, WIS 17, CHA 15, COM , PER

AC 7, hp 18, MV 12, MR AL , Age 118, Height 5'0", Weight 115 lbs

Skin cream, Hair Blonde, Beard - Eyes Green, Vision Infra (60'), Wealth 200,000 gp

Weapons

Quarterstaff,(p), 1Daggers (made from black dragon teeth), p.

Non-Weapons Proficiencies

Spellcraft1Direction Sense1Astrology1Navigation.

Spell casting

Standard abilities for level 5 mage

Special abilities

Wild talent psionicsist with Enhance Strength.

Possessions

Bag of dragon teeth/scales/claws.16 Black Dragon's teeth daggers.

Magical Items

Potion of Comprehend Languages, 1Book of Many Pages, 1Pen of Excellence, 1Staff of the Magi (not joking here. The DM gave it to me!)

Notes and History

Uncle killed by unknown assassin. Recently learned assassin's name,1Milander Darkwood. Out for revenge.

Glitteril

Mage 27th Half elven male
Windlord, friend of birds, child of Alfheim

STR 15, DEX 15, CON 8, INT 25, WIS 19, CHA 15, COM , PER

AC varies as necessary, hp 40, MV 15 Fl(B) 20, MR 10 AL CG, Age 500, Height 5'4", Weight 90 lbs

Skin light olive, Hair none, Beard- Eyes gold (no pupils), Vision Infra (200'), wizardsight (20'), Wealth 200,000,000 gp

Glitteril is a gaunt half elf, who is completely bald. A recent trauma caused the near destruction of his physical body and has left his thinking erratic at times. Glitteril is usually circled by many birds. He wears a heavily embroidered robe (birds) and a pair of wooden bracers. He is very kind and protective towards sentient beings who do not attack him first. When aroused he is likely to drop a mountain on the offenders or overwhelm them with air elementals.

Weapons

Glitteril usually carries a normal oak staff, 4 daggers, and 24 darts. He is proficient with all of them. He is also proficient in martial arts.

Non-Weapons Proficiencies

All those listed for wizard and priest plus animal lore (birds).

Spell casting

All air based spells cast at 2 levels higher with a -1 to save, has access to the sphere of Air.

Special abilities

Can generate windbolts for 2d6 hp of dmg, fly, summon air elementals at will 2 per turn, negate flight by touch, teleported to Alfheim when reduced to 0 hp, receives 1 extra save per day.

Possessions

Tower in waterdeep, part owner of Windmage's inn, owner of the juxtaposition (a transplanar-multiworld bar), adamantite statues of every spellcaster over 10th level on Krynn, Toril, Oerth, and Earth.

Magical Items

Always changing as needed but these are standard: bracers of impact (absorbs 40 hp a round from physical (non energy attacks)), robe of Archmagi.

Notes and History

Glitteril is a godchild. He is the son of Aedrie Faenya and Frey. He was originally apprenticed to the archmage Batroc. Throughout the years he has battled many foes and made enemies of quite a few powerful beings (Asmodeus, Tiamat, Demogorgon, Orcus, etc.). A recent battle with an evil clone of Batroc deteriorated his body and left his body hairless.

The Heresiarch

Mage 28th / Priest 26th Human but people think he's a daemon or demigod, male
Undisputed Ruler of Drakkorr, Eater of Souls, Lord of the Dead, etc

STR 20 , DEX 21 , CON 20 , INT 24 , WIS 23 , CHA 19 , COM , PER

AC -5, hp 127, MV 12, MR 30 AL LE, Age ????, Height 6' 2", Weight 130 lbs

Skin red, scaly, Hair black, Beard - Eyes red, Vision Infra 12', Wealth over 1,000,000 gp

The Heresiarch is always dressed in a black robe with a hood that has his unholy symbol displayed on the front. He has his hood always shadowing his face so all you can see is his hideous grin. He always walks bare foot. His feet are red and scaly with pointed nails and so are his hands. Many are afraid of him due to his appearance and power.

Weapons

Though the Heresiarch rarely uses weapons, preferring spells. However in a jam he uses wraithverge as a weapon (see below) or his claws (fingernails of rending). He is proficient in both of those and club, staff, scourge, longsword, sling, dagger, darts, mace and spear.

Non-Weapons Proficiencies

Due to the Heresiarch's interest in knowledge, he knows most of the proficiencies normally for wizards and priests. He also knows several strange ones like necrology, spiritlore and hypnotism.

Spell casting

The Heresiarch has access to: Major all, elemental, necromantic, summoning, guardian, combat and protection. Minor weather, war, divination, chaos, animals and plant.

Special abilities

He can control undead. The Heresiarch was bestowed the ability to summon a fireball three times at will and immunity to poison and acid from an evil god. Has combined permanency with protection from normal missiles, detect magic, tongues and comprehend languages. Always prepares for a battle with contingency and chain contingency.

Possessions

Most of his possessions that the Heresiarch owns are either magical or he leaves at his flying castle at Drakkorr.

Magical Items

The magic items that he mainly uses a ring of cloaked wizardry and invisibility, 3 green elipsoid ioun stones (75, 50, 45), 2 iridescent spindle ioun stones, 1 clear spindle ioun stone, Heresiarch's robe (mix of a Robe of Archmagi and cloak of protection +4 and has his unholy symbol and symbol of death and pain), ring of free action, 4 potions of gaseous form, 2 potions of invulnerability. His main weapon is as an unholy symbol and can command undead at 30th level times a day, summon wraiths twice a day, energy drain three times a day and can use the levels to fuel spells by using the the number of levels drained.

Notes and History

The Heresiarch came from Baator learning from the demonic mages and priests the ways of black magic. After many years of exploring the outer planes, he stumbled on to a portal that led to the prime material plane. Believing he was the most superior being on this plane, he took on the name The Heresiarch and forced people to follow him or die. Eventually a band of good clerics and paladins defeated him so he fled to some haunted ruins. The ruins were the dwelling of a lich named Traductalas and its group of wraiths. The Heresiarch and the lich decided to create a weapon that would make them take over the continent. The result was Wraithverge. The Heresiarch and Lich working together took over most of continent and The Heresiarch and his cult conquered the the capital for themselves.

Heziir

Mage 16th

Human male

STR 12 , DEX 11 , CON 16 , INT 17 , WIS 12 , CHA 12 , COM , PER

AC 2, hp 53, MV 12, MR 0 AL NE, Age 34, Height 6'0", Weight 180 lbs

Skin tanish peach, Hair nil, Beard black goatte Eyes grey, Vision normal, Wealth 17,097gp

Zhent soilder from dark hold, now living in mistledale and Mount Dread. Loves to use poisoned daggers.

Weapons

Dagger, staff, sling, dart

Non-Weapons Proficiencies

Hearblism 10, healing 10, horse riding 12, swimming 12, gem cutting 11, carpentry 12, weapon smith 14, reading/writing 17

Spell casting

1st:burning handsx2, detect magic, charm person, magic missile

2nd:stinking cloudx2, rope trick, esp, locate object

3rd:lightning boltx2, dispel magic, monster summoning Ix2

4th:polymorph otherx4, bestow minor curse(dragon mag.)

5th:conj. air elemental, teleportx2, cone of coldx2

6th:monster summ.IV, chain lightning

7th:finger of death

Possessions

Staff, 10.daggers, sling, 100.bullets, medium war horse, 75'rope, wizard's lab, house in Freedale

Magical Items

Dagger+1, helm of telpathy, ring of air elemental command, cloak of protection+3, ioun stone +1 AC, portable hole, crystal ball

Notes and History

Born:1334 DR Zhentil Keep. father:unknown. mother:Palas(HF T3) Location:Zhentil Keep
Heziir's family is from zental keep his father was executed for "fire balling" a tavern full of people. His mother is a short thin mage 7th level he has many brothers(5) in the zhent armys 2 of his sisters live in tilverton.

Hristoff the knife-magus

Magic user 8th Human male
Crazy wizard, loony mage etc etc

STR 8 , DEX 16 , CON 14 , INT 16 , WIS 13 , CHA 12 , COM 11, PER

AC 2, 2vs missiles, hp 27, MV 12, MR 0 AL LN, Age 33, Height 6'0', Weight 160 lbs

Skin white, Hair black, Beard yes Eyes brown, Vision normal, Wealth 50000 gp

Hristoff (pronounced Rr-ist-off) wears a long red mage-robe and a belt with a dozen throwing knives (daggers) and throwing spikes (darts). His Hair is long and black

Weapons

Usually, hristoff starts off with his magic, but when he is out of offensive spells he becomes a real terror, mostly for his teammates, as he starts pulling throwing knives and throws them, sometimes hitting the wrong target. This is what has earned him his titles... if any enemy enters close combat with hristoff, he uses one of his long daggers (size of a bowieknife) to fend off his attacker, lowering his AC by 2 (one handed weapon style) Thaco 17 when throwing his knives

Non-Weapons Proficiencies

spellcraft, herbalism, reading/writing, riding (landbased), etiquette, brewing (he likes a good beer), ancient history, local history.

Spell casting

uses magic as a level 8 magic user, effective casting level 4 (going on 5) usually employs attack spells reminding on knives, like magic missiles that look like homing throwing darts when Hristoff uses the spell or the spell Firedarts (a level 4 spell from Dragon 238)

Special abilities

Annoy other party member, 75%, Get drunk 25%, Cackle gleefully 80%, Fool people he knows what he is doing 0% Keep all magic items and keep 'em for himself 95%, Be confused 10%, Identify Monster as a Troll (whether it is or not) 40% Paranoia 15%. As you can see, Hristoff is a very fun character to play...

Possessions

Spare robes and other clothes, some knives, spell components,

Magical Items

A couple of traveling spellbooks (about three of 'em), 7 darts +1, Alchemist jug, Ring of protection +4, Folding boat.

Notes and History

Hristoff was sent away to the academy by his family when he accidentally set the outhouse on fire. At the academy he studied the arts of magic for about twenty years whilst at the same time training knife-throwing. After a small incident when Hristoff was throwing daggers at a closed door and one of the teachers opened it to see what that thumping noise came from, Hristoff had it let known to him that it was time for him to get real-world experience.

Hylorn

White Robed Mage 15th High Ogre Male

Council of Mages member, ruler of Tower of Sorcery in New Thalos, defeater of the Orcish Hordes at Trafalgar, winner of the Magus Fair of the year of the Winter Wolf, etc

STR 9 , DEX 16 , CON 13 , INT 19 , WIS 15 , CHA 16 , COM 16 , PER 15

AC -1, hp 23, MV , MR

AL LG, Age 198, Height 6'3", Weight 153 lbs

Skin light brown, Hair long white, Beard - Eyes crystal blue, Vision normal, Wealth 100,000 gp

A tall, slender man dressed in white, runed robes with a staff at his side. Crystal blue eyes that gaze with a gentle understanding to all things peer into your soul. White hair slightly protrude from the folds of his hood and a smile of warmth crosses his young face. Pouches hang from his silvery cord that wraps around his robes, and a dagger rests in the cord. Small rings adorn each hand, and similar jewelry, such as bracelets are around each arm, and a chain can be seen when he draws his hood. A slightly worn pack rests at his side, and a scroll case protrudes from the pack. Tall and slender, his gentle way of walking belies all of this encumbering equipment.

Weapons

Proficient in the Staff, Proficient in the Dagger.

Non-Weapons Proficiencies

Spellcraft, Herbalism, Firebuilding, Speak Common (Read and Write), Speak HiOgre Tongue (Read and Write), Speak Dwarven, Speak Elvish (Read and Write), Riding: Land Based, Riding: Air Based.

Spell casting

School Specialized: Evocation, Effective Casting Level =16. SpellBook:

1st : Magic Missile, Read Magic, Light, Cantrip, Burning Hands, Find Familiar, Detect Magic.

2nd : Stinking Cloud, Acid Arrow.

3rd : Fireball, Lightning Bolt.

5th : Cloudkill.

7th : Prismatic Spray, Limited Wish.

8th : Prismatic Wall Level 9 : Wish, Prismatic Sphere.

Special abilities

Polymorph Self, Could shape change at will three times a day.

Possessions

Spellbook, Scroll Case, Satchel, Flint, Candles, Quill, Ink, Paper, Dagger.

Magical Items

+3 Serpentinus Staff, Three times per day fire a 3d6 cone of fire, +2 Grandwing, 19 charges of cure light wounds, Robes of Protection +3, Ring of Protection +2, Bracers of AC 6, Ring of Wishes, Cord of Indestructibility , Amulet of ESP, Wand of Lightning Bolts, Ring of Jumping, Pearls of False Tracks .

Notes and History

Birthing on Krynn, this mage has been through a great deal over time. After taking the Test of Magic at the Tower of Wayreth, his adventures didn't seem to stop. His spellbook almost doubled in size when his party defeated the LichKing Lycron, and watching his friends die made him promise to destroy undead, especially undead mages, whenever he encountered them. He has successfully destroyed 5 such creatures, the last one when it tried to enter his lair. After Questing and being admitted to the Council of Mages and being allowed to build his own tower on the outskirts of the town one of his fellow adventurers owned, he was admitted into the DragonSlayers for his help in defeating the Winged Army of Doom, a gathering of 20 such evil dragons that were determined to destroy the town. Though the dragons were turned back, his tower was destroyed, and he went out to get the equipment and funds needed to build another one. On his travels he met another of his kind, and the Valin took place, but unlike most of his kind, the two settled down. Their combined mystic powers have made the tower a safe haven from almost anything they have encountered. Though busy training new students in the ways of good magic, he will still adventure with his friends who seek out old glories. To this day he actively searches out the DragonLich FlameStrike, whom was a former ancient Red Dragon. In its possession, so the bards tell, is a spell book which contains the spells of legends, spells not even covered by current mages. Such spells to travel to the stars, travel back in time, and even some to destroy whole nations, are fabled to reside in this book. It has become his goal to seek out this dracolich, and take the book from its evil.

Ian Bouhunter

Mage 7th Human Male

STR 9 , DEX 16 , CON 11 , INT 18 , WIS 13 , CHA 15 , COM , PER

AC -2 , hp 23, MV 15, MR 0 AL LN, Age 30, Height 5'11", Weight 179 lbs

Skin White, Hair Black, Beard - Eyes Hazel, Vision normal, Wealth See wealth of Freesville Twelve

Smart, near middle age man who speaks his mind freely. Slim, somewhat attractive.

Weapons

Used: Staff, dagger. Proficiencies: Dagger, Staff

Non-Weapons Proficiencies

Languages: Common, Centaur, Elven, Orc. Proficiencies: reading/writing, herbalism, riding land based, engineering, astrology, spellcraft

Spell casting

1st- 4 2nd- 3 3rd- 2 4th- 1

Possessions

Normal spell casting pouch, and normal traveling gear.

Magical Items

Ring of Protection +6 +1 on Saving Throws, Bracers of Defense AC 8, dagger +1, Staff of Power (20 charges), Decanter of Plentiful Potions, assorted scrolls, and 3 spell books.

Notes and History

Little is known about this cheery hearted man. He is the spell caster of the Freevilles 12, and is known to hunt a legendary monster known as the ;Boucow.

Illystil Evensong

Mage/Thief 4th /5th Half-Elven Female

STR 8 (Mus 8/Sta 8), DEX 17 (Aim 17/Bal 17), CON 7.5, INT 16.5 (Rea 15/Kno 18), WIS 8.5 (Inn 7/Wil 10), CHA 16 (Lea 14/App 18), COM n/a, PER n/a

AC 3, hp 14, MV 12, MR n/a AL CN, Age 19, Height 5'8", Weight 109 lbs

Skin dusky beige, Hair black, Beard - Eyes blue-grey, Vision infra (60), Wealth 245 gp

Strikingly sexy yet childlike. Will do anything to kill orcs, even get herself and her friends into trouble. Her objective in life is to be liked and accepted by everyone.

Weapons

Longsword proficiency, dagger proficiency, short bow proficiency, uses a short bow, or both a longsword and dagger simultaneously.

Non-Weapons Proficiencies

Modern languages: elven/ common/ orcish, read and write: elven, common etiquette, dancing, singing, musical instrument: lyre, cooking, riding land based: horse, ventriloquism.

Spell casting

3/2 wizard spells, favorite spells : friends, charm person, phantasmal force, invisibility, flaming sphere (fireball!!).

Special abilities

All thief abilities, prefers move silently and hear noise.

Possessions

Clothing, horse, jewelery, 5 spellbooks(all captured from slain allies or enemies) lockpicks, weapons, lyre, spell components.

Notes and History

Fled the elven kingdom because of rejection. Was captured by the dominant orcish empire. Served as a slave. Joined an adventuring company. Seeks to avenge her pride, overthrow the orcish Black Skull Order (Secret group of necromancers) and make the most friends possible.

Jairo Serif

Wizard 10th Khinasi (Human) male

STR 18, DEX 13, CON 12, INT 19, WIS 15, CHA 15, COM, PER

AC -6, hp 27, MV 12, MR AL NG, Age 21, Height 6' 2", Weight 196 lbs

Skin Dark Brown, Hair Black, Beard Black goatee Eyes Black, Vision Normal, Wealth 20000 gp

Weapons

Quarterstaff, Dagger

Non-Weapons Proficiencies

Spellcraft (17), Religion (15), Seamanship (14), Navigation (18), Astrology (19), Singing (15).

Speaks Basarji, Vos, Low Brecht, Anuirean, Rjuven, Sidhelien, & Karamhul. Reads Basarji & Andu.

Spell casting

Casts as a 10th level wizard

Special abilities

Bloodline: Major Masela 23, Blood History (Minor), Invulnerability (Great).

Possessions

5 sets of clothing, 10 daggers, Quarterstaff

Magical Items

Bracers of Defense (AC 0), Ring of Protection +6

Notes and History

Jairo was born in the doamin of Zikala. At an early age, he showed a high amount of interest in the working of magic. He traveled to the Temple of Rilni, where he took the Oaths, proscribed there. He currently is looking for a ruler to serve under.

Jace Lenwood

Mage 17th

Human male

Member of the Ceavail Seven (an elite strike force answerable only to the monarch)

STR 13, DEX 17, CON 15, INT 18, WIS 14, CHA 13, COM 19, PER 10

AC 1, hp 53, MV 12", MR AL ng, Age 27, Height 5'9", Weight 175 lbs

Skin porcelain, Hair jet, Beard - Eyes ice, Vision Normal, Wealth 2000 gp

Jace is a genuine prodigy, the Mozart of magic. As a result, he is rapidly burning out and is a prime candidate for a breakdown before he is thirty. He is fastidious in his appearance and more than a little vain. Besides his team, his important people include his parents, who run a magic shop in Ceavail

Weapons

Dagger, Quarterstaff, Sling

Non-Weapons Proficiencies

Spellcraft, Literacy, Singing, Dancing, Land-Based Riding, Religion, Astrology, Religion

Spell casting

No specializations, but preferred schools (most to least): 1Alteration, Evocation, Illusion, Abjuration, Divination, Enchantment, 1Conjuration, Necromancy

Special abilities

Permanent Detect Magic due to a magical accident while on a mission.

Possessions

Standard adventuring equipment: backpack, lantern & oil, rope, spell components. Travelling spell book with only first four preferred school spells (any divinatory spells are left to Jace's teammate Kalbaileth).

Magical Items

AC4 Defense Bracers, Wizardry Ring; Warmth Ring; Quarterstaff 3; 1 Dagger 2; Wand of Fire with 6 charges left. Jace avoids using 1 potions unless he is sure what they are.

Notes and History

Jace was born in the capital city of the kingdom of Ceavail. His 1 parents ran a store for adventurers, featuring general equipment as well as low-level magic items. When Jace was three years old, he 1 watched a visiting wizard demonstrate the use of a wand for his 1 father. While the adults were haggling over the price, Jace picked 1 up the wand and duplicated the wizard's feat. As a result, Jace was 1 made the wizard's apprentice. 1 In Ceavail, most magical apprenticeships start at fourteen and last 1 at least 12 years. Jace's started at eight and lasted three. He 1 learned his bronze pin (equal to 11th level) at age 21, & joined the 7.

Jarandellia

Wizard 10th

Human female

STR 11 , DEX 16 , CON 13 , INT 16 , WIS 13 , CHA 7 , COM , PER

AC 8, hp 29, MV 12, MR

AL CN, Age 23, Height 5'6", Weight 121 lbs

Skin White, Hair curled, not too long, red, Beard

Eyes green, Vision , Wealth 7825 gp

Young redhead woman with tights colored in blue with stars, sparks, lines, lightnings, ...of various colors printed on.

Weapons

Dagger, staff

Non-Weapons Proficiencies

Languages (modern), Herbalism, Tumbling, Swimming, Gaming, Heraldry, Navigation, Reading/Writing, Spellcraft (2 x, INT -1), Religion.

Spell casting

School specialized : Illusion.

Possessions

1 dagger, 2 suits of clothes, 1 backpack, 1 staff, 1 horse (equiped), 1 big bag, 1 leather flask, 1 book of spells.

Magical Items

1 Ring of Telekinesis (20 pounds, 2 rounds + 1/level)

Notes and History

Orphan, she was brought up by a wizard and begins to study with him, now she studies alone and travel over the world...

Jehat

Mage 7th Former Thief 11th

Human Male

STR 14, DEX 17, CON 13, INT 17, WIS 12, CHA 18, COM , PER

AC 1, hp 49, MV 12, MR 0 AL CN, Age 25, Height 5' 8", Weight 145

Skin Light, Hair Red, Beard Stubble (Red) Eyes Green, Vision Normal, Wealth Always wanted more

Weapons

Longsword (+3 Telepathic Intelligent) Dagger (+2 Studded Dagger [Thieves Handbook] with 4 studs]

Thrown Dagger (But never the magical weapons)

Non-Weapons Proficiencies

Voice Mimicry, Disguise, Fast Talking, Alertness, Observation, Gaming, Etiquette, Forgery.

Possessions

Almost anything: Bam Cracks, Gig Whirls, Crow Bar, Vial of Acid, 20 Caltrops, some mushrooms, spellbook found on a dead gardener, 2 vials of aniseed, and anything that would get me out of a tight squeeze.

Magical Items

Broach of phasing (magically stores five items of 10 pounds or less), intelligent longsword, wand of illusion, ring of protection +2, potion of healing, candle of fire resistance, potion of flight, studded dagger, 2 +1 daggers

Notes and History

Born a small man, Jehat learned to survive on the streets of Persence (a town south of Westgate). At an early age Jehat's family deserted him and he was forced into apprenticeship under a street magician. During these times Jehat exploited the onlookers of the performance. One day, the Cloak (the Persence Thieves Guild) decided that they had had enough of the street magician stealing out of the guild. So a few thugs arrived one day and struck down the elderly charlatan. Jehat took off running but was quickly overcame by the thugs. He was given the option of joining or dying. Jehat treasuring life decided that he could manage to be a guildsman for awhile. And so Jehat quickly rose in the guild until it was obvious that a younger competitor desired leadership more than Jehat. So Jehat decided it was time to leave and staged his death. Later that night he snuck out of Persence with a band of adventures to eager to leave the town. They travelled to Al-Admourn where Jehat was identified and nearly slain if it were not for Saros Flashsteal. A half-elf from Damara and skilled in most everything, Saros rescued the band from assassins. They fled to Arabel and from there they were mystically whisked away to Damara through a magical painting. Damara was where Mystra had charged the party to go and go they did...

Jeroboam Zwilling

Mage 14th

Human male

Emperor of Camagey

STR 10 , DEX 6 , CON 14 , INT 19 , WIS 18 , CHA 5 , COM , PER

AC -1, hp 55, MV 12, MR AL NE, Age 65, Height 5' 5", Weight 108 lbs

Skin white, Hair black, Beard - Eyes yellow, Vision Normal, Wealth 9 000 gp

A hunched over man, almost always wearing a Cloak of Darkness. He drips pure evil. He seems like a man who would be easy to strike down, but that is just an illusion to draw you into his trap. He will goad you until you either strike him down, or convert to his point of view.

Weapons

Quarterstaff +2 (p)

Non-Weapons Proficiencies

Spellcraft, Ancient History: Camag¸ey, Religion, Onieromancy, Languages: Common, Elvar, Dethak, Undercommon, Evil

Spell casting

Can cast any spells. Favorites are Lightning Bolt, Mordenkainen's Electric Archs, & Chain Lightning. Has access to any spells he wants.

Special abilities

Home terrain. Special Attack: taunting

Possessions

A palace, richly decorated with the spoils of war. 15 horses, griffon, a Young blue dragon.

Magical Items

Cloak of darkness, bracers of reflection, ring of protection +4, +2, amulet of ac 6.

Notes and History

He has been in control of the Empire of Camag¸ay since he overthrew and slew his father Soloman. Since then, he has defeated many who have tried to take the throne from him. He lives in an opulent palace and directs warfare on a large scale. Recently, he attacked Olgrte and Guiana, as part of his now looking towards the offshore island nation of Kuomintang. Always pact with the nations of Munich, Palermo, Benghazi, Aden, Osaka, and Sibir. He is close at hand is an advisor, named Diablo (disguised, Pit Fiend) and 5 legions of crack troops.

Jiles the archthief

Mage/Thief 28th /27th

Gray Elf male

STR 13, DEX 19, CON 16, INT 19, WIS 10, CHA 13, COM , PER

AC -9, hp 137, MV 12, MR 0 AL CE, Age 516, Height 5'1", Weight 115 lbs

Skin very light brown, Hair Black, Beard - Eyes Dark Brown, Vision 1 mi/60ft/0ft, Wealth uncouncted

Jiles' description is that he never looks the same for more than a month or so. (above info is for his original form).

Weapons

Jiles uses a Vorpal +5 dagger of dancing and is pretty good with it he also has two longswords. A +5 defender and a +3 sword of Sharpness. He is better at using his longswords than his dagger because he's an elf, and he thinks that two magical longswords are way more intimidating than a single dagger, although they're quite hard to sneak around with. His last and favorite weapon is his Elven Longbow of Speed +3. This lets any elf that wields it get his/her max ammount of attacks (8) per round but without the usual penalties for more than two attacks. He is also quite good with his bare hands (4 weap prof slots in martial arts).

Non-Weapons Proficiencies

Jiles is proficient at acrobatics, bookbinding, papermaking, scribing, spellcraft, chemistry, alchemy, herb lore, reading/writing magic Weaponsmithing, armoring, and is a sage with extensive knowledge in evocation, necromancy, conjuration/summoning, and toxicology.

Spell casting

Casts as a normal level 28th level mage, but can automatically learn spells from several schools of philosophy due to his sage knowledge.

Special abilities

Jiles has been blessed by Mystra (in one DM's world anyway) and as a result, has several special magic powers. He has several persistent powers constantly in operation. These include Nondetection, Spell turning, Tongues, and the ability to negate the innate defensive magic powers of any creature (not counting magic resistance) if he makes a successful saving throw vs. Spell and the creature is of lower HD than he is. This only helps with magic abilities that hinder PHYSICAL attack. He also has several spell powers that activate at will. These are Enlarge/Reduce Mirror Image, Feather Fall, and Improved Invisibility. All of these can be used once per day, and act as if he had actually cast the spell equivalent of the power. He also has all the abilities that are common to all elves.

Possessions

Jiles carries only his Magical Items and a few thousand gold/plat coins on him. The rest of his stuff pretty much belongs to a Gold Dragon that guards his Pocket Dimension.

Magical Items

Over the span of several centuries and several dragon hoards, Jiles has accumulated a sizeable amount of Magical Items, plus has made his own items or added enchantments to otherwise common Magical Items. He has a bunch of rings (they're easy to sneak around with), these include a ring of good luck (i.e. a luckstone) a ring of improved regeneration (heals 3hp/rnd as a troll, but acid and fire are also regenerated), a ring of wizardry (8th level spell slots doubled), ring of elemental resistance (same as fire resistance, but for all four elements). He also has Bracers of archery and 2 garg bags of holding. His other items might even be considered almost artifact like (they're one of a kind) Jiles' Boots: has powers of boots of jumping, flying (mv:48 mc:A) and elvenkind, they also let him pass without trace (no magical aura left on his trail). Elven +5 armor: heals (see 6th lev priest spell) wearer 4x/day at will or if wearer drops to negative hit points. Circlet of mind protection: no mind based magical or psionic divinations or attacks will affect the wearer, unless the attacker is of higher level than the wearer (in which case he gains a sav vs rods staves and wands to have a chance to affect the wearer Amulet of Life Protection: Wearer cannot be killed by a single attack. For example, a 240 damage dragon breathe attack will not kill Jiles, but will reduce him to -9hp. The next attack that deals even 1 damage will kill the wearer. This is all the stuff that Jiles would probably be wearing during any given adventure (being a guy that has killed several of the cult of the dragon's dracoliches, killed a couple of Manshoon's agents, and stolen spellbooks from several archmages, he barely gets by with all that crap).

Notes and History

Jiles originally started out as a neophyte thief/mage that found his homeland (Evermeet) too boring and well guarded a place to really make it bigtime thieving the pants off of others. He moved Waterdeep and joined the local thieves guild, where, using his magic, he became one the more successful thieves. After there were several attempts on his life (the GM of the thieves guild figured that he better take Jiles out or he'd become a real threat Jiles skipped town and began the life of an adventurer. Much later (about lev 18/19) Jiles killed a cult dracolich that was working with several red dragons to try to turn Waterdeep into a dead magic zone. The red dragons gave up the effort of turning Waterdeep into a DMZ but fought each other over the late dracoliches treasure. The last dragon standing owned the hoard for about 2 hours before Jiles went and finished him off. This is when Mystra blessed Jiles (being the god of magic, she isn't really all that fond of dead magic zones that appear upon a stronghold of archmages). The blessing he got was really good, but only worked on Faerun (Gods are tied to their worlds, after all) About 50 years after that (lev 23/24) Jiles killed another Cult dracolich (They seem to have a lot of treasure, and being a thief, Jiles is kinda fond of the stuff). But he couldn't figure out what the heck to do with all the crap. He finally decided that, being an archmage, he should have his own pocket dimension. (If Elminster could

get one, why not him me? was his thought at the time). He went out searching the planes for a suitable place (being a thief, he'd rather steal one than earn one, or worse yet, make his own), He eventually found one that was big enough (several miles in diameter), and wasn't occupied/ owned by a god or demigod (he isn't that stupid). It, in fact, belonged to a mage on Faerun (Manshoon). Manshoon wasn't actually there, and it was only guarded by one of his idiot agents. So, Jiles went and beat the crud out of him (he is a better mage, AND he is also skilled in unarmed combat). So, Jiles had his own private base. (luckily for Jiles, Elminster was annoying Manshoon even more at the time). When Jiles returned to his now mountainous hoard, there was a gold dragon sitting on it, pondering the best way to move it all back to his cave. Jiles backed out and gave some thought to the matter. He DID need a guard for his dimension, and guards don't get much more loyal than gold dragons (they're Lawful Good). Jiles walked in and told the dragon that the hoard was his, and, the dragon said that it wasn't anybody's, and that he had found it first. Jiles told him that there was no way that a hoard this big would just be lying around the place, and who the heck did he think put up all the signs of sealing and walls of stone etc up? a boogeyman? The dragon grudgingly admitted that the hoard probably did belong to someone else, but he said that people that left that much treasure alone didn't deserve to have it. Sensing that the dragon wouldn't give any more ground, Jiles made his move. He told the dragon that he could have half the treasure here and half of any other dragon hoardes that Jiles might later pilfer if he'd move to the pocket dimension. Jiles also added that he could have the gate to the dimension in the dragon's old layer, and that a pocket dimension is much more secure than a cave. The dragon made a big show of disinterest and actually haggled with Jiles until he would get all of the hoard that he was sitting on, and 3/4 of any other dragon hoardes Jiles might get later! Jiles thought that the dragon would have made a mighty fine thief, but seeing that the dragon was over 200ft long, he kept that thought to himself. Several months later, everything in Jiles' dimension was secure, and the dragon was sitting on his mound of treasure. Although the dragon was expensive, Jiles had to admit that it was worth it. The dragon's original layer had been guarded by large settlement of storm giants (200 total). and they decided to continue guarding the dragon's cave (now the only gate to the pocket dimension) if the dragon would come out and help them in the event of an attack on their colony or natural disaster etc. The dragon, knowing the greed of other dragons, quickly agreed. He also knew that a very determined group of dragons could still pilfer his hoard, so he asked Jiles to teach him magic. The dragon was already quite good at casting spells, but lacked a formal education, so Jiles taught him what he needed to know, and gave him access to most of his spellbooks. He later gave the dragon a "vacation" and promised to guard the treasure with his life. The reason for the time off, he told the dragon, was because to learn more, he would actually have to go out and learn on his own. Jiles told the dragon to polymorph into human form, and join a group of adventurers (it's the best way to learn). About one hundred years later, the dragon returned (Jiles forgot to tell the dragon when his vacation was over, and he had to stay with the treasure until the dragon returned, so he couldn't look for him). The dragon was now a very good mage (lev 23), and was quite proud of himself (he was after all, the first dragon mage that he knew of). Jiles was quite peeved at having to sit on a pile of gold for 100 years, but didn't say anything about it after all, only an insane fool would attack his pocket dimension with a great wyrm 23rd level spellcaster sitting in it. Jiles returned to Faerun to find that the cult of the dragon and Manshoon still wanted his hide after 100 years. He has been running around Faerun wreaking havoc with them and getting into deeper trouble (all he wanted was just one peek at Khelban Blackstaff's spells, he didn't mean any harm, honest).

Julas Dawnstar

Mage/Cleric 4th /4th

Elven Male

STR 8 , DEX 12 , CON 6 , INT 18 , WIS 18 , CHA 8 , COM , PER

AC 4, hp 21, MV 12, MR 0

AL NG, Age 40, Height 6'2", Weight 150 lbs

Skin Tan, Hair Black, Beard None

Eyes Sky Blue, Vision Normal, Infra 60', Wealth 50 gp

Rather tall elven male, looks like your normal 40 year old elf. He is slowly but surely gaining his confidence in battle, and when approached by menacing creatures.

Weapons

Quarterstaff (p).

Non-Weapons Proficiencies

Ancient Languages, Spellcraft, Reading/Writing, Poetry, Ancient History, Herbalism, Can speak 6 Languages : Gnomish, Halfling, Goblin, Hobgoblin, Orc.

Spell casting

Cast magic as a Level 4 Mage. Cast magic as a Level 4 Priest

Special abilities

Turns Undead as a Level 3 priest. Randomly casts any level spell while in his sleep as DM pleases
Advantages: Obscure Knowledge, Precise Memory, Lucky. *Disadvantages:* Bruises easily, Cowardice.

Possessions

Robe, Pantaloon, Belt, Scroll Case, Backpack, Soft boots, Cap, Ornamental buckle, Silk Tunic, Hemp Rope (50ft), 20 parchments, Riding boots, and Sorbon's signet ring (signet ring of the red wizard of Thay).

Magical Items

Quarterstaff +4, +2 Bracers of Non-Detection (disallows any detection spells from being cast upon the wearer. Dagger +1, Scroll of Shape Change, Scroll of Incinerary Cloud, Sorbon's Spellbook (Red Wizard of Thay). Spear +2 (+5 vs Dinosaurs) hmm.. got it off of a mangled body in a cave near a city in Undermountain where the party I'm in just defeated a pack of raptor-like creatures..

Notes and History

Julas was born and raised in the city of Greyhawk, where he was taught how to focus his magical energy by his father. When he turned the right age, Julas was sent out to find adventure on his own. His father was hoping to get him out of town fearing he would not amount to anything. Julas's cowardice in battle makes him prone to ridicule by most of the fighters in the party he is currently in. Of course as Julas is gaining confidence, those fighters will not know what they would do without him. Julas Dawnstar was destroyed when he cast fireball at a 15-foot avian type machine-like winged creature (something made up by our DM) destroying it, and taking the blunt of the fireball blast along with the creature... thus saving the life of his party and sacrificing his own.

Kalarna Brightsword

Mage/Thief 14th /12th Sylvan elf female
Sister of Tribal Chief, Lieutenant in Elven Imperial Fleet

STR 10 , DEX 16 , CON 8 , INT 18, WIS 8 , CHA 16 , COM 20, PER

AC 2, hp 47, MV 12, MR 0

AL CG, Age 135, Height 5'4", Weight 85 lbs

Skin Tanned, Hair Blonde, Beard None Eyes Bright green, Vision 60' Infra, Wealth None at present

5'4" elven woman, quite thin. Has Sword Tattoo on left arm (tribal marking). Normally wears green cloth cloak, tunic, skirt and boots, when being especially "wood elfen" wears a dress woven from leaves. While now civilised, cultivates a "wild" look to her.

Weapons

Longsword+4 (p), Shortsword+1 Defender (p), Scimitar+2 of Speed (not proficient), Shortbow (p), Two Weapon Style, Ambidextrous, Throwing Knives and Daggers (P).

Non-Weapons Proficiencies

Tumbling, Tighrope Walking, Disguise, Herbalism, Appraising, Dancing, Spellcraft, Observation, Read/Write Common, Read/Write Sylvan Elvish, Speak Common, Speak Sylvan Elvish, Swimming, Speak Language of Woodland Animals, Singing.

Spell casting

Level 14 Mage, not specialised. Has trademark spell, Kalarna's Dazzling Disappearance, level 3 which teleports her a short distance (LOS) while creating a bright flash, enabling her to hide in shadows and avoid foes.

Special abilities

Thief Abilities, (PP 70%, OL 95%, HIS 95%, MS 95%, F/RT 95%, CW 85%, RL 0%, DN 35%)
Innate Ability, Nymph Aura (L8 Evermeet High Mage spell) usable once per week thanks to a divine favour. Recently attained Demigodhood (and retirement from campaign!) becoming a Demi-Power patron of freedom, mischief, thievery and wood elves.

Possessions

Carries spare clothing, has belt with belt pouches. Standard items include: thieves picks, loaded dice, crowbar, bonsai tree, 24 arrows (now 25 years old, originals from her tribe), backpack, whistle, disguise kit (disguises include Noblewoman, Peasant and Entertainer / Acrobat), elven shortbow, three throwing daggers (2 fit together to form a melee weapon, 3 form a caltrop), standard dagger, much assorted junk (from petty thefts...) .

Magical Items

Longsword+4, of drow make (but usable on surface), Shortsword+1 Defender, Scimitar+2 of Speed, Longsword +3, Bag of Tricks, type A, Ring of Invisibility, Ring of Regeneration, Ring of Warmth, Bracers of Defence, AC 4, Wand of Lightning, 15 charges, Cloak of the Raven (unique item, -1 bonus to initiative, polymorph self as spell into raven form thrice per day), Armband of Protection +2 (taken from neogi)

Notes and History

Originally daughter of a Wood Elven tribal chief living on a remote world named Legend. Unable to become a warrior in the tribe due to lack fighting ability, was trained by mother to become the tribal mage. Very independent and rebellious, and disliked by her father, when a party of Human adventurers were captured by her tribe she helped them to escape before they were killed by her more xenophobic fellow elves. In helping the humans escape the forest she encountered civilisation (the party thief, Lucius Quickfinger, took her under his wing). On Legend she had many adventures, eventually defeating the Wizard King of Tyr, an evil necromancer, despite still being hunted by her tribe, who wished her return to the forest. Eventually Spelljamming races visited Legend, bored she stowed away on a Galleon, and the next thing she knew she was on the Rock of Bral, penniless. On Bral she was enlisted by an Elven Imperial Fleet admiral named Therryl, forming part of a command staff consisting of one member from each elven subrace. Despite her intense dislike of helming and authority, she muddled through many adventures, both ground and space based, over many different worlds. What was to be her final adventure took place when the Spheres were invaded by Emperor Vulkaran, a despotic warlord who sought to enslave all races in his path. The ship she was on, at that point an Elven Armada named the Avatar, was selected for a dangerous assassination mission aimed at Vulkaran himself. During the course of this adventure it was revealed that Vulkaran had enslaved the Gods of his Sphere - after his

terminal encounter with the party the Gods were released, granting all of us a Divine Wish. Kalarna, always afraid of dying, elected to be raised to Immortality and became a Demi Power of Olympus.

Karenya

Wizard [kit: Witch] 9th

Human, female

STR 12 , DEX 16 , CON 15 , INT 18 , WIS 16 , CHA 10 , COM , PER

AC 7, hp 35, MV 12, MR

AL CN, Age 24, Height 5'8", Weight 131 lbs

Skin White, Hair longs blacks, Beard Eyes blue steel, Vision , Wealth 1035 gp

Tall young woman with red robe and green cloak

Non-Weapons Proficiencies

Navigation, Spellcraft, Languages (ancient), Herbalism, Religion, Ancient History, Languages (modern), Astrology, Dancing, Fishing, Reading/Writing

Spell casting

School specialized : Conjuraton/Summoning

Special abilities

Benefits : detect magic and read magic 1/day, secure familiar (level 3), brew calmative (level 5), brew poison (level 7), beguile (level 9) Hindrances : cannot study spells 2 days before and 2 days after the full moon; the night of full moon, here's 25% chances that she becomes an avatar of Eldath (played by DM).

Possessions

1 book of spells, 1 big bag, 1 backpack, clothes, 1 cloak, 1 book with elfic legends

Magical Items

1 ring of protection (+1).

Kasana

Mage 13th Elven female

Kasana Walldropper, Kasana of the green robes, Kasana Acidburn

STR 11 , DEX 18 , CON 9 , INT 19 , WIS 15 , CHA 14 , COM 17, PER

AC -2, hp 39, MV 12, MR 35 AL cn, Age 140, Height 5'5", Weight 110 lbs

Skin fair, Hair blonde, Beard- Eyes green, Vision Infra 90', Wealth enough

Kasana has striking eyes that allure most males. she is of average height, and most commonly seen in green robes.

Weapon

Staff.

Non-Weapons Proficiencies

Spell craft, ancient languages, modern languages, scribe, reading/writing.

Spell casting

6 first level, 4 second level, 8 third level, 4 fourth level, 2 fifth level, 2 sixth level. She has also made many spell concerning acid.

Special abilities

Normal elven abilities, onlong with her high intelligence.

Possessions

Ariel(daughter) ,Shaddack(husband), Castle dragon keep.

Magical Items

Staff of thunder and lightning, wand of fireballs, wand of ice, cube of force, cube of frost resistance, earring of acid resistance, 5 scrolls, 8th level, potions: 2 xtra heal. 2 fire resistance. 1 ethearal, eyes of the eagle, amulet of magic resistance, shard of finding, necklace of missiles.

Notes and History

Kasana was born in a tower that she would like to forget. both of her parents were mages, and good at their job. kasana learned most of what she knows from them. the abused her body as well as her mind. one day she slew both of them in spell battle, taking all they had and burning the tower with their remains. she is now married to shaddack, has a daughter named Ariel, and resides in dragon keep.

Kelendor

Mage 12th

Human Male

STR 16(currently only 14, he's still growing.) , DEX 17 , CON 13 , INT 18 ,WIS 12 , CHA 13 , COM , PER

AC 0 (Bracers of defence AC3, Dext, hp 36, MV 12, MR 0 AL neutral, Age 14, Height 4'8", Weight 135 lbs

Skin white, Hair black, Beard - Eyes brown, Vision Normal, Wealth 150g.p (1)1,500g.p. ruby gp

A thin, young boy, Kelendor has an air of determination and menace around him. Extremely serious for a young boy, Kelendor only shows excitement when seeing or learning new magic

Weapons

Proficient: dagger, sling

Non-Weapons Proficiencies

Tactics of Magic (16), Spellcraft (14), Reading/Writing (12), Cooking (8), Survival (Underground) (10).

Spell casting

Wizard Spells: 5(1st) 5(2nd) 4(3rd) 3(4th) 2(5th) 1(6th) usually memorizes : magic missileX2, burning hands,shocking grasp, featherfall; melf's acid arrow, Aganazzar's ScorcherX2 (Pages from the Mages), Web, Invisibility; Fireball, Lightning BoltX2, Melf's Minute Meteors, Ice Storm, Dimension Door, Mordenkainen's Force Missiles(Spells and Magic); Cone of Cold, Teleport, Chain Lightning.

Special abilities

Psionic Wild Talent: 82 PSPs, body equilibrium, cause decay, Intellect Fortress, Mindblank, Thought Shield, Ego Whip, Mind Thrust, Id Insinuation

Possessions

Backpack, spare clothes, belt pouch, hunting knife, cooking pans, peronal signet ring.

Magical Items

Dagger +2, ring of spell storing (Fumble, Melf's Minute Meteors@ level27 spell ability), Wand (26 charges), Wand of Fire Extinguishing (64 charges)

Notes and History

Born in Silverymoon, at the age of 8 Kelendor showed up at the college of Magic there and demanded to be trained. Proving to be apt at the study of magic, he created 3 of his own spells before he turned 10. At the age of 11 he joined an adventuring band (The Trollkins) and has been on the road ever since. His teacher on the road was a young renegade Red Wizard of immense potential who saved the life of Khelben Arunsun from two zulkirs. From him, Kelendor picked up a love of precise battle spells that cause extreme devastation. He also picked up the wizard's cold demeanor and ruthless attitude. Although he usually battles on the side of Good, anyone who comes between him and his goals is seen as an obstacle to be smashed. His tremendous skills for one so young have taken many opponents by surprise, winning him many battles.

Kevlok Ravenost

Conjurer 4th

Human male

STR 10 , DEX 11 , CON 15 , INT 17 , WIS 14 , CHA 12 , COM , PER

AC 10, hp 20, MV 12, MR 0 AL In, Age 19, Height 5' 11", Weight 170 lbs

Skin , Hair Black, Beard None

Eyes Blue, Vision Normal, Wealth 10,000 gp

Kevlok is fairly tall and lanky with a firm physique. His long black hair has a slight wave to it and runs six inches past the shoulder of his dark blue robes. A dagger hangs from the right of his belt and a scrollcase from the left. He totes a spellbook and his journal.

Weapons

Dagger (p), Darts (10), Greek fire (2).

Non-Weapons Proficiencies

Read/Write, Spellcraft, Scribe, Ancient History.

Spell casting

School of specialization: Conjuration/Summoning. Conjurers Guild member (Cyer)

Special abilities

Standard specialist benefits/penalties

Possessions

Dark blue common robes, Soft boots (low), Spellbook, Scrollcase, Adventure's pack, Iron rations, Journal, Dark blue hooded cloth cloak, Belt, Component pouch, Engineering pack, Light war horse (Corvae).

Magical Items

Wand of Earth and Stone

Notes and History

Kevlok is an unproven spellcaster who has managed to find the wrong end of a short sword more than once in his short career. His main contribution to the party thus far is a diligent catalogue of every creature encountered. He records a short description of the creatures, a small sketch, their numbers and

tactics, as well as the location and time of the encounter. He hopes to one day compile all of his journals into a creature catalogue rivaled by no other.

Khelben

Mage 14th Human Male

Ravencloak, Arunsun, the Younger

Sigil: Stylized silver raven's head on top of two crossed black wands

Alignment: Lawful Neutral (Good) - reveres Celestian, Azuth, Mystra, and Selune

Statistics: Str:14 Dex:16 Con:16 Int:19 Wis:16 Chr:14

AC: 10 (-1 w/Bracers of Deflection, Dexterity, and Style Specialization); MV 12; HD 10d4+4; hp 82; THAC0 16; #AT 1; Dmg bwt; SA spells, magic items; SD spells, magic items; MR Nil SZ M; ML 19; XP Total 1,600,000; XP Value 8,000.

Weapons

Quarterstaff, dagger, single weapon style specialization

Non-Weapons Proficiencies

Ancient history (many crystal spheres), ancient history (Toril), ancient history (Oerth), astrology, local history (Greyhawk), heraldry, languages (Common - Toril, Common - Oerth, elvish), read/write (Common - Toril, Common - Oerth), religion (Oerth), spellcraft

Spell casting

Mage Spells: 5/5/5/4/4/2/1/0/0

Sage Abilities. Khelben "Ravencloak" Arunsun is for all intents and purposes a sage in the fields of metaphysics and history. He particularly specializes in alternate prime material planes, the history of Abeir-Toril in general and Faerun in particular (at least as far as a native of Oerth is concerned), and the history of the city of Greyhawk and its environs. (While Ravencloak's own library is fairly extensive in these fields, treat it as 'partial' in Table 62 of the DMG unless he also has time to access the Great Library of Greyhawk.)

Possessions

Normal adventurer's kit.

Magical Items

Amulet of the Planes, Bracers of Deflection [22], Circlet of Comprehending Languages and Reading Magic, Cloak of the Silver Raven, Dagger of Homing +2 [03], Ring of Research (20 charges) [03], Ring of Shooting Stars, Ring of Spell Storing (contains alter self, fly, prismatic spray, teleport without error, and wall of ice), Staff of Battle (40 charges) [05][24], Wand of Fire (15 charges), Wand of Paralyzation (18 charges), Wand of Magic Detection (55 charges), and numerous potions, scrolls, and minor miscellaneous magic items. Spellbooks: (* typically memorized, + created by Khelben the Elder)

1st : alarm, Bigby's bookworm bane [02], burning hands, cantrip *, charm person, chromatic orb [20], color spray *, comprehend languages, copy *, conjure spell components, detect magic *, dreamspeak [17], enlarge, erase, feather fall, find familiar, gaze reflection, identify, insulation [11], magic missile *, mending, Mordenkainen's protection from avians [02], read magic, shield, sleep, sound bubble [21], Tenser's floating disc, unseen servant, weather tell [13], wizard mark

2nd : Agannazar's scorcher [01], alter self, battering ram [03], bloodglass [27], choke [20], continual light, decastave [01], detect invisibility, ESP, falling wall [29], firestaff [25], forget, improved phantasmal force, improved spider climb [06] *, knock *, know alignment, levitate, locate object, Melf's acid arrow, mirror

image *, mist magic [16], Mordenkainen's encompassing vision [02], Quimby's enchanting gourmet [01], shatter, silence 15' radius [21], spectral hand, spelltouch [28], Tenser's hunting hawk [02] *, vocalize * [01][20], wizard lock

3rd : blink *, blacklight [01], clairaudience, clairvoyance, dispel magic *, dispel silence [01], explosive runes, fireball *, fly, gust of wind, haste, hold person, illusionary script, improved magic mouth [21], infravision, item, Khelben's suspended silence * + [04], Laeral's dancing dweomer [01], Leomund's tiny hut, lighting bolt *, Melf's minute meteors, non-detection, protection from evil 10' radius, secret page, sepia snake sigil, slow, suggestion, water breathing, wizard sight, wraithform

4th : acid bolts * [28], backlash [12], charm monster, delayed magic missile * + [01], detect scrying, dimension door, dig, fear, Flamsterd's flamestrike [16], fire shield *, halo of eyes [20], improved invisibility, locate creature, lesser spellcream [26], magic mirror *, minor spell turning, phase trap, polymorph self, remove curse, shout, speak with dead [17], stonewall, wall of ice, wizard eye

5th : Andruil's baneful backfire [18], advanced illusion, Bubka's superior identification [07], cone of cold, cloudkill, contact other plane, dismissal, feeblemind *, hold monster, ironguard * [01], lightning lash [30], lower resistance *, major creation, maximum damage [15], Melisander's harp [23], Mordenkainen's faithful hound, Mordenkainen's involuntary wizardry [28], passweb [12], sending *, stone shape, teleport, wall of force, wall of stone

6th : anti-magic shell, barrier reaver [27], contingency, disintegrate, enchant an item, guards and wards, globe of invulnerability *, legend lore, starharp [16] *, project image, Tenser's transformation, true seeing

7th : banishment *, forcecage, Khelben's warding whip + [01], prismatic spray, teleport without error, wardmist [08][09]

8th : (Not yet castable): blackstaff + [14], permanency

Familiar: "Monarch", male tressym (winged cat): INT Very; AL CN; AC 6; MV 6, FL 16 (A); HD 2; hp 22 (gains 1 hp per mage HD); THAC0 17; #AT 3; Dmg 1-2/1-2/1-4; SD Immune to all poisons, detect invisible creatures and objects (90' range), 120' infravision, detect poison; MR 40%; SZ T; ML 14; XP 1400; [17][19].

Spells in Effect: Khelben typically casts a 'stonewall' on his person soon after every combat in which he takes physical damage.

When reduced to 1/3 of his total hit points or less, Khelben has set up a 'contingency' spell to automatically cast 'polymorph self' on him if he mouths the word 'deepwater.' The first form assumed will be that of a marmoset. Khelben has extensively practiced flying and casting spells in this form, and can do so without penalty.

Cloak of the Silver Raven

(XP value 10,000, GP value 50,000)

This unique magical cloak was fabricated by Khelben "Ravencloak" Arunsun after settling in the city of Greyhawk. It is woven from an unknown type of metallic thread he gathered during his wanderings of the multiverse. In appearance, the Cloak of the Silver Raven appears as a full-length raven black cloak on which shimmers the image of a raven's head in a silvery light. The raven's head appears to hover immediately above the cloak as opposed to being part of the cloak itself (much like a hologram). The cloak is fastened with a pair of clasps that appear as platinum raven's claws, and it is lined with a 2 inch wide band of silver cloth around the entire edge. The Cloak of the Silver Raven provides numerous benefits and special powers if worn by a wizard or bard, after a period of attunement. (The Cloak's powers begin to function if worn for at least sixteen hours in every twenty-four hour period for 30 consecutive days.) The cloak remains attuned to a wearer until someone else completes the attunement process. The cloak allows the wearer to cast 'starshine' as a seventh level priest 3 times per day.

The cloak will glow with a silver faerie fire radiance at will. The cloak gives the wearer a +3 bonus to all saving throws. The cloak allows the wearer to speak and understand the language of ravens. At the mental command of the wearer, the silver raven's head will shift to envelop the wearer's head and neck, completely masking the wearer's face, although the effect itself may lead to the wearer's identification.

While in this position, the wearer can see normally, with infravision, or as if peering through Eyes of Eagle as desired. Speaking, eating, and spellcasting are also unaffected. While in this position, the wearer

is also protected as if by a Ring of Mind Shielding. Alternatively, the wearer of the Cloak of the Silver Raven can 'shapechange' into the form of a normal, huge, or giant raven or back to his or her normal form at will. While in any raven form, the wearer gains the same vision and mind shielding bonuses as described above. All raven forms are very distinctive - the body of the raven is black while the head is silver in color.

Notes and History

Although travelers to other crystal spheres may have heard of the famous Khelben "Blackstaff" Arunsun [03][14], resident and secret lord of the city of Waterdeep on the world known as Abeir-Toril, the Blackstaff, as he is often known, is not exactly who he claims to be. The true son of Zelphar Arunsun of Neverwinter and Lhestyn "The Masked Lady", named for his powerful and still living ancestor, is Khelben "the Younger" Arunsun. Born in 1302 Dale Reckoning (270 Northern Reckoning), Khelben "the Younger" spent many years in apprenticeship to his father, Zelphar, and grand- father, Khelben the Elder, and had little contact with persons outside his family. Khelben the Elder, one of Mystra's Chosen, had learned the secret of long years much like Elminster and Ahghairon. When the Blackstaff took over the long vacant Arunsun Tower, renaming it Blackstaff Tower, he assumed the identity of his grandson. The elder Khelben sought to hide his long lifespan from the people of Waterdeep, fearing they would shun his leadership if they knew of his magically enhanced lifespan. Seeking to escape the shadow of Khelben the Elder, Khelben the Younger eagerly took to traveling the planes. The younger Khelben agreed not to return to Faerun or Waterdeep without first contacting his ancestor and allowing him time to prepare. During one of his rare visits to Faerun, he acquired a type of winged cat known as a tressym as his familiar. The beautiful butterfly-like wings of the tressym and it's regal demeanor inspired the name 'Monarch.' Khelben the Younger wandered for many years and visited many worlds before settling in the city of Greyhawk on the world known as Oerth over a decade ago. He built a small tower (three stories above ground, one known level below ground) near the University of Magical Arts in which to house his extensive library and perform magical and historical research. The tower is known to be protected by a deadly 'wardmist' as well as other deadly magical traps. (The tower is located due south of the School of Clerkship (#C17) on the opposite side of College Road and is depicted as a small red building on the map of the city in the City of Greyhawk boxed set.) He settled into a quiet life of study (including reading a Tome of Clear Thought) and research (creating his Cloak of the Silver Raven among other things). He took to calling himself Khelben Ravencloak to conceal his ancestry. Although powerful enough to create quite a name for himself, Khelben chooses to exercise a very light touch with regards to events in the world around him - with one significant exception. During the Greyhawk Wars, Khelben disappeared for quite some time. Although none of his colleagues or friends know where he disappeared too, the general speculation is that he fought in the armies of Nyrond against the Great Kingdom. This rumor is fueled by the loquacious librarian who noted an intensive burst of research into the banishment of extra-planar beings immediately prior to the hostilities. In fact, Khelben actively fought a guerrilla campaign against a trio of arch-mages, all Red Wizards of Thay, who magically traveled to Oerth to serve as mercenaries for the armies of the Pomarj at the invitation of Turrosh Mak. In exchange, they were to receive information and assistance in acquiring an artifact believed to be located beneath the Drachensgrab Hills capable of imprisoning a deity. The Red Wizards planned to use this artifact to further bind the tanar'ri prince Eltab within the city of Eltabbar, Thay, and thus augment their own magic with his stolen power. [10] If they had succeeded, it would have changed the balance of power in central Faerun. It is also likely that the course of the war for the Ulek states might have gone much worse. As a result of Khelben's attacks, the Red Wizards were essentially hamstrung for most of the war and were eventually driven back to the Realms without anything to show for their efforts.

Description:

Khelben the Younger is very similar in appearance to his famous ancestor. He appears as a 6-foot tall, well-muscled man with a receding hairline, a silver goatee, and raven black hair streaked with silver. Although he appears to be about 45 years old, his true age is unknown.

Motivations:

The Blackstaff's grandson is usually grave and scholarly, but exhibits a morbid streak of humor on occasion in the company of close friends. A bit of a loner, Khelben Ravencloak is usually engaged in arcane research and typically ventures forth only to consult with his colleagues, to teach, or to investigate visitors from other worlds. Much like his grandfather, Khelben "Ravencloak" Arunsun is a consummate strategist, who continuously seeks new knowledge and magic through which he can understand the events of his new home world. Unlike the elder Khelben, Ravencloak prefers not to get involved with day to day events, as he still sees himself as something of an uninvited guest to the world of Oerth. Instead he seeks long term solutions to the ills of the multiverse, and often sets into motion plans that will take decades to mature. In some respects his long term perspective is similar to that of the Olven peoples with whom he has forged many strong friendships. If hostile interlopers, particularly wizards, from Faerun or other worlds, come to Ravencloak's attention, he will act decisively and quickly to end the threat. Khelben the Younger believes strongly that the evolution of a world's history should be most strongly influenced by natives of that world, although some cross-cultural polination can be beneficial. He seeks to mitigate the influence of otherworldly inhabitants and cultures on Oerth's evolution.

Associations:

Khelben "Ravencloak" Arunsun is an active member of the Guild of Wizardry. Although he avoids the politics of the guild, he attends many of the lectures sponsored by the guild and has lectured on various obscure topics on many an occasion. He has many friends in the Union of Sages and Academics and serves as an adjunct faculty member at the University of Magical Arts and in the School of History at Grey College. Although Khelben is aware of the activities of Mordenkainen and the Circle of Five, he tends to steer his own course. He has met the great arch-mage Mordenkainen on three separate occasions in the company of his grandsire. He was fairly close friends with Tenser before the Greyhawk Wars, although they were only in infrequent contact. Although he harbors a fierce hatred for Rary the Traitor, he feels it is not his place to seek revenge. Although he does not worship Oerth's gods of magic, Khelben is close friends with Ravel Dasinder, Patriarch of Boccob, and he knows many priests of the All-Seeing One active in the city of Greyhawk. Among the elves, Khelben is well known to many members of the Knights of Luna, and counts Prince Brightflame, also known as Melf, as one of his favorite individuals despite the differences in their temperament. Khelben Ravencloak serves as the eyes and ears of his grandfather, Khelben the Elder, on Oerth and speaks with him periodically. He has also been contacted by Elminster and others of Mystra's Chosen on rare occasions.

Goals/Future Acts:

Khelben "Ravencloak" Arunsun has many long term plots and stratagems in the works, as determined by the DM. He seeks to defend Oerth against future hostile incursions by beings who will create powerful ripples in Oerth's history. In particular, he has discovered hints that the Malaugrym, powerful shapeshifters also known as Shadowmasters who have menaced Toril for centuries, have recently appeared on Oerth. Khelben is moving decisively to counter this threat and seeks a permanent method of banishing them from Oerth. Ravencloak has made powerful enemies in the Red Wizards of Thay, and they or their minions may seek to return to Oerth to seek revenge and continue their quest.

Much like Khelben the Elder, Khelben Ravencloak sees the advantages of an organization like the Harpers of Faerun in guarding against the rise of tyranny and evil and in protecting nature from the rampant growth of civilization. Khelben the Younger is slowly getting more and more drawn into the affairs of the Knights of Luna by providing counsel to Prince Brightflame. Khelben draws upon the Harper model for his advice, and as a result the Knights have begun to act more and more like Those Who Harp. Of late Khelben has even begun to suggest that the Knights of Luna expand their ranks to include humans as well as elves and half-elves. Khelben Ravencloak is somewhat tiring of his sedentary life, and plans to resume his explorations of the planes, although at much more infrequent intervals.

Kim Wu

Mage/Psionist[*kit:Dreamer*] 0/2nd

Human Female

STR 7, DEX 12, CON 11, INT 16, WIS 17, CHA 13, COM , PER

AC 10, hp 8, MV 12, MR 0

AL LN, Age 21, Height 5'6", Weight 110 lbs

Skin White w/ light tan, Hair Bright Red, held in ponytail, Beard None Eyes Midnight Blue, Vision Normal, Wealth 0

Kim wu is a beautiful young woman who doesn't try to act like so. In other words she isn't snobby, stuck-up or moody. She wears expensive silk clothing and nothing else. She wears her bright red hair back in a ponytail, occasionally you'll find a few flowers tucked in somewhere.

Weapons

Nunchaku (+1) Dream Weapon (Flower Nunchaku) Kim's Dream Weapon, the Flower Nunchaku, is shaped like any other nunchuck but with a large metal flower at each end of the shaft. Kim also possesses three powers which she acquired from some gem. They are: Psychic Blade (1d4-6) (its much like Psyclocke Psychic Knife except it doesn't attack the mind; Psychic Flower will make an illusion of a flower any type and or size. Anyone who believes the flower is real can't pass through it. Once the illusion is proved the flower remains though (This is quite useful with Fire Flower); Fire Flower allows Kim to make any flower within 50 yds. spontaneously (sp?) combust. The flower can then burn opponents even if they know that the flower is an illusion (Psychic Flower). No flowers were harmed in the process of this power. Kim will use Fire Flower with her Dream Weapon to make the two ends (they're flowers remember?) catch on fire.

Non-Weapons Proficiencies

Bonus: Harness Subconscious (16); Contact (17). Other: Mental Armor (15); Flora Lore: Flowers (14). Languages: Common; Oriental (whatever region is relevant); Sylvan.

Spell casting

Psionics. Dream Travel as bonus for Dreamer Kit. Cantrip is her only spell (she's a level 0 mage and she gains no experience towards it).

Special abilities

Can control sleep states (Deep, Light, Feign Death, etc.). Special abilities discussed in Weapons.

Possessions

Violet Silk Half-Jacket (Chest); Silk Nylons (Legs); Violet Silk Front and Back Loin Cloth (Hips); Two Bracelets (One on Each Wrist); Oriental Sandals (Feet and Ankles); Hair Band (Hair, duh);

Notes and History

Kim Wu is the daughter of a retired adventurer from Kara-Tur. Shin Wu (her father) settled down after inheriting a trading company from an old man Shin had helped. Shin worked long and hard to make the company more prosperous. Eventually he married and had two children, Ken and Kim. Ken worked to eventually take over the business when Shin retired. Kim went to mage school for about a year and then dropped out. In the process she learned only one spell (cantrip). Eventually Shin went off to dispose of an old enemy with a pirate turned paladin. Shin's head and the paladin's headless body were on the docks the next day. Kim went a little insane and ran off during the funeral. She ended up in some cavern. Then the cavern started becoming futuristic. Blinking lights. Doors which opened down the middle. In the center of this temple (that's what she figured it was), was an enormous sapphire which drew her to it. Looking at it she saw flowers and her father. These were her dreams. When she touched the gem an electrical shock ran through her body. When she awoke she was in the outside forest on some trail. She felt power coursing through her body. After helping a nearby village of their nightmares (minor-Dream Deamons were terrorizing everyone), she decided to become a Dreamer and help more people. Thus Kim Wu the Dreamer was born (well born again).

Kreator

Mage 10th Drow (Dark Elf) male

STR 10 (Mus 10/Sta 10), DEX 18 (Aim 18/Bal 18), CON 12, INT 18 (Rea 18/Kno 18), WIS 10 (Inn 8/Wil 12), CHA 15 (Lea 17/App 13), COM, PER

AC -4, hp 32, MV 12, MR 70 AL CN, Age 173, Height 68' 3", Weight 140 lbs

Skin Black, Hair White, Beard - Eyes Black, Vision Infra (120'), Wealth 1500 gp

Mystic, he always wears a cap on top of his head, so nobody will notice that he's a drow.

Weapons

Staff +2 with a skull on top of it Proficiency, Staffsling with stones and bullets "

Non-Weapons Proficiencies

Herbalism, healing, r/w common, r/w thorass, r/w espruar, common, drow elvish, elvish, leatherworking, cantrip.

Spell casting

All 8 standard schools.

Special abilities

Innate Spells: darkness, faerie fire, dancing lights, levitate, know alignment.

Possessions

Normal clothes, ring and Gems.

Notes and History

Kreator is a drow, who had to leave the underdark under shadowdale, because he wanted to be good. Now he is so confused, that he became insane (CN).

Kupok

Mage 1st Moogles, male

STR 3 (Mus 3/Sta 3), DEX 18 (Aim 18/Bal 18), CON 15 (Hea 15/Fit 15), INT 18 (Rea 18/Kno 18), WIS 12 (Inn 12/Wil 12), CHA 17 (Lea 17/App 17), COM 10, PER 10

AC 6, hp 4, MV 6, MR 00 AL NG, Age 10, Height 2' 5", Weight 10 lbs.

Skin White, Hair White, Beard - Eyes Black, Vision Normal, Wealth 5 gp

A small creature, covered in white fur, with two tiny red wings (not capable of flight), and slanted slit eyes, wearing blue robe that's too big for him, and an oversized wizard-hat.

Weapons

Darts, and daggers.

Non-Weapons Proficiencies

Spellcraft.

Spell casting

All schools of magic at spell level 1.

Possessions

20 Darts, 1 dagger, & an owl-familiar.

Magical Items

A magical spellbook, covered with leather, and the inscription of an owl carved on it.

Notes and History

Kupok is the father of two mooglets, and has to take the extremes by adventuring. He is mainly a coward and has a horrible fear of the undead, but he'll do anything to keep food on the table.

Leahcim Windrider

Mage 25th

Human male

Leader and founder of the Company of the Flying Ship

STR 12 (Mus 12/Sta 12), DEX 14 (Aim 12/Bal 16), CON 15, INT 19 (Rea 19/Kno 19), WIS 16 (Inn 16/Wil 16), CHA 15 (Lea 16/App 14), COM, PER

AC -5, hp 53, MV 12, MR 5 AL NG, Age 43, Height 5'10", Weight 135 lbs

Skin white, Hair white, Beard long Eyes gray, Vision, Wealth 235,000 gp

Leahcim is wise looking and looks much older than his actual age.

Weapons

Staff+2, dagger+5, sling, dart

Non-Weapons Proficiencies

Spellcraft, religion, nether world knowledge, necrology, spell tactic, arcanology, navigation, sailing (flying ship), Weathersense, direction sense,

Spell casting

as 25 level mage

Possessions

a little of everything

Magical Items

Staff of the magi, dagger+5, cloak of the Arch mage (white), Bracers AC2, ring of feather falling, ring of air elemental command, spell books, belt of many pouches, bag of holding, Tempest (the flying ship) (Submitted) Amulet of the plane.

Notes and History

Originally from Halruaa. After mastering magic he created the flying ship called the Tempest and is now head of an adventuring company called the company of the flying ship.

Lekas Dawnbringer

25th level Mage (see description for details)

Elf Male (current form)

Chosen of Azuth, Lathander's Light

STR 9 , DEX 19 , CON 10 , INT 18 , WIS 17 , CHA 17 , COM , PER

AC -2, hp 46, MV 12, MR 40 AL LN, Age 459, Height 6'1", Weight 120 lbs

Skin silvery white, Hair gold, Beard - Eyes sapphire, Vision infra 120', Wealth 20574 gp

He is a too tall elf with stunning sharp looks and a musical voice. Often he will not do anything at all except play the lute or lyre, depending on his mood. Because he can never interfere, he is often bitter, especially when he is reminded of the fall of Cormanthor.

Weapons

+2 dagger "Dawn's Light.". It does double damage against CE and LE creatures. Does not use it often, prefers spells to melee weapons.

Non-Weapons Proficiencies

Spellcraft, ancient languages, netherese, reading and writing, riding, air (griffon), riding, land (horse), swimming.

Spell casting

Spellfire (As per Hero's Lorebook). Cast all spells at 30th level proficiency.

Special abilities

Standard Elven special abilities.

Magical Items

Book of the Dawn (magical spellbook, contains every spell ever written.).

Notes and History

One of two Chosen of Azuth, Dawnbringer is the one Chosen to bring the knowledge of magic to the world. To that end, he wanders the world, carrying in his mind all the spells ever created by mages. He also has the memories of most of the important deceased mages. He has seen with his own eyes the Founding of Netheril and the Fall of Netheril. He has watched as the elves and humans labored over the Mythral, and has seen the destruction of Cormanthor. But through it all, he has never interfered directly. He cannot interfere directly unless the cost of not interfering is to the detriment of magic. Hence his other title, used by the Chosen of Mystra: the Watcher.

Lemina of Vane

Mage 5th Human female
Junior Premier to the Magic Guild of Vane

STR 10 , DEX 18 , CON 18 , INT 18 , WIS 18 , CHA 16 , COM , PER

AC 4, hp 25, MV 12, MR 0 AL NG, Age 17, Height 5'2, Weight 96 lbs

Skin White, Hair Blonde, Beard - Eyes Blue, Vision Normal, Wealth 10,000 gp

Lemina is a rather small individual, but quick on her feet. Her attitude is loud and outspoken, always speaking her mind. She is rather assertive, and her voice is high in its tone. Her hair is long, blonde, and full of curls. She is always looking for other means to raise money for her cause. Supremely confident in her magical abilities, she is outspoken in anything she cares deeply about.

Weapons

Sling (p), Staff (p), Knife (p).

Non-Weapons Proficiencies

Alchemy (15), Gem Cutting (16), Land-Based Riding, horse (21), Trouble Sense (18), Mining (15), Engineering (15), Direction Sense (19), Hypnotism (18), Common, Elven, Dwarf.

Spell casting

Spellcasting to 5th level. Signiture spell: Lightning Bolt

Special abilities

Repel Metal Legacy (Red Steel)

Possessions

Silver ring (40 gp), necklace (400 gp), flint and steel, hooded lantern, 6 oil flasks, 2 map scroll cases, 2 vials of ettercap poison (1000 gp each).

Magical Items

Spell Book, travelling spell book, wand of paralyzation (22 charges), cloak of protection + 2, magic missile scroll, staff of magic missiles (20 charges), 2 amulets of Cinnabryl (3 weeks left each), Cinnabryl Braclet (1 week left).

Notes and History

Lemina is the rightful heir to the leadership of the Magic Guild of Vane. It sounds impressive, but in reality is really only a title. Over a thousand years ago, her patron city of Vane was destroyed by a mysterious beam of light and tossed from the sky where it had floated for so many years. The city now lays in ruins, though her mother tries to carry on. Lemina has set out in order to find the funds necessary to rebuild the now ruined city. Always schemeing, she seeks the money to restore the guild to its once former glory. Having set up a testing facility just outside Vane's territory, she constantly monitors it for perspective members. Though recently she has found a small group of adventures seeking an artifact that might very well be able to restore Vane to its former glory and joined in their numbers.

Maglore

Mage 15th Human male

STR 13 , DEX 14 , CON 13 , INT 19 , WIS 19 , CHA 15 , COM , PER

AC 1, hp 37, MV 12, MR AL NE, Age 67, Height 7' 0", Weight 176 lbs

Skin Light tan, Hair Grey, Beard Grey Eyes Blue, Vision Normal, Wealth 5000000 gp

Weapons

Sling, Dagger , Quarterstaff.

Non-Weapons Proficiencies

Spellcraft (17), religion (19), astrology (19), gem cutting (12), navigation (17), etiquette (15), heraldry (19), knows languages of common (c, l), Aelvar (c), Espruar (l), Thorass (l), Dethek (l), Undercommon (c), and High draconic (c, l).

Spell casting

Casts as a 15th level mage.

Possessions

Dagger, Quarterstaff w/7 rubies in it, 8 sling bullets, Spellbook made of Gold Dragon hide.

Spells inside are: Static bolt, flame dart, magic missile, stone quarrel, burning hands, ice dagger, frost fingers, detect magic, read magic, reveal magic, identify, protection from good, fire burst, copy, enlarge, ignite flame, protection from hunger and thirst, chromatic orb, sound bubble, chill touch, shocking grasp, pyrotechnics, flaming sphere, thunderball, melf's acid arrow, stinking cloud, invisibility, detect good, strength, detect invisibility, vocalize, silence (15'), darkness (15'), cat's grace, wizard lock, continual light, know alignment, web, wall of scones, battering ram, esp, fireball, lightning bolt, snowball, lance of disruption, wall of sound, melf's minute meteors, vampiric touch, flame arrow, protection from good (10'), dispel magic, explosive runes, monster summoning i, infravision, icelance, ice storm, improved invisibility, improved strength, stoneskin, bestow curse, ultravision, monster summoning ii, phantasmal killer, polymorph self, polymorph other, fire shield, mordenkainen's force missiles, delayed immolation, hailcone, cone of cold, cone of heat, teleport, tensor's primal fury, improved blink, animate dead, monster summoning iii, tensor's destructive resonance, invulnerability to normal weapons, snilloc's major missile, magic staff, dragon scales, invulnerability to magical weapons, contingency, death spell, chain lightning, monster summoning iv, true seeing, enchant an item, lich touch, teleport dead, anti-magic shell, delayed blast fireball, monster summoning v, statue, vanish, finger of death, limited wish, mass invisibility, vision, teleport without error.

Notes and History

Born in the nation of Thay around 1289 DR. Was groomed from birth to become a Red Wizard, and is now one of the most powerful in the organization. Is currently working with Arkaneus, a priest of Kossuth in a plot to take over the world.

Malice Everhate

Mage/Priest [Ghaunadar] 17th /17th

Drow female

STR 15 , DEX 19 , CON 16 , INT 22 , WIS 21 , CHA 19 , COM , PER

AC -9, hp 103, MV 15, MR 114

AL CE, Age 435, Height 5'7", Weight 140 lbs

Skin black, Hair silver, Beard - Eyes red, Vision infra 120, Wealth 2,500,000 gp

She takes no crap from no-one

Weapons

Quarterstaff, dagger.

Non-Weapons Proficiencies

Spellcraft, ancient religion, observation, appraising, etiquette, dancing, common, read/write elf, read/write common, heraldry, riding, lizard, blindfighting.

Special abilities

Special abilities of a priestess of Ghaunadar (Drow Handbook), all special abilities of a drow (Drow Handbook).

Possessions

All normal items available.

Magical Items

Master tentacle rod, bracers AC2, hat of disguise, black robe of the arch magi, talisman and sphere of annihilation, ring of protection +5, portable hole, spider wand, wand of darkness, drow chain +5.

Notes and History

Adventured with Terrol Uther in Greyhawk and then Toril. Journeyed through the Greyhawk Ruins, fought Lolth, adventured through Myth Drannor, and finally, probably the greatest achievement, destroyed the Deep Gnomes of Burrock. Malice is also a vampire.

Mannas Tifeksdatter

Mage 14th Human female
the Ice Mage

STR 10 , DEX 15 , CON 14 , INT 17 , WIS 14 , CHA 9 , COM , PER

AC -7, hp 54, MV 12, MR AL LN, Age 23, Height 5'9, Weight 125 lbs

Skin Pale, Hair Blonde, Beard- Eyes Blue, Vision Normal, Wealth 149, 847 gp

Very slender, attractive, young woman. Dresses in very small robes. Usually can be seen carrying a wand which is partially covered in frost even the hottest of temperatures.

Weapons

Dagger, Staff, Stiletto.

Non-Weapons Proficiencies

Ancient History, direction sense, etiquette, fire-building, ancient language, navigation, reading/writing, riding, land-based (horse), rope use, spellcraft, appraising, local history.

Spell casting

Casts at 14th level. Most common spells, along with some special ice spells, her favorite spell is Artic Spray, which shoots a missile at the opponent doing 1d6+20 damage, and it's a first level spell.

Special abilities

Nothing out of the ordinary.

Possessions

Standard Adventuring Equipment for a mage.

Magical Items

Dagger +3, frostbrand, quarterstaff +3, bracers of defense ac2, cloak of protection +2, ring of protection+3, ring of elemental control (water or wind), staff of striking-15 charges, wand of frost-20 charges, wand of paralyzation-60 charges, ring of protection +6, staff of thunder and lightning-16charges, quarterstaff +4, wand of fear-46 charges, necklace of adaptation, horn of fog, cube of frost resistance, boots of elvenkind, staff of power-21 charges, potion of health, wand of earth and stone-42 charges, wand of illusion, censer of air elemental, brazier of fire elemental, wand of ightning-? charges, wand of size alteration-? charges, ring of shooting stars-? charges, cube of force, wand of wonder-?charges.

Notes and History

First encountered while adventuring in a far off dungeon. She quickly became a favorite among the rest of the group, and eventually Bastro won the heart of the Ice Maiden.

Maple

Magic-User 8th Half-Elf female
Warlock of the realm

STR 19 , DEX 19, CON 15 , INT 20, WIS 19, CHA 19, COM 19, PER exelent

AC -8/-13, hp 44, MV 13, MR 30

AL lawful neutral, Age 41, Height 4'10", Weight 99 lbs

Skin Indian Red, Hair medium brown, Beard none Eyes grey, Vision Infra 60, Wealth 9000 gp

Wears a blue cloak with a strang looking hat on her head. A very silent person

Weapons

+ 4 dagger +7 to hit d4 +11 on small d3 +11 on large Intelligent Staff of the magi +5 damage/ +2 protection goes by Gehn.

Non-Weapons Proficiencies

-5 to hit

Spell casting

All level 1 - 4 spells

Possessions

Standard adventurer kit

Magical Items

Rod of Rulership with 44 charges left Cloak of the bat 3 scrolls with protection from fire Wand of Magic Missile +4 cloak +4 ring Bracers ac0 Ring of Troll Reginoration Hat of diference : allow to become fighter or druid.

Notes and History

She was asked to clear out a large dungeon with her best friends bye a man named John.

Marin d'Uvall

Mage 4th Human Male

Guardian of the Sacred Room, Holder of the Library

STR 9, DEX 16, CON 8, INT 18, WIS 13, CHA 11, COM , PER

AC 8, hp 16, MV 12, MR 0

AL LG, Age 23, Height 1m74, Weight 106 lbs

Skin pale white, Hair dark brown, Beard small one Eyes brown, Vision Normal, Wealth 135 gp

Marin has ever been the frail kind of guy, never able to play along with the others. When the great mage Astinus wanted him as a trainee, he was very happy. He and his friends of the village, have had many adventures. But Marin usually was lying in a hospitalbed when the others concluded the adventure. Marin doesn't know a lot about his parents. They left him at the local church when he was a baby, and he hasn't seen or heard from them since. So Astinus became his second father to him. Astinus' death came as a really hard blow, because of that. Now he has inherited the whole house, lab and the magical library called 'the Magic Room'. Only he can come there, not even his closest friends can enter. Astinus had stored all his spellbooks, and many, many more things there. It it a true treasure, to be guarded from anyone who wants to have it, be it for good or for bad reasons...

Weapons

Quarterstaff (THAC0 19)

Non-Weapons Proficiencies

Riding Land Based (Horse) Spellcraft Reading / Writing Rope Use

Spell casting

Spells: Detect Magic Read Magic Cantrip Light Magic Missile Charm Person Feather Fall Jump Invisibility

Possessions

He has a silver, non magical shortsword he used once on a werewolf...

Notes and History

Comes from a Ravenloft Campaign

Megalon

Mage 11th

Human Female

STR 11 , DEX 9 , CON 15 , INT 18 , WIS 14 , CHA 9 , COM , PER

AC 10, hp 42, MV 12, MR AL CN, Age 15, Height 5'6", Weight 110 lbs

Skin fair, Hair blond, Beard none Eyes blue, Vision Normal, Wealth 400 gp gp

Weapons

Proficient with quarterstaff

Non-Weapons Proficiencies

None; has not had time in her life to study such things

Spell casting

Casts mainly offensive type spells of the mage and priest variety and some psionic powers; generally conjuration and evocation

Special abilities

Use psionics; cast priest spells, fighter combat stats

Possessions

Low cut, short red dress; quarterstaff

Magical Items

Pendant of Photographic Memory, Bracelets of Skill, Amulet of the Holy Word, Janna's Anklet

Notes and History

Was normal, young girl until she entered a cave and found the first three items and found her powers unlocked; began adventuring immediately.

Merlen Silvermoon

Wizard 21st

Human male

Knighted, Lord of Silvermoon Keep

STR 20 , DEX 15 , CON 11 , INT 19 , WIS 14 , CHA 10 , COM 15, PER

AC -4, hp 49, MV 12, MR 0

AL cg, Age ???, Height 5'9", Weight 135 lbs

Skin White from no sun, Hair Brown, Beard Brown and silver Eyes Sky Blue, Vision Normal, Wealth 51200000 gp

A very likeable person who tries to get along with everyone in the world no matter what they have done to him in the past. Those who have made him cross have never lived to warn anyone after. Merlen has a set of magical diamond arms which are plus 4 to Ac, Attack and damage, in an anti magic area his arms are useless.

Weapons

All of merlens weapon slots have been put into the staff of the magi so he is a very proficeint person with it and in melle combat he is a dangerous person to get close to due to his magical arms and the damage they cause. Merlen knows to full extent the powers of his staff and what ravoc he can wreak on the world when mad.

Non-Weapons Proficiencies

Reading/writing Astrology Navigation Spell Craft Speed Casting Silent Casting Riding Airbone Riding Landbase Swimming, Languages, Modern Languages, Ancient Engineering Magical Engineering.

Spell casting

5\5\5\5\5\4\3\3\2

Special abilities

Merlen prefers to sit his citadal in the air,(Flying Citadal that he owns) and wait for some foulsh persons to annoy him, then postioning his citadal over them cast various offensive spells at them from above.

Possessions

Back pack spells books sm tent 3 torches tinder box bedroll 4 sheets of parchment 2 quills 1 vial of ink 1 week of rations, 2 weeks of wine.

Magical Items

Merlen is currently in possension of the following: Ring of spell turning Wand of Frost Bracers of Defense Ac 2 Orb of Dragonkind Staff of the magi 4 Exlirs of youth 1 exlir of love 1 oil of sliperness

Notes and History

Merlen grew up under the careful eye of his father, he was never interested in his fathers trade of gem cutting, but when the traveling circus came to town the mage facisnated him and that was over 150 years ago.

Merlin Treedragon

Mage 24th Human male
Spellblast

STR 12, DEX 15, CON 17, INT 18, WIS 18, CHA 14, COM , PER

AC variable, hp 62, MV 12, MR 5

AL CG, Age 210, Height 6'1", Weight 150 lbs

Skin light grey, Hair white, Beard white Eyes blue, Vision Infra 20', Wealth 2,000,000 gp

Merlin is a healthy man who appears to be in his late 30's. He always wears green robes with a dragon embroidery circling around it. Merlin is jovial and friendly but has an intense hatred for drow and

necromancers. He is rarely seen without his dragonhead staff. He is quick to blast those who attack him. He has a panache for unusual spells and unusual twists to old ones.

Weapons

Dagger+2 longstrike, 2 darts of prismatic spray, dart of disjunction, sling, 12 bullets+1 stunning, dart of timestop, proficient in martial arts, dagger, dart, sling, staff. Staff of dragonmight (does old wyrm claw damage and 3 breath weapons per day at old category. Can deflect normal missiles at will).

Non-Weapons Proficiencies

Spellcraft, alternate magics, herbalism, alchemy, conceal spellcasting, quick casting, riding airborne, brewing, cooking.

Spell casting

Major access to combat and protection spheres

Special abilities

Wizard sight, 1 in 20 surprise

Possessions

Tower, labs, mithral statue of self, villa in Cormyr, tower on Oerth, villa on Krynn, citadel on plane of air.

Magical Items

Ring of invulnerability (+5 weapon to hit), robes of archmagi, wand of viscid globs, wand of forced etherealness, ring of major globe invulnerability, Holy symbol of Batroc (immunity to mind control, hold spells, timestop, imprisonment) others as needed.

Notes and History

Merlin is one of four quadruplets born to the an unknown couple. The couple were slain by drow and the children were taken as slaves. Merlin grew up as the personal pleasure slave of a drow sorceress. He learned magic in bits and pieces by watching her. At the age of 16, Merlin made his escape but failed to kill his mistress. He managed to steal one of her books and her staff of the Magi. As fate would have it, his brothers were also making escape attempts at the same time. The four fled through the Underdark barely avoiding capture. On the surface, the four were taken in by the archpriest Shahn. The four brothers formed the group known as the mighty Treedragons. After long years of adventuring, they finally retired in Waterdeep. Merlin came out of retirement during the time of Troubles when his brother's temple was mysteriously destroyed. As he investigated, his other two brothers were slain by necromancers loyal to Zzass Tamm, a foe the group clashed with several times. Merlin slew the necromancers and seriously injured Zzass Tamm. He is now very active in training young mages and sponsoring adventuring groups.

Mertwix Anthalron-Elric

Fighter/Mage 43th/43th

Human male: (demi-god)

Son of Carolinus Elric, Slayer of Black Terras, Vanquisher of Tiamat, Master of Asmodeus, Destroyer of Menzoberranzan, Bane of Drow, The true fear of Lloth, Seeker of the Heart-Stone

STR 25, DEX 25, CON 25, INT 25, WIS 25, CHA 25, COM 21, PER n/a

AC -25, hp 399, MV 48', MR 70 AL cg, Age 256, Height 6'7", Weight 187 lbs

Skin weathered tan, Hair white, Beard white, hangs to his waist Eyes blue within blue, Vision Infra. 120 yds., Wealth unlimited

Mertwix looks as if he is in his early 60's, but his eyes look far too young for his age. His robes are silver with a blue tinge. He wears a tall crooked hat with a roc's feather in it. At first meeting Mertwix, PC's find a dottering old man who talks to him self(he's actually talking to his familiar "Skizzm" the weasle).

Weapons

He can use any weapon his disposal. His favorite is the "Sword of Thorndearth" a +6 longsword that has the ability to cast the "Thorndearth" spell 3 times a day at the wielder's command, on a natural roll of 20 the sword casts the spell it's self

Non-Weapons Proficiencies

Any the DM chooses.

Spell casting

1st:16 2nd:16 3rd:16 4th:16 5th:16 6th:16 7th:13 8th:13 9th:13.

Special abilities

All saving throws are auto, and his stats are god given.

Possessions

None that aren't magical save his pipe and hat(but for some reason it never falls off!?)

Magical Items

Cloak of protection +7 robes of invulnerability bracers AC 0 boots o' speedring of protection +5 amulet of protection from dragon breath(forms a 10' globe around wearer) ring of magic reversal (item used to destroy Menzoberranzan) ring of wizardry ring shaped in the likeness of a gold dragonring of summoning(Carolinus) wand of rapid fire fireball spellbook

Notes and History

Mertwix was born a normal child, except for one thing, he had a favor from a god. He began his life as a thief and then after meeting a grand mage he decided to change careers and become a grand mage himself. While he was on a quest, The one in which he began seeking the Heart-Stone, he found and defeated the drow's high goddess, Lloth. This got some very powerful drow very angry at him. To get their revenge against him for defeating their goddess, they attempted to go back in time and eliminate him at the time of his birth. This caused the god to grant the favor he owed to baby Mertwix. The favor that he granted was for the child to be protected and raised by a great and powerful mage, Carolinus Elric. Carolinus raised the child as a normally as possible, given the circumstances, and when he reached the age of twenty, Carolinus told Mertwix who had killed his true parents and about everything else that had transpired. Mertwix then decided to take vengeance against these drow. His vengeance came in the destruction of Menzoberranzan, he used the ring of magic reversal to destroy all life in the once powerful city. All of his stats are god given(by Carolinus) and he obtained a lot of his training from the same man. He still seeks the Heart-Stone and is currently engaged in the third dragon war(thirty years after the war of the lance).

Mirtenius, Mirtus, Mickelby

Mage/Thief 12th/13th

Elf (Qualinesti), male

STR 8 , DEX 19 , CON 10 , INT 18 , WIS 11 , CHA 14 , COM , PER

AC -3/-7, hp 38, MV 12, MR AL CG, Age 155, Height 5'8", Weight 138 lbs

Skin Pale, Hair Blonde, Beard - Eyes Blue, Vision Infra 60 ft, Wealth approx 100000 gp

He's a handsome qualinesit elf, from Krynn. His blonde hair reaches down to his shoulders. His face is very clean cut, and has no facial hair (he's an elf), he's got a pointy nose and thin smile. He is average built, and moves with the grace of a cat. Arond his head he's got a darkgrey headband, all his clothes (when he is adventuring) is grey. He also has a tunic and comfortable pants to top it of he's got a arkgrey cloak(enchanted). He usually wears a longsword and a couple of daggers too, for defence and attack.

Weapons

Longsword, Dagger, Blowgun, Short-bow.

Non-Weapons Proficiencies

Spell-craft, Tumbling, Riding, Land-based, Ancient languages, Ancient history, the dragons of Krynn,Dancing, More to come, don't have the character here....

Spell casting

He is a mage of the twelfth level, without any specialisations. Have developed two spell of hi's own, I will submit them shortly.

Special abilities

All thief abilities at 80 %

Possessions

Standard adventurer's kit.

Missa Lorelin

Enchantress/Psionist [kit: Noble] 12th /11th

Aranea female

Noble of Eusdria, Dream Mage of the 3rd Circle

STR 8 , DEX 17 , CON 16 , INT 14 , WIS 17 , CHA 16 , COM 16, PER

AC 10, hp 67, MV 18/12, MR AL NE, Age 20, Height 5'7", Weight 120 lbs

Skin Pale, with red tinge, Hair Naturally red, dyed black, Beard None Eyes Intense green, Vision Infra (60'), Wealth around 50,000gp gp

Seemingly a tall and aristocratic noblewoman of the Savage Coast. In her elven form she is taller than average, as typical for an elf of Eusdria. Attractive, she normally wears a gold trimmed wizards robe, but when socialising prefers dark coloured gowns of spider silk. In her native spider form she is only 5' tall. She has eight legs and is generally identical to a giant spider, but with the addition of two humanlike hands. She has 8 eyes, six tiny eyes useful only for sensing motion and two main eyes, which appear disturbingly similar to her elven eyes. In full spider form she does not normally wear clothing. She also has a hybrid demispider form. This resembles the elven form, but with the addition of venomous fangs, spinnerets in the palms of the hands, an extra pair of eyes at her temples, and an extra joint in each finger.

Weapons

Poisonous Bite (p), Webcasting (identical to Lasso) (p), Sabre (p), Belt Pistol (not proficient), Wrestling (one WP slot).

Non-Weapons Proficiencies

Etiquette,Heraldry, Horse Riding, Speak Thyatian, Speak Slagich, Read/Write Thyatian, Musical Instrument: Elven Harp, Hypnosis, Rejuvenation, Observation, Elvish (Savage Coast dialect), Rope Use, Dancing, Speak Eusdrian, Mental Resistance, Psychology.

Spell casting

12th Level Enchanter Specialist Wizard, Rarely uses magic, preferring psionics. Favoured spells include Spook, Missa's Slumberkiss (turns aranea venom into Dreambliss Poison, see Complete Necromancer), various Hold spells, and Cold Imprisonment (a rare Herathian spell that encases its victim in a block of ice (cf Excalibur).

Special abilities

Gains all Elven abilities in Elvish Form, -4 to enemy surprise rolls, 90% resistance to sleep and charm spells, Secret Door detection, +1 to hit with Sword/Bow, Communion/Manifestation/Reverie.

Gains Aranean abilities in Spider Form Webcasting (as lasso, one from each spinneret, 60' per spinneret) Venomous Bite (d6 damage, poison inflicts d4 dmg/rnd for d4 rnds if a save vs poison is failed, upto 3 bites per day) -1 to enemy surprise rolls. In Demispider form she gets... All Elven abilities, Webcasting, Poisonous Bite (only poison damage). She is an 11th level Psionicist, with 125 PSPs and a further 125, in her receptacles - diamond jewellery. Telepathy is her primary discipline, she also has Psychoportation, Psychometabolism and Metapsionics. Her Telepathy leans towards psychic attacks and torture type abilities (Inflict Pain, Domination, Probe), and her favourite power of All Time is Psychic Surgery.

Possessions

12500gp value Diamond Jewellery (psionic receptacles), Green Dragon skin Armour (AC -2), kept back at base, 45454 Glantrian Ducats, 7500 Thyatian Lucins, Red Steel Exceptional Quality Sabre, Belt Pistol, gold plated inscribed with Smith & Westron, 5 Red Steel bullets, 5 charges of Smoke Powder, Powder Horn, Jade Mask once belonging to Landryn Teriak, the Shadowlord.

Magical Items

2x Special Thought Bottles (each may hold 20 PSPs), Black Robes of the Archmagi (once Landryn Teriak's), Staff of Power, 15 charges.

Notes and History

Personality :- Extremely manipulative, she is icily cold and ruthless. Subtlety is no stranger to her. Has a strong sadistic streak in her - kept well under control this is only unleashed upon helpless victims (she is an exquisite torturer). Completely amoral, and dangerously ambitious. Background :- The youngest of three sisters in a family of Eusdrian aranea. Her mother, the Lady Vala Lorelin, was a member of the Order of the Venom, an evil aranea secret society, and Vala raised her three daughters from birth to be agents under her complete control. Missa was found to have a natural aptitude for psionics and magic of a mental nature, and was provided with the best training. Unfortunately, she was also far more ambitious than her mother realised. When an adventuring party showed up on the trail of her mothers heinous deeds, Missa betrayed her mother and assisted in her capture by the authorities which resulted in her hanging. Missa requested that she and her two siblings (the only people that she truly cares about besides herself) were allowed to join the adventurers, and spent the next two years adventuring all over the Savage Coast. In the year 1003 AC the party moved to the Known World, far to the East of the Savage Coast, and Missa went with them. She found the magical land of Glantri, and took to the Machiavellian Glantrian politics like a duck to water. Her current goal is to discover the identity of the mysterious leader of the Unseen Hand, the Glantrian assassins guild, and replace him. This is her first step to achieving a princedom...

Morgan Blackstaff

Mage 12th Human Male
Leader of the red robes

STR 9 (Mus 9/Sta 9), DEX 16 (Aim 14/Bal 18), CON 11 , INT 19 (Rea 19/Kno 19), WIS 13 (Inn 15/Wil 11),CHA 15 (Lea 13/ App 17), COM , PER

AC -2, hp 53, MV 12, MR 0 AL TN, Age 29, Height , Weight lbs

Skin Human, Hair Black, Beard None Eyes Blue, Vision Normal, Wealth 200 gp

Weapons

Quarterstaff.

Non-Weapons Proficiencies

Spellcraft, Running, Running, Endurance, Ancient Languages, Ancient History, Local History, R/W

Spell casting

12 level mage, no Necromancy and Greater Divination spells

Possessions

Prot.ring+1, Bracers of protection AC6, Cloak of protection+3,Wand of lightning, Wand of wonder.

Morlos "Dark Cloak" Silaes

Mage 30th

Elf Male

Lord of the Tower of Forgotten Souls, Master of the Planes, Hero of the Battle of Dragon Death

STR 12, DEX 19*, CON 14, INT 18, WIS 16, CHA 14, COM 16, PER

AC -2, hp 102, MV , MR

AL Lawful Evil, Age 15,000, Height 6' 1", Weight 156 lbs

Skin pale, Hair Blue with white streaks, Beard - Eyes Blue flecked gold, Vision Infra 60', Wealth 105,691,287 gp

He is extremely haughty and cold. Because of his magical powers, he rarely leaves his tower, preferring to research and experiment into the nature of the true power.

Weapons

Dagger (specialist) ,staff (expert).

Non-Weapons Proficiencies

Ancient Lore, Astronomy, Reading and Writing, Etiquette...

Spell casting

Prepares and cast all the spells he has learned over his life.

Special abilities

Special attack: Twist Spell (This spell like ability comes from his observance of how the true power works. All spells are affected by this.

Possessions

Nothing Special

Magical Items

Staff of Entrophy and Chaos (+5). Daggers of Mind Stealing: (this +3 pair of daggers are capable of draining away 2 levels of experience every time they are used) . The Cloak of Darkness: (The cloak was made by Morlos after he entered and exited the Realms of Baator. Woven from a form of material never found on the Realms, it confers the ability to walk the Planes at will.)

Notes and History

Born to the Elven Royal Family, he was trained in mage at an early age. At the age of 50, he left home and adventured with a party of mercenaries. He changed his alignment after a battle with a Baatezu. Then, the Dragon Death Wars broke out. At first, he retreated to his tower and refused to participate in the war, until he realized that the Elves would soon be defeated. He cast the spell of "Dragon Death" at the ruins of Myth Drannor, defeating the dragons and ending the Dragon Death Wars. He then returned to the Tower of Forgotten Souls.

Mortellan Cribol

Mage 20th Elven male
Archmage of Greyhawk, Lord of the Forgotten City

STR 10 , DEX 18 , CON 16 , INT 20 , WIS 18 , CHA 18 , COM , PER

AC -6, hp 70, MV 12, MR 10 AL CN, Age 630, Height 5'11', Weight 130 lbs

Skin pale, Hair black, Beard - Eyes blue, Vision Infra 90, Wealth unknown

Mortellan is a regal well mannered mage. He has a short temper caused by madness, and is very paranoid of his enemies. He normally wears red robes, and a platinum headband.

Weapons

Spear staff+5 (sp) Rod of smiting,

Non-Weapons Proficiencies

Artistic ability(painting), etiquette, ancient history, spellcraft, heraldry, religion, appraise, speaks 8 languages.

Spell casting

Casts spells as a 20th level mage. Cannot use conjure and illusion schools.

Special abilities

Resist sleep,charm and hold 90%, can detect magic naturally 100% chance.

Possessions

Smythe Keep (near Greyhawk), Forgotten City(in the Sea of Dust)

Magical Items

Bracers of defense AC2, Ring of protection+4, Rod of Smiting, Spear staff+5, Headband of telepathy, amulet of magic resistance 10%, Ring of fire resistance, crystal ball.

Notes and History

Mortellan was a scholar most of early mage career. He was jealous of his fighter brothers' fame and became an adventurer with the FiveTravelers. His enemies have included the Scarlet Brotherhood,the Mage of the Vale, and the demi-god Iuz.

Nairb Werdna

Mage 13th Human male

STR 15 , DEX 17 , CON 17 , INT 18 , WIS 18 , CHA 14 , COM , PER

AC 3, hp 48, MV 12, MR AL LN, Age 33, Height 6' 11", Weight 175 lbs

Skin White, Hair Blond, Beard Blond Eyes Green, Vision Normal, Wealth 400000 gp

Weapons

Quarterstaff, Dagger, Bolas.

Non-Weapons Proficiencies

Spellcraft (16), religion (18), bureaucracy (18) 3-slots, horse riding (21), seamanship (18), direction sense (19), Common (C, L), Thorass (L), Aelvar (C), Espruar (L), Dethek (L), Raurik (C), High Draconic (C).

Spell casting

Casts at 13th level magic-user.

Possessions

15 Daggers of varying quality, Quarterstaff with 7 rubies embeded in it, Bolas, Assorted cash equaling 3000 gp, Assorted spell components, Holy Symbol of Mystra.

Magical Items

Has recently acquired: Ring of Protection +4, +2, Earring of Protection +3, Bracers of Defense AC 2, Ring of Teleport without Error, 6 Wands of Magic Missiles (30), 3 Wands of Fire (76), Ring of Resistance (Evocation), Rod of Lightning, 3 Scrolls of Banishment, a scroll of Dismissal, 3 scrolls of Monster Summoning III, a scroll of Monster Summoning VI, a scroll of Monster Summoning VII, a scroll of Teleport, and 5 scrolls of Cone of Cold.

Notes and History

Was born in the city of Sundice, north of the Great Glacier. He is a member of the clergy of Mystra. He has fought and defeated many dragons before he was sent after the 500-year old red dragon Kossuth's Rage. He and the rest of his party, fell victim to a Stone to Flesh spell, and have been stuck in the dragon's lair for 700 years. He is waiting to be released by some adventurous party, as Kossuth's Rage is now the size of a small city, and is working for the Red Wizards of Thay. Has recently been free from the stone by the mage Jhannifer, and is currently traveling with her and her party.

Nathalanthas

Mage 84th Elf Male
Ruler of the fourth moon. God beater.

STR 18, DEX 18, CON 18, INT 20, WIS 20, CHA 18, COM , PER

AC -10, hp 106, MV 12, MR AL alters, Age 3,654, Height 6' 1", Weight 134 lbs

Skin white, light brown, Hair blond, Beard - Eyes blue, Vision Infra/ultra (50'/60'), Wealth not needed

He seemingly radiates power. All beings feel weak in his presance. He wears black robes, and carries a smooth staff. He carries his spell books in another dimesion that always is at his side. His hair is nusual, and was turned that way when he cast a powerfull spell.

Weapons

He has spent all of his proficiancy slots to gain his 17'th level magic.

Non-Weapons Proficiencies

Too many to list

Spell casting

He is a Mage of all sorts, so he casts from all spheres. His effective casting level is level 17. He is so powerful, that now only the gods are a challenge to him. He lives on a fourth moon which he created.

Special abilities

His staff gives him special attacks and defences

Possessions

Well, besides his staff and robes, he needs nothing except his moon.

Magical Items

No need of...

Notes and History

He was born a bastard, which is very unusual for elves. He was raised by the powerful mages of many worlds, traveling between them all, learning everything he could. Later, he cast a spell that opened a gate to the lost cathedral and was then able to cast 10'th level magic and higher. Years later, he created a staff and then a moon. Now he competes with the gods and has become one himself.

Nilrem The Swordseer; of Zhentil Keep

Mage 21th formerly Warrior 4th

Human, Male

Apprentice to Khelben Blackstaff, Slayer of Manshoon (but so are half the good mages in Faerun), The Swordseer, Crust Bucket (But smile when you say that)

STR 17, DEX 14, CON 17, INT 19, WIS 12, CHA 18, COM 15, PER

AC -3, hp 87, MV 12", MR 8% AL CG(L), Age 39, Height 6'6", Weight 215 lbs

Skin Olive tan, Hair Black, Beard Black Eyes Brown, Vision normal (we think), Wealth Bounty from Zhents:1,500,000 gp

Easily could pass a knight, dresses well and has a noble bearing. Has a dueling scar on his right cheek and one of his front teeth is engraved with his sigil, a sword with an eye in the hilt. He also has a tattoo of his sigil on his left shoulder. Wears reds and golds, and black pants and his boots are black. He wears his longsword on his left side and always wears his Cloak of Impressiveness, which is black and looks like a starry sky, and the stars move! However that is the extent of the cloak's magic.

Weapons

Skylore, Longsword +2, +5 vs Magic Using/Enchanted creatures(S), 3 Daggers all of identical design (Ebony handles with gold enlaid pictures of Dragons), One is normal, one silver, and one iron. Staff (p).

Non-Weapons Proficiencies

Reading/Writing+2, Spellcraft+2, Ancient History(magicians, artifacts)+2, Languages: Elven +2, Undercommon, Dwarvish+2, Orcish+1, Goblin, Riding (Land/Air)+2/+1, Etiquette+3, Heraldry+ 1, Dance, Blind Fighting, Engineering

Spell casting

Spell Level: 9th Spell Knowledge: All common Spells (ie Player's Handbook): 1st-5th level.

Special abilities

Immune to 1st level Illusions, obscure knowledge, Precise Memory, armored Wizard (can wear Studded Leather and lighter), Move Silently 20%.

Possessions

One Heavy Warhorse (Max Abilities) Gargan Three Foot iron rod, 50' Silk cord, two iron rings (6" diameter) three pouches of pepper, Three Vials of Ink Quill, Three changes of Clothing, Fake Crystal Ball, golden earring.

Magical Items

Ring of the ram (12), ring of wishes (1), ring of flying, ring of water walking, wand of enemy detection (12), staff of thunder & lightning (44), skylore (longsword) int 6 ego 8 :detect magic 20'r, portable hole (kept in secret compartment in belt buckle), girdle of many pouches, glow rod.

Notes and History

Nilrem was born in Zhentil Keep. Following in the proud tradition of his family, he joined the military. A large and robust lad he picked up soldiering quickly. However he was also brilliant and chaffed under the authority of the sometimes duller wizards who he served. Then there was his "unfortunate" sense of personal honor and goodness. He hated the way he and his masters treated the people who served them. He got his first break as a lieutenant, he was assigned to a raiding party led by Manshoon, the ruler of Zhentil Keep. Nilrem offered one of the other wizards in a duel and requested becoming an apprentice of Manshoon. Thus began his second career, that of a mage. Two years later, Nilrem betrayed Manshoon and aided Elminster and Khelben Blackstaff in defeating one of the Zhent's schemes. The Lord of Waterdeep took the novice wizard in as his own apprentice. After three years of service he began his third career, that of Hero. He spent the next ten years adventuring with The Lords of the Orb, an adventuring party dedicated to spreading good and Knowledge through out the realms. He has amassed quite a fortune and married his lover, a priestess of Mystra. He continues to adventure with the other "Lords" and considers them his family.

Niuikapua

Mage 3rd

Elf male

STR 14 , DEX 17 , CON 14 , INT 18 , WIS 15 , CHA 16 , COM , PER

AC 6, hp 12, MV 12, MR AL n, Age 150, Height 5'5", Weight 102 lbs

Skin Pale, Hair Blond, Beard none Eyes Amber, Vision 60' Infra, Wealth 2550 gp

Niuikapua is a male grey elf. His cloths are in bad shape because he hasn't had any new ones in a long while and his cloths have fallen apart many times.

Weapons

Dagger

Non-Weapons Proficiencies

Herbalism, spellcraft, Seamstress/tailor

Spell casting

Level=2 Mage

Special abilities

Find traps, 1 x week telepathy, =4 vs. poison.

Possessions

Sashling, Boot high soft, robe, breeches, shirt, backpack, 2 wax candles, skin, ciderbox, 50' rope.

Magical Items

+1 silver dagger, wand of trap detection, wand of fire ball ice ball wall of fire wall of ice.

Notes and History

Niuikapua has had a real hard time. He started out leaving his home to explore and adventure. He was unexpectedly transported to another world. He has been there for all of his adventuring days. In there he has been cursed many times. He was shrunk to a height of one foot. He was then turned into a ghost. He was later turned back to his normal small self. Later he was then changed into a staff. He then was changed back into his own small self and is still there. Over his adventures he has made a real good friend. His name is Shure Horn. He is a suarel.

Nostradamus

Mage 7th Human male

STR 12 , DEX 16 , CON 12 ,INT 13, WIS 16 , CHA 14 , COM , PER

AC 0, hp 25, MV 120', MR - AL Chaotic, Age 25, Height 1.75m, Weight - lbs

Skin pale, Hair red-long, Beard Sideburns Eyes Blue, Vision Normal, Wealth 30,992 gp

A guy at 25 age with pale skin, blue eyes, long red hair and sideburns, with his symbol(a ring dragon) at the back of his simple black cape and a scar of previous battles, over the eyebrow.

Weapons

Dagger+2.

Non-Weapons Proficiencies

None important.

Spell castingAs his class.

Possessions

A simple backpack, a horse, his clothes, 5 normal daggers, one silver dagger.

Notes and History

He was born in Kelven, in Grand Duchy of Karameikos, at Nuwmont 964. At early age, he decided he wanted to be a mage. After that, he found another 2 adventurers and they became a company. Now they are already five. He has helped a lot his group, to kill a White Dragon, (without him maybe they couldn't make it). But unfortunately, in the last adventure, he and one another member of the group, (a cleric), were killed by a Rex, in the Island of Dread. Their friends tried to resurrect them, but the mage who offered to help them, turned out to be the Zombie Master and he turned them into zombies. Now the rest of the group are trying to save them, but Nostradamus and the Cleric, will probably fight on the side of the bad guys.

Nulin Sade

Mage 18th Human Male
Royal Librarian to King Azoun IV

STR 9 , DEX 17 , CON 13 , INT 20 , WIS 15 , CHA 14 , COM , PER

AC -2, hp 38, MV 12, MR 10 AL NG, Age 56, Height 5'9", Weight 164 lbs

Skin White, Tannish tint, Hair Blackish-Grey, Beard - Eyes Green, Vision Normal, Wealth unknown

A charming old man, Nulin has a Grandfatherly face, but the heart (And Energy) of a twenty year old. He has great dexterity for an old man.

Weapons

Used: Dagger (p), staff (p), dart (p), sling (p).

Non-Weapons Proficiencies

Languages: Elven, Dethic Dwarven, Common, Good Dragon
Non-Weapon: Healing, herbalism, engineering, riding airborne, brewing, reading/writing, spellcraft, religion, cooking, riding land based.

Spell casting

1st- 5 ; 2nd- 5 ; 3rd- 5 ; 4th- 10 ; 5th- 10 ; 6th- 6 ; 7th- 3 ; 8th- 2 ; 9th- 1.

Possessions

Basic Traveling equipment, and everything you'd find in a house (His home) 20 darts, dagger, sling, 20 sling bullets.

Magical Items

Staff of the magi (13 charges), wand of frost (100 charges), wand of fire (68 charges), wand of lightning (77 charges), ring of wizardry (3rd to 6th), pouch of holding, three scrolls of every basic spell from 1st to 3rd level, 2 of each for 4th to 6th, and 1 of each for 7th to 9th, amulet of 5% magic resistance, robe of the archmage, bracers of defense ac 6, ring of protection +1, 10 potions of healing, dagger of venom +2, 30 darts +2, dagger.

Notes and History

Born in a village in the Dalelands, his parents sent him to learn all he could under the a now forgotten mage. He learned much, and when he grew up, he joined an adventuring party. During his travels, he earned the favor of a silver dragon and was repaid with a silver dragon egg. He now owns a Silver dragon, age 35. He now hires himself out as a tutor, or a sellsword mage. Usually he sells out for a small price, but keeps his most powerful spells to himself, preferring to let the younguns do the bulk of the work, while he chronicals the adventures.

Obsidian Halfblood

Mage 14th Half Drow Male

Leader of Company of Twilight

STR 14 , DEX 17 , CON 13 , INT 18 , WIS 15 , CHA 12 , COM , PER

AC 4, hp 34, MV 13, MR 15 AL LN, Age 208, Height 6'3", Weight 180 lbs

Skin Black, Hair White (red strip), Beard - Eyes Lavender, Vision Infra (400), Wealth 2000 gp

From a distance Obsidian looks like any other Drow. But the curse of his Human mother makes him different in many ways. From his voice (deeper) to the larger body. This has left him an outcast.

Weapons

Dagger +2 (P), Quarterstaff +2 (P) -able to store one spell castable at any time.

Non-Weapons Proficiencies

Blind fighting (n/a), survival (underground)(int/0), spellcraft x2 (int/-1), reading/writing (int/+1), direction sense (wis/+1), mining (wis/-3), brewing (int/0).

Spell casting

Level 11 Mage Once a day :-Faerie Fire, Detect Magic.

Possessions

Backpack, 50' rope, Grappling Hook, spell book, Componentents to spells.

Magical Items

Ring of water breathing.

Notes and History

Having spent a great deal of time in the Underdark Obsidian is new to the ways of the surface world and makes many errors. Now a Member of the Starlight riders thing seem to be picking up.

Olan Leaflett

Mage 12th Human male

STR 14 , DEX 12 , CON 11 , INT 17 , WIS 12 , CHA 16 , COM , PER

AC -2, hp 42, MV 12, MR 25 AL NG, Age 27, Height 5'11", Weight 168 lbs

Skin light tan, Hair blonde, Beard- Eyes blue, Vision normal, Wealth 1200 gp

Olan is a powerful mage residing in the quiet farming community of Amphail. He is known in the north as a good man and ready to take action against evil or just to help out the common man. He travels often and rarely stays around in the same area for long periods of time. Thus catching him at home is always a gamble.

Weapons

Staff, Short Bow, Dagger. After living in the forests as a child, Olan has become skillful with the bow.

Non-Weapons Proficiencies

Reading/writing, spellcraft, riding, land-based, cantrip, ancient language, written, navigation, swimming.

Spell casting

Level 12 Mage : 1-4 ; 2-4 ; 3-4 ; 4-4 ; 5-3 ; 6-1.

Special abilities

Detect magic, read magic, cantrip at will, telepathic link w/ hawk familiar, superior vision, never surprised.

Possessions

Often; Olan carries with him a leather satchel holding his traveling spellbooks, his dark blue cloak, and some odds and ends of adventuring gear on his horse; Dusty.

Magical Items

Cloak of protection 2, bracers a/c 4, staff of power, wand of polymorphing, wand of magic missiles, ring of protection 3, ring of wizardry (1-3), various "mini" potions (small vials; 1/2 power), short bow 1, gloves of archery.

Notes and History

Olan was orphaned as a babe by his parents, somehow he just lost them. After living off the land for the first few years as a child, he was taken in by a wandering merchant who taught him the art. At the tender age of sixteen, Olan embarked on his first adventure, where an unfortunate accident in a kobold lair, his two companions and his first real friends were both killed. This is the reason for Olan's solitude. His bad luck seems to follow him.

Palpatine

Mage 10th Elf male
The Dead Prince

STR 14 , DEX 16 , CON 14 , INT 18 , WIS 16 , CHA 14 , COM , PER

AC 5, hp 31, MV 12, MR AL NE, Age 116, Height 5'4", Weight 101 lbs

Skin , Hair Brown, Beard Eyes Yellow, Vision Infra 60', Wealth (in standard gp value)

Palpatine is a relatively attractive elven male who usually gives off a sense of foreboding.

Weapons

Dagger, staff.

Non-Weapons Proficiencies

Common, Silvinesti, Solamnia, R/W Common, R/W Silvinesti, R/W Magius, Ancient History, Etiquette, Religion, Engineering, Navigation, Herbalism, Spellcraft.

Spell casting

Effective Casting Level = 10 (Depends on moon alignment)

Possessions

Black & Gold Robes Black & Gold Cloak Rations High Soft Boots Broad Belt (2) Large Belt Pouches (2) Small Belt Pouches Wineskin.

Magical Items

Staff of the Moons (Staff of Power, 20 charges), Dagger +2, Ring of Protection +3.

Notes and History

Palpatine was born into the Royal household of Silvinesti. He was exiled and forgotten when he was found studying the black arts. He traveled the world and joined up with an adventuring company in Solace. On his adventures he found a lost staff in an abandoned castle. The company claimed the castle for themselves, and Palpatine currently resides in the tallest tower in the castle, researching spells and plotting to take over a small section of the world. In his journeys he has killed the red dragon Shassisalenar. Who, before Palpatine, had possession of the Staff of the Moons.

Pasha IV

Magic-user 9th human male
Lord of the new tower in shadow gap

STR 8 , DEX 17 , CON 16 , INT 19 , WIS 16 , CHA 15 , COM 15, PER

AC -1(-6 evil), hp 91, MV 12', MR 05% AL neutre, Age 32, Height 5'11, Weight 198 lbs

Skin white, Hair none, Beard little pinch Eyes brown, Vision Infra 60', Wealth gp

Very intelligent with no patience and little aggressive when he feels too much pressure. try always to find some new spell or try to make

Weapons

Staff and dagger.

Non-Weapons Proficiencies

Reading/writing ancient language ancient history swimming ancient religion running spellcraft
direction sense etiquette riding landbased religion.

Spell casting

Sorry i dont play with sphere

Special abilities

Protection from evil (ability give by god) Infra 60' (ability give by god) mind blank (permanency)

Magical Items

Robe of arch-magi, staff of magi (15), ring of fire resistance, ring of protection +3, cloak of displacement +2, amulette of creating food&water 3/day, cube of force, carpet of flying (4 people) , 3 special casebone creat by me ***improved vs water + resist fire+resist cold.

Notes and History

Push vecna in his plane (vecna lives) do 3 novels pharao ravager of time's novel get the staff of sorcerer king find a new god names Nezram go searching his friend mordainkainen in the abyss vs orcus.

Pedris

Mage/Thief 7th /7th Half-elf male

STR 16 , DEX 18 , CON 15 , INT 18 , WIS 10 , CHA 13 , COM , PER

AC 0, hp 40, MV 12, MR 0 AL cg, Age 25, Height 5'2", Weight 175 lbs

Skin , Hair , Beard Eyes , Vision Infra (18), Wealth 17 549 gp

Weapons

Weapon 2 Dague +1 Scimitar +2 of Quickness, Vorpall Short sword +1, +2 vs magic-user and enchanted creature Long bow, composite with 25 arrows +1.

Special abilities

Pick pocket: 50 Open lock: 70 Find trap: 55 Move silently: 50 Hide in shadow: 55 Detect noise: 50 Climb walls: 75 Read language: 40 Backstab: x3

Magical Items

Wand of magic missile: 30 charges, wand of paralyzation: 27 charges, wand of fireball: 48 charges, Ring of wizardry (2 spell level doubled), Ring of invisibility, Bracer AC 4.

Notes and History

Pedris was born in Glantri. He discovered his magical talent when he was young and he learn more about magic in the Great school of magic of Glantri. Most of Pedris friends was thief so they teach him some trick. Now, he his a merchant of magical item.

Pe'Yter Nefalious

Mage [Fire Elementalist] 9th Noble Elf – Male

STR 9 , DEX 18 , CON 18 , INT 19 , WIS 10 , CHA 11 , COM 14, PER

AC -3, hp 49, MV 12", MR 0 AL CG, Age 270, Height 6'0", Weight 110 lbs.

Skin White, Hair Red, Beard- Eyes Violet, Vision Normal, Infra 60", Wealth Fluctuates

An obviously eccentric individual. He dresses in robes with a red and orange flame design.

Weapons

Flametooth (Rapier) +4 :bursts into flame within 60' of evil. He is a specialist with it. Mageblade (Rapier) +2/+4 vs. Dragons :has the ability to cast Detect Invisible and Improved Invisibility. He is a specialist with it.

Non-Weapons Proficiencies

Alertness, ambidextrous, plasma magic theory, blindfighting, cryptology, direction sense, heraldry, herbalism, an. hist. gravestine, re. hist. loreless woods, re. hist. d'kor'tet, land riding, lang. (r/w/s) englet, lang. (r/w/s) gravestine, lang. (r/w/s) noble elf, lang. (r/w/s) hell's tongue, lang. (r/w/s) ancient dagwar, religion, spellcraft, teaching, timesense, undead lore, fire building, meditation.

Spell casting

Casts as a 9th Level Fire Elementalist Mage.

Special abilities

Noble Elven Abilities. (Detecting secret doors, weapon bonuses,etc) . Acadamian Kit Bonuses. Turning Undead at 2 levels lower. (Effect of Chaos Magic). Immune to Minor Illusions.

Possessions

Backpack, mithril steel tunic, holy symbol, silver mirror, mundane silver ring, various magical experimentation equipment at his lab. recipe for Dwarf brandy, writing utensils and blank parchment, seven mechanical fish.

Notes and History

Pe'Yter Nephaliuous is totally obsessed with magical research. His pursuit of the arcane usually puts himself (and unfortunately his companions) at risk. His blind pursuit of knowledge has given him some fame and/or notoriety among the major powers of the realm. Currently he is in a female form known as the the Lady Lilliana Nefalious or "Lilly". He (she) is also the center of a chaos magic zone which he has no control over. (Its a long story!).

Phaelic

Mage 45th Appears to be human male (actually phaerimm)
The Slayer, arch mage killer, wandering doom, art thief, arch priest bane, foe doom, and other things that are not printable

STR 18/00, DEX 18, CON 18, INT 18, WIS 18, CHA 14, COM , PER

AC 10 or lower, hp 72, MV 45, MR 44% (77% to petr./poly) AL CE, Age 1140, Height 6'2", Weight ? lbs

Skin pitch black, Hair bald, Beard - Eyes red, Vision infra 150', Wealth he doesn't care for nonmagical wealth

Phaelic is a virtual giant of a man. He has rippling muscles and his skin is pitch black. His eyes shine with a terrifying red glow. His body is completely hairless. His teeth are pointed like a vampires but this is typically the last thing his victims will ever see.

Weapons

Phaelic usually does not carry any weapons. If he is it is most likely a ruse to fool a victim. He owns many magical weapons taken from his victims. Even those that were of good alignment have been perverted to serve him. I know for a fact he owns a +6 Unholy Avenger that fights on its own and summons 1d3 Pitfiends per turn. He is skilled with any weapon he is wielding and strikes as a fighter of 40th level.

Non-Weapons Proficiencies

After over 15,000 years of life, Phaelic has any proficiency the DM wants him to have at the time.

Spell casting

1st: 33 2nd:33 4th-9th:30 From bitter experience I know he does not need to memorize before hand. He has access to all forms of magic including runes. He can form 25 runes per day. All saves against his magic sre at a -15 penalty. casting time of all spells is half.

Special abilities

Any spell that doesn't pass his MR adds hp for 12 rounds or heals him Truesight, Foresight, magesight, ironguard, damage mirror,reverse missile, immune to: enchantment charm spells, poison, death magic, fire, lightning, cold, affects that warp has magical abilities (wild/dead magic zones, spells, balhiirs, etc.), and energy drain. Has 42 innate spells that he can cast in same round as other spells. He does not need to eat, sleep, or breathe. His body functions as a necklace of adaptation.

Possessions

He has no use for non magical garbage. everything he has is magical in one form or another.

Magical Items

He will be carrying any magical item the DM wants. The items will be tailored to take maximum affect of an opponents vulnerabilities. These items are deadly and shielded against magical chaos and other manipulative affects.

Notes and History

Phaelic's origins are shrouded in mystery. He walks the multiverse claiming magic for himself and slaying anyone who he perceives to have a chance of posing a threat against him someday. This generally means spellcasters of 25th level or higher. He has no qualms about barging into towers or keeps to slay them and take their stuff. He slays anyone dumb enough to stand against him. It is known that the Phaerimm of Toril are deathly afraid of him and will join together in one area even if it is

whispered he is in Realmspace. A few hundred years ago he battled all of Mystra's chosen at once. He would have slain them had not both Azuth and Mystra not shown up to battle him. He seems to be unable to enter the Anauroch making this probably the only safe place from him. A word of warning to any who might face him. When my character faced him he turned all the magic in my tower against me (wards, offensive magics, everything). He also caused the protections on my form to inflict serious damage. The character made it to safety with nothing but his skin. He currently lives in the Anauroch as a very paranoid and slightly insane hermit. So take care, even demigods can fall. NOTE: Phaelic came into being do to imbibing too much jolt while thinking up NPCs. A friend of mines who DMs somehow got a hold of him and used him against my powerful characters. Needless to say I'm out of powerful characters. So if you find some way to beat this bastard look up Andros Morningstar somewhere in the Anauroch. He'll be glad to hear it. And let me know because the character is not coming out of hiding until Phaelic is dead permanently (that means clones, and definite proof). Phaelic has finally met his match and has died! Phaelic has been killed by cheyney the relentless in the great war. Phaelic gathered his forces to try to take over the world. All those he didn't kill, he made them his servents. Therefore cheyney gathered a force of greater numbers and barely beat phaelic. Cheyney killed phaelic with his gray arrow that he was working on for 1000 years. The arrow was made especially for the death of phaelic. Unfortunately, phaelic didn't know about the arrow and well, there you go.

Piemur Troll's Bane

Mage 30th Human male

Holder Of The Dagger Shard, Slayer Of The Bad Armies, Friend Of The Immortals

STR 15 , DEX 13 , CON 16 , INT 21 , WIS 17 , CHA 11 , COM , PER

AC -9, hp 82, MV 12, MR 5 AL N, Age 36, Height 5'9", Weight 140 lbs

Skin Tan, Hair Brown, Beard - Eyes Blue, Vision Normal, Wealth 1,000,000 gp

The Great mage of fire lives somewhere in the Plains of the Forgotten Realms. He lives in his floating tower teaching his students of al alinments spellcraft. He only leaves his tower to help the immortal Shar Spellblazer and in times of great need in the realms.

Weapons

Staff of the Magi, The intellegent dagger shard +5.

Non-Weapons Proficiencies

Spell craft, reading/writing, spellsculpting(magic missle and fireball), gem cutting, navigation.

Spell casting

Make of the spell Napalm, all schools knowns.

Special abilities

Spellcasting time reduced by ½.

Possessions

Standard adventurer's kit.

Magical Items

Shard dagger +5, staff of the magi, Robes of the archmage, wand of fire, wand of lighting, wand of wonder,decanter of endless water, portable hole, girdle of many pouches, deck of many things, Tome of endless lore.

Notes and History

Pimuer is easy to angry and is very touchy about his past life. So he will not answer any questions about his involment with his immortal friends.

Pratia the Seahorse

Mage/Thief 6th /7th Elf (sea/moon) female

STR 7, DEX 18, CON 13, INT 14, WIS 10, CHA 18, COM , PER

AC -1, hp 28, MV 12, MR 0 AL CG, Age 119, Height 5'1", Weight 75 lbs

Skin Blue with white stripes, Hair Silver, Beard - Eyes Silver, Vision , Wealth tons

In natural form, she appears in elven chain mail and blue clothing, but she often uses her Hat of Disguise to appear like anyone. She is short, with muted sea elf markings (fresh water) and brilliant silver eyes. Her hair is long and straight, usu. braided.

Weapons

Short sword, net, dagger

Non-Weapons Proficiencies

Disguise, fishing, navigation, seamanship, appraising, astrology, weather, sense, rope use, tumbling, swimming (natural)

Spell casting

Spells per day:4-2-2

Spellbook:

- 1) Charm Person, Color Spray, Detect Magic, Message, Read Magic, Shield, Unseen Servant
- 2) Bind, Darkness (15' radius), Invisibility, Knock, Mist Magic, Web
- 3) Dispel Magic, Flame Arrow, Fly, Monster Summoning 1, Suggestion, Vampiric, Touch

Special abilities

Water Breathing, Swimming MV 15, Hide in Seaweed, 90% Resist sleep/charm, backstab x3
PP 64% (44% in armor), OL 54% (49%), FRT 55% (50%), MS 80% (70%), HS 80% (70%), DN 20% (15%), CW 87% (67%), RL 16%

Possessions

All manner of thieving equipment (body suits, ropes, picks, keymaking set, glass cutter, etc.), food, spellbook.

Magical Items

Bandana of disguise, elven chain mail +2, short sword +1, girdle of many pouches, tiara of telepathy, boots of levitation, wand of enemy detection, 3 philters of love, sweet water, elixir of health, healing, extra-healing, plant control.

Notes and History

Began as a smuggler in Neverwinter, but adventure on the High Seas took her to the Moonshaes. Disposed of her "baby", I mean ship, Pratia set to adventuring about the Realms. Trouble follows her every step—in part because she is incredibly foolhardy and greedy. Of course, she happens to also be incredibly lucky. There's always somebody around to rescue her.

Qaros O'grim'tari Rjak

Wizard 33rd

Half Drow, Half Human Female

Queen of Dark Asslyn

STR 18 , DEX 18 , CON 17 , INT 23 , WIS 18 , CHA 23 , COM , PER

AC , hp 63, MV 12, MR

AL LE, Age 1003, Height 5', Weight 110 lbs lbs

Skin Black, Hair White, Beard - Eyes Red, Vision Infra (90'), Wealth immense

The Queen of Dark Asslyn have immense wealth and power. She is cold and calculating. She had more than a hundred husbands and more childrens, most of them are generals in her army or mages of her academy of dark magic.

Weapons

Qaros disdain weaponry, while she collect them, she never use any. The only weapon proficiency she have is dagger and staff.

Non-Weapons Proficiencies

She have herbalism, cooking, spellcraft, religion (know your enemies!), reading and writing, languages (ancient), history (ancient), and many more (any the DM wants her to have).

Spell casting

She can cast any mage spells, even the wild magic (because of a couple of wish), She cast has a 33 lvl wizard.

Special abilities

She has the danger sense psionic ability, with 100 psp.

Possessions

Any items the DM wants her to have.

Magical Items

She gives all her magical items to her followers to assure their loyalty. She disdain magical items. The only she have is her Robe of Dark Powers. She also have a collection of 13 Holy Avengers Swords.

Notes and History

She was born of a Drow Priestess and a rogue albino human wizard. She killed her parents when she was 12. At 20, she lead a rebellion against the priestesses of Lloth, and at 23, she and her minions destroyed and sacked the drow city. She then founded Dark Asslyn, has a refuge for evil being against gods and good. She holded the wand of Elvenkill, an artifact from the Elfwar and the Tome of Taroos, but they were stolen from her by Thasslin o'the Bat and his party of adventurers.

Rasha'Ka the Scorpion Lord

Specialist Mage 20th

Human Male

Self-Proclaimed King of the Scorpions

STR 9, DEX 13, CON 17, INT 19, WIS 13, CHA 6, COM 12, PER

AC 4, hp 103, MV 12, MR 100

AL LE, Age 27, Height 05' 11, Weight 150 lbs

Skin Light, Hair Brown, Beard - Eyes Blue, Vision Infra 60', Wealth Too Much to Measure

A brutal warlord with a command over scorpions. He seeks to enslave the world. Several of his spells are in the spell directory.

Weapons

Quarter Staff & Dagger

Non-Weapons Proficiencies

Unknown

Spell casting

Major 20th Level Casting, See Spellbook of Rasha'Ka the Scorpion Lord.

Possessions

Many...

Magical Items

Bracers of Defense, AC 4; Scorpion Control Ring, Intelligence Ring, Others Unknown.

Notes and History

Mysterious Past

Rastaan

Illusionist 11th /Thief 11th Gnome (rock) male

STR 18 (Mus 18/Sta 18), DEX 17 (Aim 16/Bal 18), CON 16 , INT 18 (Rea 19/Kno 18), WIS 12 (Inn 12/Wil 12), CHA 15 (Lea 15/App 15), COM , PER

AC -8, hp 69, MV 9, MR nil AL NG, Age 78, Height 4'0, Weight 80 lbs

Skin tan, Hair white, Beard - Eyes blue, Vision Infra 60', Wealth 200000 gp

Very cocky. Always walks around twiddling his nose at everyone, but does have a soft heart for children and often buys whole groups of children ice cream cones and performs magic shows for them.

Weapons

2 weapon (sp), short sword (sp), 4 shuriken +3/+3, dagger, hand guns, short sword is +3/+3.

Non-Weapons Proficiencies

Reading/writing, throwing (+3), spell craft, looting, cantrips, tumbling, mental armor +3, disguise, appraising, swimming.

Spell casting

Invisibility, Wraith Form, and Shadow Magic are all specialized spells. All illusion spells up to level 5. Assortment of others all up to level 5. Read Magic and Detect Magic 1/2 levels each.

Special abilities

Backstab X4, PP 95%, F/RT 80%, HS 50%, CW 95%, OL 95%, MS 95%, DN 60%, Detect illusion 50%. Ambidexterity, Keen Touch and regular gnomes abilities.

Possessions

Necklace, 5 gems , regular surviving kits.

Notes and History

He lived in the mountain until raiders came and killed everyone in his small village. From there he learned the art of theivery on the streets and was soon adopted by a Human illusionist that showed him the better nicer things in life. From there he moved on and went adventuring sworn to protect all from evil. He was sent to the future and learned a few skills and then was forced to come back because he was scared and kept blowing up the big metal beasts that people drove...Scarey devils. From there he and his party defeated a army of Tarrasque's. Okay so there was only 5 but thats still lots of them. Now he built his own guild and specializes in teaching children the better thing in life also.

Raven

Mage/Fighter 9th /5th Human male

STR 15 , DEX 18 , CON 15 , INT 17 , WIS 13 , CHA 16 , COM , PER

AC 0, hp 31, MV 12, MR 0 AL NG, Age 32, Height 6', Weight 165 lbs

Skin Tanned, Hair Black, Beard- Eyes Green, Vision Normal, Wealth 1500 gp

Raven is a mysterious member of the Company of the Red Wolf who operate in the Dalelands of the Forgotten Realms. He always wears a mask of soft, grey material that totally obscures his features. There are very few people who have ever seen him without his mask, and those that have, will not speak of it. He can be a grim companion at times, and will not speak of his past or family - he does however have a dry, ironic sense of humour that occasionally surfaces. Raven is silent and deadly in a fight, casting spells with abandon and then wading into melee with his staff. He is not reckless however and is rarely fooled into charging into dangerous situations. He is a ruthless and implacable enemy and is not lightly crossed.

Weapons

Raven is proficient in dagger and staff as a mage. As a fighter, he is specialised in the use of a staff and also proficient in dagger, and longsword.

Non-Weapons Proficiencies

Blindfighting, Spellcraft, Languages, Modern (Common, Thayvian, Elvish), Endurance.

Spell casting

Effective casting Level = 9

Special abilities

See magic items.

Possessions

Raven carries standard adventuring equipment.

Magical Items

Staff of Battle (Dragon magazine and FOR4 Code of the Harpers), bracers of defence ac4, ring of spell storing (burning hands, knock, dispel magic, stoneskin), wand of whips (46) (dragon magazine and fr4 the magister), veil mask (dragon magazine and for4 code of the harpers), circlet of the warrior (new magic item that operates similarly to the old unearthed arcana (1st. ed.) hat of difference. it allows raven to operate as a member of the fighter class and gain levels/experience in that class. raven is therefore not

dual classed!, girdle of ogre strength, potion of extra healing, scroll (magic missile, melf's acid arrow, flame arrow).

Notes and History

Raven was born Aramin Flamepalm in the town of Proskur in the Forgotten Realms. His parents were merchants who did work for some of the local merchant trading costers. His father was also a mage of no great ability but who sought to teach Aramin as much of the Art as he had himself mastered. Aramin was an adventurous youth who liked to go hunting in the surrounding foothills, using his sole Magic Missile to stalk prey. One day however, Aramin returned from a hunting trip to find his parents dead, lying in the ashes of their burnt dwelling. Aramin found a small silver chest in the ruins of his house which contained some gold and a letter to him from his father. Obviously his father had sensed some danger for the letter outlined how Aramin's parents had been approached by the infamous Red Wizards of Thay to spy for them in Proskur. Aramin's father had refused these overtures, and had paid for his bravery with his life. Aramin recalled how he had been swiftly bundled out of the house one night by his mother when three, mysterious, red-robed men had come seeking his father. As he buried his parents, and gathered his meagre belongings, Aramin swore vengeance on these Red Wizards of Thay, and all of their order. Trekking toward Cormyr a week later, A dark plumaged raven shared his campsite breakfast with him. When he next encountered a fellow traveller, he introduced himself as "Raven". Since that time, Raven has become a member of the Company of the Red Wolf - a group of adventurers active in Cormyr and the Dalelands. His quest for vengeance remains unfinished although he has "crossed wands" with more than a few of their number and agents. He has paid a heavy price however, for his entire face is ravaged by scar tissue that renders him grotesque to look at. Raven suffered his injury after despatching a Red Wizard to the grave. When he attempted to peruse the dead wizard's spellbook he fell afoul of a Thayvian spell trap known as a "Fire Claw". This terrible spell disfigured Raven and almost ended his life, but he was saved by the quick action of one of his companions, Kargan "Wailwidow" who thrust him headfirst into a vat of water. The Company of the Red Wolf continues to adventure in the Cormyr area, and Raven is always on the look out for red-robed strangers.

Renal

Mage 25th Elven Male
Royal mage of king Treton the Fourth

STR 15 , DEX 17 , CON 15 , INT 18 , WIS 12 , CHA 18 , COM , PER

AC 7, hp 44, MV , MR AL , Age 124, Height 5'8" , Weight 103 lbs

Skin Fair, Hair Blonde, Beard None Eyes Blue, Vision Infra (60), Wealth 939000 gp

Royal magus of king Treton the fourth, wears blue robes with golden trim.

Weapons

Dagger +4, Whip of magical torture +3.

Non-Weapons Proficiencies

Riding Land based, Riding Air borne, Read/write Elven, Common, Gnomish, Drow, Dwarven, and Lizardian, Herbalism, Ancient Lore, Swimming, Rune Magic, Weapon Smithing, Spell Crafting, Gem cutting, Silver Smithing, Mountaineering.

Spell casting

Magic Level 9, didn't specialize in a school, but knows many royal spells not available to anyone but keeper of the towers.

Possessions

Has two guard dogs, and a crow for a familiar.

Magical Items

Has a dagger +4 and a whip of torture +3 The dagger gives initiative when used, and if lost or stolen is refound by owner within two days. The whip of torture makes anyone questioned with it tell whatever they know, to avoid being struck again, kind of like a magical fear spell.

Notes and History

Renal is involved in a search for a ring of Isthmus. He is looking for a way to retrieve it from the Temple of Takhissis, who stole it from his uncle. His uncle was found with it missing from his hand, but no other explanation for his death, no wounds, and no blood.

Rhyton

Mage 2nd /Thief 2nd

Grey elf,male

Member of the Purple flames

STR 17 , DEX 21 , CON 15 , INT 18 , WIS 17 , CHA 19 , COM 20, PER

AC -6, hp 24, MV 12, MR AL LE, Age 115, Height 5' 1", Weight 108 lbs

Skin pale tan, Hair silver blond, Beard none Eyes violet, Vision Infra (60'), Wealth 250,000 gp

A fair elf male dressed in greys and black. Living in shadows he causes awe in people.

Weapons

Short Sword, Short BOW, Sheaf Arrows x15, Dagger, Quarterstaff.

Non-Weapons Proficiencies

Appraising, Spellcraft, Tightrope Walking, Disguise, Gaming, Gem Cutting, Jumping, Rope Use, Tumbling, Read/Write, Ancient Language, Escapology.

Spell casting

As a mage second level

Special abilities

Detect Magic: level times a day, PP 65%,OL 55%,F/RT 35%,MS 68%,HS 85%,DN 45%,CW 80%,RL 10%
Remove Magical traps 35%, Backstab x2.

Possessions

Backpack: 50' of silk rope,2x torches, lockpicks, Gnomish cloak, black silk body suit, silent shoes, thieveing helmet.

Magical Items

Shadow Cloak, Gloves of Evasion, Short Sword of Backstabbing, Gorget of Necros, Ring of Purple Flame, Tabard of Necros, Amulet of Protection +1.

Notes and History

Rhyton was born in the town of Synoria. He moved from the town of Synoria at a relatively young age and set out to find the Spellfilcher's Guild after a dream consumed his mind one night as a young man. He believed that if he followed the dream as it was presented to him in his dream he would end up in the town of Falcongate. After spending one year with the members of the guild, he set out on his own .

He decided that adventuring would be to his liking and was sought after to become a member of the Purple Flame.

Rift the grey

Mage/Psionist 6th/5th

Half-elf male

Friend of the Moonshadows

STR 12 (Mus 12/Sta 12), DEX 13 (Aim 11/Bal 15), CON 16 (Hea 16/Fit 16), INT 17 (Rea 19/Kno 15), WIS 17 (Inn 17/Wil 17), CHA 14 (Lea 15/App 13), COM, PER

AC 2, hp 21, MV 12, MR 0

AL ng, Age 23, Height 5'7", Weight 142lbs lbs

Skin fair, Hair black, Beard - Eyes grey, Vision infra 60', Wealth 450 gp

Weapons

Proficient: shortsword, dart, and dagger.

Non-Weapons Proficiencies

Rejuvenation, contact, survival woodlands, heraldry, engineering, reading, writing, languages.

Spell casting

Standard for 6th level mage, likes spells from shadow and alteration schools. Always memorizes many variations of the sleep spell.

Special abilities

Psionics: psychometabolism, psychoportive.

Possessions

Standard adventuring gear. Including 60' coil of cavefisher line, 9 darts with acid in them, 9 custom made darts with small fragile compartment in tip with fire trap cast on them (by a cleric friend).

Magical Items

Ring of protection+3, Bracers of defense AC6, necklace of adaption, potion of extra-healing.

Notes and History

Trained by his parents in the arts of both psionics and magic, he grew up in a small human settlement. His village was rased by trolls when he was 17. He escaped but his parents did not, he joined the Company of Clouds soon-after. He now leads them.

Rizzen Tsarren

Mage 30th

Drow Elf, Male

Saved Cormyr from the Wizards in White

STR 13 (Mus 12/Sta 14), DEX 16 (Aim 14/Bal 18), CON 11, INT 19 (Rea 21/Kno 17), WIS 16 (Inn 14/Wil 18), CHA 10 (Lea 10/App 10), COM, PER

AC 5, hp 82, MV 12, MR 5

AL CN, Age 219, Height 5'4", Weight 125 lbs

Skin Dark, Hair Long White, Beard None

Eyes Red, Vision Infra 120', Wealth 15000 gp

Rizzen isn't an evil person, but he doesn't live by the laws of other powerful mages in Waterdeep such as 'Blackstaff'. He doesn't flaunt his power but he never declines a challenge unless he is extremely preoccupied. He carries a Staff of the Archmagi, which he designed himself. It is made of fortified black wood with a skull carved into the top of it. Two red rubies fill the eyes of the skull. Rizzen isn't a cold killer. He will only kill if he must, or if it's in his better interest, but all in all, he is a decent guy and helps to protect Waterdeep in several ways.

Weapons

Staff (P), Dagger +2 (P), Dagger (P).

Non-Weapons Proficiencies

Alertness, Astrology, Astronomy, Etiquette, Inherent Immunity to Poison (see Skills and Powers) Inherent Immunity to Heat (see Skills and Powers) , Herbalism, Magic Identification, Reading/Writing, Common/Drow Elf, Research, Spellcraft, Spell Sculpting Force Missile: Semantic Components only, Swimming, Tactics of Magic.

Spell casting

Schools: All

Special abilities

Extended Duration, Intense Magic (School of Shadow), Infra 120', Hit Point Bonus 1d6 (see Skills and Powers), Hit Point Bonus +1 per level achieved (see Skills and Powers), Resistance to Sleep/Charm - 90%, Secret Doors. Stealth.

Possessions

5 gems of 500gp value, 13 gems of lesser value, 1 King's Tear, 2 rubies, Spell components, Several books located in his Tower ; -Book on Bag of Holding and Extra dimensional space, Ringing the Changes (Polymorphing), Vast selection of Spell books from him and various victims, Ebony Horse.

Magical Items

(Please Remember Rizzen doesn't travel with all of these items), Phandoorl's Bracers, Ring of Translocation , Wand of Viscad Globes (15 charges), Flash Globes (2), Ring of Wizardry (1st, 2nd, 3rd), Amulet of Protection +5, Ring of Free Action, Cloak of Warmth, Robe of the Archmagi, Staff of Power, Wand of Lightning (68 charges), Wand of Magic Missiles (20 charges), Wand of Frost (7 charges), Wand of Magic Detection (18 charges), Wand of Paralyzation (6 charges), Wand of Paralyzation (13 charges), Beltbag of Holding, Pearl of Power (6th), Semander's Ring, Staff of Striking (0 charges), Crown of Comprehend Languages, Ring of Undead Creation, Staff of Spheres, Mirror of Mental Prowess, Cubic Gate, Well of Many Worlds, Rizzen's Staff of the Archmagi, (Most of these items are on display in his laboratory).

Notes and History

Rizzen rose from the underdark because he hated his race for being stupid enough to fight amongst themselves. He rallied against the Wizards in White with four other friends while in the prime of his adventuring career. After saving Cormyr from the Wizards in White he built a tower in Waterdeep where he now takes residence. 'Blackstaff' and Rizzen hold mutual respect for each other and are rumored to be Lords of Waterdeep. Rizzen just opened a high-priced tavern in Waterdeep (what do you think funds his studies?). Its unique in 'every' aspect. Infact the door leads you into an extra-dimensional pocket where registered mages can kick back, relax, and entertain each other with stories of might and magic. Rizzen now dedicates his time and energy to studying the outer planes.

Rondus

Mage 16th Human male
Known throughout Greyhawk as a hero.

STR 9 , DEX 12 , CON , INT 20 (Rea /Kno), WIS 18 , CHA 13 , COM 12, PER

AC 5, hp 64, MV , MR AL Neutral Good, Age 43, Height 5'9", Weight 140 lbs

Skin Light, Hair Black, Beard - Eyes None, Vision , Wealth 3, 000 gp

He is very nice and considerate he loves riddles and, very long hair.

Weapons

Dagger (p), staff (p).

Non-Weapons Proficiencies

Astrology, brewing, chanting, diagnostics, etiquette, healing, heraldry, herbalism, local history, ancient history, observation, poetry, religion, spellcraft, voice mimicry, read/write, blind fighting, direction sense, swimming.

Spell casting

As per level

Special abilities

Spell Casting and seeing through his falcons eyes.

Possessions

Spell Components, Backpack, 2 weeks Iron Rations, Robes of Pure Gold, 2 Spellbooks, Falcon(Shier).

Magical Items

Ring of A.C.5.

Notes and History

He was a fighter, but a curse was placed on him that blinded him, but he could read magic. So for 20 years he has studied to get revenge.

Rupert Tarnaby

Mage [kit: Militant Wizard] 10th Human male

STR 11 , DEX 14 , CON 15 , INT 18 , WIS 15 , CHA 10 , COM , PER

AC 8, hp 25, MV 36, MR 25 AL LG, Age 47, Height 5'5", Weight 176 lbs

Skin fair, Hair blond, Beard none, just moustache Eyes green, Vision normal, Wealth unknown

An average man, with a long scar across his left cheek down to his chin, which degrades his charisma. A man of honor, he will fight to the death to defend Cormyr, especially Suzail, his home city. He is a dedicated War Wizard, who always appears in his blue-green robes and a (magical?) girdle around his waist. Around his neck he wears the necklace bearing the symbol of Mystra.

Weapons

Shortsword (s), dagger, crossbow.

Non-Weapons Proficiencies

Endurance, animal handling, direction sense, riding (land-based), swimming, ancient languages, blind-fighting, tracking, mountaineering, running, set snares.

Spell casting

Rupert specialized from the schools of offensive and defensive spells, such as abjuration, alteration, conjuration/summoning, invocation/evocation, necromancy.

Special abilities

Possesses the same abilities as other militant wizards.

Possessions

Standard equipments, backpack, pouch containing reagents for spells, spellbooks, scrolls, ink and quilt, empty parchments.

Notes and History

Rupert was once a happy man, a scholar and a poet. But during his stay in an inn in Arabel, he was attacked by an unknown force that caused him almost crippled. There was a deep cut on his face, his right leg was fractured, and his shoulder dislocated. The inn was destroyed, its inhabitants and travelers killed, but he feigned death in order to escape the cruel hands of these unknown beasts. After he was healed by a kind traveling priest of Lathander, he tried his best to search for those monsters which performed those horrible deeds. Until a year before, in 1368, he was able to find the truth of these monstrosities. The Night Parade, he had discovered, was some unknown forces that still dwell in the darkness in Arabel, and perhaps the entire Cormyr. He now serves as a War Wizard, performing tasks like any other War Wizards, meantime searching for the Night Parade for revenge.

Salondria Silverwood

Mage (Wizard of the White Robes), level 5th
Sister To Cynthanal Silverwood

Qualinesti Female

STR 14 , DEX 16 , CON 16 , INT 20 , WIS 18 , CHA 18 , COM 15, PER

AC 7, hp 25, MV 12, MR 0 AL CG, Age 115, Height 5'1", Weight 97 lbs

Skin Fair, Hair Brown, Beard None Eyes Blue, Vision Infra 60', Wealth 3186 gp

Beautiful Young Elven Mage in flowing White Robes. She wears 2 rings (Water Walking, Protection) and a long Black Cape.

Weapons

Dagger +3

Non-Weapons Proficiencies

Reading/Writing Common, Qualinesti (High Elven) Seamstress, Spellcraft, Riding Land-Based, Languages Common, Qualinest (High Elven), Animal Handling, Direction Sense, Swimming, Animal Lore, Herbalism.

Spell casting

Schools Of Magic: Abjuration, Alteration, Conjunction/Summoning, Enchantment/Charm, Greater Divination, Invocation/Evocation (these are the schools allowed to the White Robes in Krynn) Effective Casting Level = 3

Magical Items

Wing of Flying, allows flight Ring of Water Walking, allows character to walk 1 1/2' over water Ring of Protection (+3), improves Armour Class by 3.

Sargon Tarquin

Mage 9th Human male

STR 13, DEX 17, CON 15, INT 22, WIS 18, CHA 8, COM , PER

AC -5, hp 42, MV 12, MR 20% AL N, Age 19, Height 5' 10", Weight 140 Lbs

Skin pale, Hair brown, Beard - Eyes marble (no pupils), Vision infra (60'), Wealth ~25,000 gp

Weapons

Weapon Proficiencies: Staff, Dagger, Dart

Non-Weapons Proficiencies

Spellcraft, reading/writing, herbalism, astrology, brewing, ancient languages, alchemy(+2), languages spoken: Common, Elf, Dwarf, Goblin, Ogre, Giant(common), Dragon (common, good, and evil).

Spell casting

Effective Casting level: 9 (but has augmented spell selection)

Special abilities

Magic Resistance: 20%, Psionic Resistance: 30%. Is affected by magic rings if they are placed on his staff (from wish). Has dwarven racial abilities (from girdle of the dwarves). Thieving abilities (from gauntlets of dexterity): PP: 45%, OL: 37%, F/RT: 35%.

Possessions

Backpack, scroll case, 5 greek fire, hooded lantern, 10 lamp oil, 50 sheets paper, 4 daggers.

Magical Items

Staff of power (functions at 12th level), dagger +1, bracers ac 2, cloak of arachnida, slippers of spider climbing, 2 bags of holding, girdle of the dwarves, helm of teleportation, 13 magic beans, gauntlets of dexterity, mirror of life trapping, gem of seeing, ioun stones of wisdom, regeneration, and spell absorption (40 1-4th), wands: illumination, cold, fire, magic missiles, fireballs. rings: wizardry (1st & 2nd), wizardry (3x 1st level), wizardry (4th), protection +2, fire resistance, free action, feather fallings, vampiric regeneration, boccob's blessed ring. scrolls: animate dead, thunderstaff, enlarge, ray of enfeeblement, 5 melf's acid arrow, 5 vampiric touch, 10 magic missile, 6 ball lightning, 5 major missile, 3 fire shield, 3 fireball, 3 lightning bolt, 2 dispel magic, permanency. (Most scrolls made by the "copy" spell)

Notes and History

Sargon was an orphan, adopted into the family of an abusive drunk. His stepfather beat his stepmother and stepbrother constantly, eventually resulting in the death of both. Left with only one person left, the man turned his anger upon Sargon. One day, when he was about 13, Sargon and his father (who was drunk at the time), went to the market of a nearby city. There, his stepfather managed to anger a traveling mage, while promptly incinerated him. It was at that moment that Sargon knew what he

wanted most: magic. From that moment on he devoted his life to the study and acquisition of magical power. He joined on with an adventuring party in hopes of speeding up his goals, where he remains to this day, still wandering the Realms.

Sharloon

Wizard [Conjurer] 15th Human male
Unsupported claim to be a Count of Cormyr

STR 7 , DEX 10 , CON 8 , INT 17 , WIS 14 , CHA 8 , COM , PER

AC 3, hp 43, MV 12, MR 35 AL NE, Age 55, Height 5' 11", Weight 182 lbs

Skin dark tanned, Hair sort balding brown hair, Beard long goatee, long mustache, sideburns, all twisted into points about 3" below jawline. Eyes Ice gray w/ catlike pupils, Vision Normal, Wealth 50000 gp

Sharloon dresses in red, yellow, and black robes, which he washes exactly once a month. Magical aging has caused extra worry-lines to appear on his forehead, making him seem older than he really is. His thinning hair is still dark, but gray hairs pop up from time to time. His sleeves occasionally fall back to his elbows, revealing bony, emaciated arms.

Weapons

If forced to defend himself personally, Sharloon will rely on his Ironguard and Stoneskin spells to allow time to Teleport or Dimension Door to safety. He has no weapons or weapon proficiencies.

Non-Weapons Proficiencies

Netherworld Knowledge, Spellcraft, Demon Lore, Ancient History, Necrology, Thaumotology, Mental Resistance, Monster Lore, Anatomy, Speaks and reads Common, Thorsen, Netheril, Reads Elder Runes, Dethel, Speaks several obscure monster & demon tongues.

Spell casting

Specialized: Conjuration (no Evocation or Greater Divination). Spells by level: 5+1/5+1/5+1/10+2/5+1/2+1 / 1+1.

Sharloon has access to hundreds of spells in dozens of books stolen from defeated foes. He may use any Conjuration, Abjuration, or Necromancy spell the DM feels he needs. His favorites, which he will always be prepared to use, are: Enlarge, Summon Swarm, Monster Summoning 1-5, Minor Globe of Invulnerability, Extension 1-3, Animate Dead, Invisible Stalker, Ensnarement, Conjure Elemental, Charm Monster, Intensify Summoning, Dimension Door, Teleport without Error, Demand, Ironguard, Stoneskin, Globe of Invulnerability, Summon Lycanthrope, Summon Shadow, Shadow Walk. He is also fond of frightening people with Audible Glamour, Cantrip, and Phantasmal Force, but usually lets his underlings do that for him.

Special abilities

Sharloon has learned to determine a creature's home plane by studying for 1 round and making a WIS check. HE also forced a demon to grant him 35% magic resistance, but suffered CON loss in the process.

Possessions

His pockets are full of assorted junk, including loads and loads of spell components. Some of this junk isn't useful for anything at all. The dungeon of his castle is similarly junk-laden. He also wears gobs and gobs of ugly jewelry. He also has useful items somewhere...

Magical Items

Rod of Absorbion, Bracers of Defense (AC 5), Ring of Protection +2, Ring of Wizardry for 4th level spells, His filthy rope is a Robe of Repetition, and his gloomy black cloak is a Cloak of Comfort. Sharloon also carries a stack of scrolls bound into a book, which he calls his "Scrollbook of Summoning." This has dozens of assorted monster summoning spells, mixed with Summon Swarm, in a random order and written one to a page on a single side only. A significant portion of his time is spent adding scrolls to this book. If forced to defend his stronghold, or if for any reason he needs large numbers of troops in a hurry, he opens the book and starts reading scrolls. Each page disintegrates as it is read, so he doesn't need to turn pages. If he sees a monster he particularly likes, he will cast Enlarge, Extension, or some other spell which makes the monster more potent or lasting. If he has time, he can even stop to cast Intensify Summoning, then continue reading the book. Sharloon also has an unusual Ring of Spell Storing. It remains dormant until needed, allowing him to wear other magical rings. It carries any three spells, and all he has to do to access them is take the ring off. When he does, all three spells are instantly and simultaneously cast, centered on himself. He carries Stoneskin, Ironguard, and Globe of Invulnerability in it. Sharloon also has three scrolls of Unleash Lightning Monolith, and has been waiting for a thunderstorm large enough for the scrolls to work. He plans to seriously mess up some of his competitors. Finally, Sharloon is likely to be accompanied by magical constructs, such as golems, helmed horrors, walking ballistae, and so forth. He manufactures many of these, along with such summoning devices as Rings of Djinn Summoning and Wands of Conjunction and trades them to other evil wizards for various favors and items.

Notes and History

Sharloon's usual M.O. involves kidnapping a child, which meets certain unusual astrological requirements, and sacrifices it to some foul creature of the Abyss, summoned with Ensnarement. His vast collection of spellbooks comes mostly from adventurers who died attempting to rescue these sacrifices.

Silvanis

*Mage 4th (Order of the White Robes) [Kit: Rider] Female Qualinesti, actually a Half-Silver
Was the off-spring of a tragic romance between a transformed Silver and a Qualinesti elf!*

STR 17 , DEX 18 , CON 16 , INT 18 , WIS 18 , CHA 15 , COM 15, PER

AC 6, hp 26, MV 12, MR -

AL CG, Age 75, Height 5'0, Weight 107 lbs

Skin Fair, Hair Silver, Beard None

Eyes Silver, Vision Infra 60', Wealth 1578 gp

A beautiful elf with long flowing silver hair and silver eyes. She wears a long flowing white robe. On the each sleeve of the robe there is the design of a dagger. She wears a cloak of white and boots of leather. She has a ring on each index finger and one on her left middle finger. She is a rider, her mount is a pure white Pegasus named Misty. To find Silvanis is to find Misty, they are almost always together with the exception of maybe towns.

Weapons

Proficient with a Dagger

Non-Weapons Proficiencies

Reading/Writing: (Qualinesti, Common), Ancient History, Land/ Air Based, Riding (Pegasus), Spellcraft, Astrology, Animal Handling, Seamstress, Fire Building, Languages: (Common, Qualinesti).

Spell casting

Schools of Magic: Abjuration, Alteration, Conjunction/Summoning, Enchantment/Charm, Greater Divination, Invocation/Evocation (these are the schools allowed to the White Robes in Krynn) Effective Casting Level=2

Special abilities

+1 to all elven ability scores, Ability to understand any intelligent communication within 5 feet radius and to communicate in previously unknown languages with 75% accuracy Knows the general state of health, the direction and distance of Misty

Possessions

1 regular dagger and a Fancy Dagger(+2), Pegasus (Female, named Misty, 25 HP (4HD))

Magical Items

Carpet of Flying (holds 4 people), Ring of Wishes (Multiple, 7), Ring of Invisibility, Ring of Wizardry (1st-3rd), Dust of Illusion. A VERY magical dagger, a gift from her mother Silvanalis.

Notes and History

She was the offspring of a female silver dragon who was transformed into permanent elven form (goto TSR homepage and look for rules for half dragons) and a Qualinesti (High Elf) male. She was born in Qualinost, the capital of Qualinesti. She never really fit into elven society so at the age of 55, she went to live in the forest. That is where she met Misty, the pegasus. When she found the Pegasus caught in a trap, she released it and they became friends. At the age of 65 she went to find an archmage of the Order of the White Robes to study under. She took her test and passed to become a White Robe and then went back to the forest before she decided to do some good in the world.

Simensa Casselltennirra

Mage/Thief 6th /7th Grey Elven Male

STR 10, DEX 18, CON 11, INT 18, WIS 13, CHA 14

AC 0, hp 32, MV 12, MR 0

AL LN, Age 128, Height 4'9", Weight 93 lbs.

Skin Fair, Hair Silver, Beard - Eyes Violet, Vision 60' Infra, Wealth 3,000 gp

Weapons

Short Sword(p); Short Bow (p) ; Dagger(p).

Non-Weapons Proficiencies

Appraising, Spellcraft, Tightrope Walking, Disguise, Gaming, Gem Cutting, Jumping, Rope Use, Tumbling, Read and Write Espruar*, Speak Espruar*, Read and Write Common, Forgery, Read Lips, Ventriloquism. *Espruar is the name of the Elven language.

Spell casting

As her level

Special abilities

Thief Abilities:

PP (60%); OL (50%); F/RT (40%); MS (55%); HS (55%); DN (40%); CW (85%); RL (75%), backstab: damage X3. Racial Abilities: 90% Resistance to Sleep/Charm spells +1 to hit with sword or bow ; -4 to opponent's surprise ; 1 on d6 passing to find concealed door ; 2 on d6 searching to find secret door ; 60' Infra
Kit Abilities : Detect Magic once/day/level, Disarm magical traps for d4+(1/level) rounds.

Possessions

Spare Elven cloak (non-magical), Elven boots (non-magical), 25' light rope, Deerskin Backpack, Satchel, Flint and Tinder, Spare clothes, Silver hand mirror, Quills, Ink, Parchment, Thieves' picks

Magical Items

Ring of Protection +1, Eversmoking Bottle, Scroll w/ Protection from Lycanthropes, Cloak of Elvenkind, Glasses of Comprehending Languages, Short Sword +1

Notes and History

Simensa Casselltennirra was born of grey elven parents in the City of Splendors, Waterdeep, in 1243 DR. As he grew into young adulthood the local, highly secretive Spellfilcher Guild (see TSR's The Book of Elves for a description of this organization) noticed his burgeoning talents and removed him from his parents for formal training. Many years later, he completed his formal training and began his adventuring career. As time passed, Simensa soon proved to be a valuable member of the Guild, usually receiving the most difficult and challenging assignments. He has earned a level of respect that has enabled him to enjoy liberties that other guild members can only dream of, like taking personal leaves of absences from the Guild. It may be on one of these absences that he encounters your PC party. Simensa is not one to go toe-to-toe in combat. He has learned (the hard way) that with his skills, stealth and cunning usually win the day. I have not included his spellbook here, but I can say that he prefers stealthy, quiet magic, like chill touch, than loud flashy magic, like fireballs. Consider having your PCs meet Simensa if they seem to be loaded down with too many magical items, or even one that you've found to be particularly irritating in your campaign. He's one of the best in Waterdeep and the North. And don't be shy about sending me e-mail to let me know how he did.

Simon Drexel

Mage/Thief 20th/14th Half orc/Half wood elf
Patriarch of the Crystal Consortium

STR 17 (Mus 17/Sta 17), DEX 20 (Aim 20/Bal 20), CON 17, INT 16 (Rea 18/Kno 14), WIS 15 (Inn 18/Wil 12), CHA 18 (Lea 18/App 18), COM 18, PER 18

AC -5, hp 97, MV 12, MR 15 AL LE, Age 32, Height 2ft to 7ft, Weight 20-250lbs lbs

Skin fair to dark, Hair blond to black, Beard sometimes Eyes any colour, Vision infra, Wealth Millions gp

Using his psionics, Drexel may appear as anyone and utilizes this ability often, otherwise he's as ugly as sin

Weapons

Two +4 Gem swords one casts a lightning bolt and does 1d8 damage the other casts a teleport upon command and does 1d8. Also carries a staff of the Magi

Non-Weapons Proficiencies

Drexel is a skilled negotiator, is excellent at art and gem appraisals and is something of an alchemist, he is a well informed leader and knows how to run his criminal empire well

Spell casting

1st -Burning Hands, Conjure spell component, Detect magic, Feather fall, Fireburst, Fist of stone, greas, Jump; Magic missile, Read magic, Spider climb, Wizard mark

2nd -Blur, Continual light, Flaming sphere, Fog cloud, Improved phantasmal force, Knock, Levitate, Locate object, Melf's acid arrow, Mirror image, Strength, Web

3rd - Dispel magic, Explosive runes, feign Death, Fireball, Fly, Lightning bolt, Melfs Minute Meteors, Water breathing, Wraithform
 4th - Contagion, Detect scrying, Evards Black Tentacles Improved Invisibility, Phantasmal killer, Polymorph other
 5th - Advanced Illusion, Cloudkill, Dismissal, Domination, Dream, Lower resistance, Teleport, Von Gasiks refusal, Wall of Force
 6th - Chain lightning, Death spell, Disintegrate, Enchant an item, Guards and wards, Legend Lore, Project image, *Star metal skin*, Tensers transformation, True seeing, Veil
 7th - Acid storm, Banishment, Delayed blast fireball, Malec Keths Flame fist, Power word stun, Reverse Gravity, Teleport without error
 8th - Create Death tyrant, Polymorph any object, Clone, Incendiary cloud
 9th - Time stop, Temporal stasis, Meteor swarm, Power word kill

Special abilities

Thieving abilities Ol 52%, F/Rt 50%, MS 55%, HS 43%, PP 60%, HN 25%, CW 94%, Read languages 35%
 Backstab +4 to attack x3 damage SPELLFIRE 36 points, 1d6 damage per point (see Heroes lorebook)
 Psionics- Contact, Permanent Mindwipe, Probe, False sensory input, Metamorph, Tower of Iron will

Possessions

Top of the line thieves tools, Jewelled Gorget, Several vials of Greekfire and much, much more, Drexel has so many connections he could pretty much have anything he requires

Magical Items

Bag of Holding 2000lbs capacity, Coin armour +5, Bracers +5, Ring of Spell storing, Ring of Wizardry, Ring of free action, Dagger of Life stealing, Netherpelter with 50 Black holes (see Netheril box set), much of Drexels belongings are unique and for security purposes may not be released at this time (DM's may use there imagination)

Notes and History

Drexel began as a displaced half orc/half elf and grew up with his elven mother in Thay learning the magic his mother, a sorceress of some power could teach him. From there he began his adventuring days and soon accumulated some wealth which he invested in beginning a thieves guild in Saerloon, Sembia. With the help of his most powerful allies and adventuring companions the thieves guild has grown to become a national crime syndicate of unbelievable power and wealth and has powerful ties with the Iron throne, the Red Wizards, and a very powerful organization known as the Balance of Power, which strives to maintain a balance of power throughout Toril

Sinklar Fist

Mage/Fighter 14th/9th Was Half-Elven Male
Lord of the City of Talon and Battlemage of Delan

STR 18/00, DEX 17, CON 19, INT 21, WIS 15, CHA 6, COM 14, PER 15

AC -10, hp 107, MV 18, MR 50

AL LE, Age 38, Height 5' 11", Weight 175 lbs

Skin Very Tanned, Hair Black, Beard Eyes Red, Vision True Sight (90), Wealth 5.4 million gp

Wears all black except for a dark blue cloak. Cloak has holographic like symbols of Mystra and Delan switching back and forth. Wears a Vorpal L. sword +4 on left hip, a knife +5 in a right leg sheath and a dagger +3 in his right boot. AC is due to DEX, cloak, bracers, broach and a modified staff of the Magi that he usually carries in his left hand.

Strawberry

Mage 2nd Priest 3rd

Faerie Dragon female

STR 10 , DEX 25 , CON 14 , INT 17 , WIS 14 , CHA 15 , COM , PER

AC -1 (-5 when invisible), hp 10, MV 11 Fl29 (a), MR 16% AL chaotic good, Age 14, Height 1' long tail 7", Weight 10 lbs

Skin red and orange scales, Hair , Beard- Eyes green, Vision normal, Wealth 1500 gp

Strawberry resembles a miniature dragon with butterfly wings. She has a gold tinge to her scales that sparkles in sunlight. She enjoys practical jokes and is rarely serious. She thinks Deloth needs to lighten up a bit and does her best to help him do so. Strawberry likes to play with young children since she is a child herself. She has sworn off apple pies because of recent bad experiences with several enchanted ones (they tried to eat her!) She prefers to run instead of fight. Strawberry is quite happy in Waterdeep due to the large concentration of faerie dragons that are in the city. She attends all gatherings in the Windmage's Inn and has quite a supply of gossip.

Non-Weapons Proficiencies

Cantrip (14) information gathering (14) aerial acrobatics (14).

Spell casting

Spheres: chaos, Animal, charm, plant, thoughtschools: wildmagic, alteration, abjuration, enchantment/charm, illusion/ phantasm, divination.

Special abilities

Invisibility 2' diameter euphoria gas.

Notes and History

It isn't known where Strawberry was born or where she lived before being ensnared by Deloth's find familiar spell. She has been with the young mage for a year. Her presence has sparked research by several archmages into spells that might ward off faerie dragons.

Strom Hemenoff

Mage 1st

Human Male

STR 7 , DEX 11 , CON 10 , INT 20 , WIS 16 , CHA 14 , COM N/A, PER

AC 10, hp 4, MV 12, MR 100

AL N, Age 13, Height 5'11", Weight 150 lbs

Skin Peach, Hair Black, Beard Will be Black Eyes Red/Green, Vision Ultra(100'), Wealth none

Strom is a tall boy that for some reason the gods have taken an interest in (for his very high Int and the fact that he is the son of the goddess of magic).

Weapons

Used- Dagger, Staff

Non-Weapons Proficiencies

Spell craft Ancient Lang. Modern Lang. Reading/Writing

Spell casting

Normal for 1st level Mage

Special abilities

Strom is 100% immune to all magic cast at him or in a 25' sphere around him. Spells with a area of affect greater than 25' can affect him. He also has Ultra 100' granted to him by his real mother

Possessions

This character owns nothing except his spell book givein to him by his master.

Magical Items

His spell book has infinite pages and is traveling size(It was given to his master for him by his mother)

Notes and History

Strom is the son to the goddes of magic in the Forgotten Realms® he was born from the woom of a mortal woman. Strom is a God but no one knows of what until he turns the right age and when he is told that he is a God. His Master is Eliminster only because it was the request of Strom's mother after Strom went and asked Eliminster if he would apprentice him.

Syaxe Silvermoon

Wizard 6th

Elvish Male

18th Wizard of the Circle-Cleric's Advocate-Holder of The sword Tuarin

STR 12 , DEX 14 , CON 12 , INT 19 , WIS 12 , CHA 13 , COM , PER

AC 9, hp 25, MV 12, MR 35

AL CG, Age 114, Height 74', Weight 97 lbs

Skin LIGHT , VERY, Hair SILVER, Beard NONE

Eyes SILVER, Vision INFRA 60', Wealth 342 gp

Considered arrogant by his companions Syaxe is an invaluable member of the Riders of Roi-Tan . His winged steed "Peggy" is as opinionated as Syaxe himself . His rose-quarts sword Tuarin gives him the right to his honors . She and Syaxe get along quite well . His Best friend is a warrior Rath .

Weapons

Tuarin , broadsword dirk , drowish quarterstaff , drowish

Non-Weapons Proficiencies

(Skills) Script.

Spell casting

Level 6 Wizard Spell-casting abilities All spells (Contained in a castle)

Special abilities

All Elvish abilities In conformance with traditonal rules of AD&D 2nd Edition Detect magic at will.

Possessions

Pegasus saddle cloak dagger staff.

Magical Items

Tuarin Ring of teleportaion.

Notes and History

Syaxe is from the Thigol Woods . His Father is in the elvish navy , and had hoped he would follow , but Syaxe's interest went to magic and he was tutored by the Arch-wizard Ferral until 1st level was attained.

Taliyah Al'Qanat

Wizard 3rd Human female

STR 9 , DEX 16 , CON 14 , INT 16 , WIS 13 , CHA 17 , COM , PER

AC 6, hp 7, MV 12, MR AL LG, Age 16, Height 5' 2", Weight 102 lbs

Skin dark, Hair long (knees) black, Beard - Eyes dark green, Vision normal, Wealth 2 gp

Taliyah is a frail-looking, pretty young girl, who dresses in simple abas and sandals.

Weapons

None, but knows Martial Arts at basic level.

Non-Weapons Proficiencies

Cooking, camel riding, horse riding, haggling, astrology, spellcraft, and speaks and reads common and rauric.

Spell casting

Taliyah is a wandering student of the Art, and is hoping to apprentice herself to a worthy teacher. As of yet, her spellbook is filled to 8% of capacity with these spells: Read Magic, Detect Magic, Cantrip, Magic Missile, Shield, Chromatic Orb, Forget, and Shatter.

Possessions

Simple clothes, personal beauty items, lilac soap, tea leaves, canteen w/ canteen cup, ink, envelope of feathers, components, rock candy.

Magical Items

Ring of Protection +2.

Notes and History

Most interestingly, this NPC died slowly on the rack, abandoned and starving, as the adventurers who slew her captor wandered right past the door (not secret) to the torture chamber without opening it. She has lots of useful information, too. We can only hope that she will be found by a later group of delvers and raised.

Taloss Kinderfeld

Mage 12th Elf male

STR 14 , DEX 16 , CON 13 , INT 19 , WIS 17 , CHA 18 , COM , PER

AC 3, hp 33, MV 12, MR 5 AL C. E., Age 122, Height 6'1", Weight 155 lbs

Skin White with a silvery tone, Hair Silver, Beard - Eyes Gold, Vision Infra 60', Wealth about 62.000 gp

Taloss is an outcast of his kin for study in the dark magics. He has his own tower and countless magical items. He is one of the very few people who can say that they have killed a Tarrasque single handedly (with one spell no less!). He is currently studying the arts of Conjunction in his laboratory.

Weapons

Staff of the Magi- Proficient w/Quarterstaves, Five normal Daggers, One +1 Dagger, One +4 Dagger,
- Proficient w/Dagger, Also proficient w/Stiletto.

Non-Weapons Proficiencies

Ancient History, Etiquette, Languages, Ancient, Reading/ Writing, Riding, Land based, Speak Common, Orc, Spellcraft, Swimming, Herbalism, Bookbinding, Concentration, Papermaking, Scribe, Alchemy.

Spell casting

All, Casting Level 6

Special abilities

Normal Elf Special Abilities. Regenerate 3HP/round-Ring of Trollish Fortitude. Ignore Bleeding, Severed Limbs, and Negative hit points.-Ring of Trollish, Fortitude.

Magical Items

Lots of them- mostly common, Ring of Trollish Fortitude, Ring of Cat Form- change into a cat, Green Dragonscale Slippers- change into age 9 Green Dragon (no breath weapon, innate abilities, etc., can fly however), Portable Hole, Tome of Conjuring, Spellbook- mine, Spellbook- Dark Elf's, Spellbook- Lich's, Staff of the Magi, Robe of the Archmagi.

Tao Sheln, Member of the Shining Force, an Adventuring Company

Mage 20th

Elf Female

Master Wizardess

STR 8 (Mus 8/Sta 7), DEX 11 (Aim 11/Bal 11), CON 8 (Hea 7/Fit 8), INT 18 (Rea 17/Kno 17), WIS 13 (Inn 14/Wil 12), CHA 10 (Lea 10/App 11), COM 11, PER

AC 10, hp 30, MV 12, MR 100

AL LG, Age 123, Height 5' 11", Weight 100 lbs. Lbs

Skin Light, Hair Flame Red, Beard - Eyes Green, Vision Infra 120', Wealth 5,000 gp

Tao is a cheerful Elfmaid with some devastating magical talents. Her favorite spell is Delayed Blast Fireball, which she uses to fool opponents (she sometimes uses an illusionary fireball with no explosion to fool her foes).

Weapons

Staff of Power, Demon Rod (Cursed).

Non-Weapons Proficiencies

Gem cutting, Astrology, Spellcraft.

Spell casting

Major access to all schools of magic (Level 20 ability).

Special abilities

Tao has normal Elf special abilities.

Possessions

Normal adventuring gear.

Magical Items

Staff of Power (Quarterstaff +8). Demon Rod (Cursed)-Tao cannot rid herself of this weapon, which is bad news for her. It cannot be removed by a remove curse spell (only a diety can get rid of it, which the Force does not know). If she owns it for more than 1/2 a year longer, she will become one of Dark Dragon's minions, and the only way to end the control would be for her to permanantly die (even the Gods could not reverse the control). If Dark Dragon is slain, the Rod is destroyed. If Tao is under his power at the time, she will be irreversibly dead.

Notes and History

Tao grew up in Guardiana, like Ken and Max. Her history is similar to theirs, and she seriously wishes to destroy Dark Dragon.

Tarin Ashleaf, Red Robe Wizard

Red Robe Wizard 33rd

Qualinesti Elf Male

STR 11, CON 12, INT 18, WIS 18, Dex 15, CHA 14/10

AC -2, hp 86, MV 12, MR - AL True Neutral, Age 174 Years, Height 6'2", Weight 162 lbs

Skin pale, Hair blond, Beard - Eyes green, Vision infra 120ft, Wealth 4,565 in gp value

Weapon

Quarterstaff, Dagger, Slings, Daggers. All proficient, THAC0 8.

Non-Weapon Proficiencies

Reading/writing, ancient languages, etiquette, ancient history, Common, Elvish, Goblin, Dwarf, Minotaur.

Spell casting

Memorized Spells

1st : Cantrip, Detect Magic, Reduce, Magic Missile (3), Read Magic.

2nd : Continual Light, Forget, Invisibility, Knock, Levitate, Ray of Enfeeblement, Web.

3rd : Fireball (3), Hold Person, Lightning Bolt (2), Wraithform.

4th : Confusion, Fumble, Ice Storm, Illusionary Wall, Minor Globe of Invulnerability, Phantasmal Killer, Polymorph Self.

5th : Bigby's Interposing Hand, Cloudkill, Cone of Cold (2), Conjure Elemental, Passwall, Teleport, Transmute Rock to Mud.

6th : Bigby's Foreceful Hand, Death Spell, Disintegrate, Globe of Invulnerability, Flesh to Stone, True Seeing.

7th : Bigby's Grasping Hand, Limited Wish, Power Word, Stun, Prismatic Spray, Teleport Without Error (2).

8th : Bigby's Clenched Fist, Binding, Mind Blank, Otto's Irrisistible Dance, Power Word, Blind, Prismatic Wall.

9th : Bigby's Crushing Hand, Crysabrittle, Imprisonment, Meteor Swarm, Power Word, Kill, Prismatic Sphere.

Possessions

Steel Pieces: 241, Backpack, Candles (4), Silk Rope (50'), Quills (6), Paper (50 Sheets), Ink, Wineskin, Hooded Lantern, Lamp Oil (5 Flasks), Scroll case, Bedroll, Iron Pot, Glass bottle, Small Mirror.

Magical Items

Staff of Thunder & Lightning, Rod of Passage, Dagger of Venom, Ring of Protection +1, Ring of Invisibility, Bracers of Defense (AC 2), Cloak of Displacement.

Tenebrae

Mage/Thief 10th /11th

Half-Elf Male

STR 14 , DEX 20 , CON 15 , INT 20 , WIS 15 , CHA 12 , COM , PER

AC 4, hp 32, MV 12, MR AL N, Age 21, Height 5'11", Weight 146 lbs

Skin White, Hair black, Beard Eyes green, Vision 30' Infra, Wealth 2000 gp

Secretive type; covers all but hands and top of face with clothing

Weapons

Proficient with Dagger, Knife, Throwing Stars, Scimitar (due to Weapons Mastery)

Non-Weapons Proficiencies

Animal Training, Rope Use, Weapons Mastery, Ninjitsu, Spellcraft, Papermaking

Special abilities

Can use Scimitar like eq. level fighter

Possessions

Black hooded robe, blue veil for face, belt with scabbard

Magical Items

Ninja Star Emblem, Dagger +1,

Notes and History

Elf from unknown forests in the land of Albion; found by a band of gypsies, refound by his elven relatives.

Thor Tjarlhan

Wizard 6th

Rjurik (Human) male

Mysterious Wizard of Coeranys

STR 16 , DEX 13 , CON 15 , INT 18 , WIS 16 , CHA 10 , COM , PER

AC 4, hp 21, MV 12, MR AL LG, Age 17, Height 6' 5", Weight 184 lbs

Skin White, Hair Red, Beard Eyes Ice Blue, Vision Normal, Wealth 10000 gp

Weapons

Quarterstaff, Dagger.

Non-Weapons Proficiencies

Spellcraft (16), Religion (16), Law (17), Administration (16), Leadership (9). Speaks Rjuven, Anuirean, Basarji, Low Brecht, and Sidhelien. Reads Rjuven, Anuirean, Basarji, and Low Brecht.

Spell casting

Casts as a 6th level wizard

Special abilities

Bloodline: Major Vorynn 23, Unreadable Thoughts (minor), Enhanced Sense (Major), Invulnerability (Great).

Possessions

Quarterstaff, 12 daggers, 3 robes, Spellbook:

Comprehend Languages, Copy, Frost Fingers, Affect Normal Fires, Light, Flame Dart, Magic Missile, Cantrip, Chromatic Orb, Scatterspray, Read Magic, Static Bolt, Burning Hands, Dispel Silence, Spectral Hand, Stinking Cloud, Cat's Grace, Vocalize, Detect Evil, Cloak from Undead, Change Self, Lance of Disruption, Lightning Bolt, Fireball, Blink, Fly, Illusionary Script, Vampiric Touch, Stoneskin, Charm Monster, Fire Charm, Dig, Locate Creature, Reincarnation, Chain Lightning

Magical Items

Bracers (AC 4)

Notes and History

Born in Hognunmark, Thor grew up with an unusual (for the Rjurik) interest in magic. Recently exiled because of his magical artistry, he is now in Coeranys where he is taking over the sources of the Three Brother Mages.

Thorin

Mage 3rd Grey Elf male

Member of the Purple Flame

STR 13 , DEX 18 , CON 12 , INT 21 , WIS 15 , CHA 18 , COM 19, PER

AC -4, hp 20, MV 12, MR

AL N/N, Age 124, Height 4' 6", Weight 101 lbs

Skin Pale, Hair Brown, Beard Goatee

Eyes Amber, Vision 60'infra, Wealth 2500 gp

He wears his hair down and doesn't tie it back with. He stand straight up and doesn't slouch. He wears many different clothes of different colors. He has a good build. He looks nice but he is not the nicest person.

Weapons

4 x throwing daggers of +2. 1weapon proficiency in dagger. 2 x daggers of +1.

Non-Weapons Proficiencies

Herbalism, Etiquette, Spellcraft.

Spell casting

Effective casting level Level=2 SPELLS: Armor, Friends, Detect Undead, Enlarge, Gaze Reflection, Taunt, Spider Climb, Scatter Spray, Exterminate, Cantrip, Comprehend/Confuse Language, Detect Magic, Hold Portal, Identify, Read Magic, Wizards Mark, Find Familiar, Sleep, Unseen Servant, Light, Burning Hands, Magic Missile, Insulation, Lighting Bug.

Special abilities

He can find Seceret Doors. 15% chance for noise detection. 90% immunitie to sleep and Charm.

Possessions

Clothes, Soap, Torch, Winter Blanket, 12 x Beakers, 12 x Funnels, 1 x Alembec, 36 x Glass Vials, 3 x Vial Holders, 1 x Distilling Coil, 2 x Burette, 10 x Heat Mats, 1 x Sparker, 1 x Alembic, 1 x Brazier, 2 x Burners, 10 x Jars 12 oz. , 15 x Jars 6 oz. , 1 x 6 oz. Pestle and Mortar, 1 x 12 oz. Retort, 1 x Small Tongs, 1 x Balance Scale, 3 x Quills, 1 x Bound Book, 50 x Sheets of Paper, 4 x Vials of Black Ink.

Magical Items

Tunic of Free Action, Wand of Magic Missile, Wand of Fear, Wand of Magic Detection, Magic Gorget, Ring of First Level Wizardry, Ring of Purple Flame.

Notes and History

He lived in Falcons Gate until he went adventuring with Necroes.

Tiff-Lynn Ravynne

Mage 5th Tiefling female
Bloodeyes, Black Falcon

STR 15 , DEX 18 , CON 17 , INT 19 , WIS 17 , CHA 18 , COM , PER

AC - 4, hp 23, MV 12, MR nil AL NG, Age 20, Height 6' 5", Weight 150 lbs

Skin Fair with a slight blue tint, Hair Obsidian Black, Beard - Eyes Fiery Violet, Vision Infra 120',
Wealth 162,063 gp

Tiff is a tall, beautiful woman. She has feline eyes and pointed ears. At her temples, she has two small (about 1" long) horns that are silvery-black in color. She normally wears fine, flowing dresses with jewelry and rings. She takes offense to nearly every jest thrown at her. When angered, a scent of sulphur fills the air and she cries tears of blood.

Weapons

Green Steel Dagger (1d4+1/1d4)-(p), Clawed Hands (1d4/1d3).

Non-Weapons Proficiencies

Astrology, Engineering, Herbalism, Ancient History(Netheril), Reading/Writing(Common), Spellcraft, Riding, land-based(horse), Etiquette

Spell casting

Casts spells as a Fifth-level mage:3/2/1

Special abilities

Darkness, 15' radius - 1/day, +2 on Saving Throws vs. Spell, 1/2 Damage from Electricity, Cold, Acid, Charm person - 1/day, Base AC:4, Fingers treated as claws (1d4/1d3), Harmed only by silver and magical weapons.

Possessions

Tunic (blue), Silk Breeches, Soft Boots, Signet Ring, Belt pouch (3)-contain spell components, Spellbooks, Flint and Steel, Silk Vest, Scroll Case (5), Whetstone, Wineskin (2).

Magical Items

Loriell's Gown (Acts as a Cloak of Protection +2), Ring of Protection +2, Scroll of Return.

Notes and History

Found in Sigil by a Solar of Mystra, Tiff was taken to Toril to be raised as a daughter of Alustriel Silverhand along with the Solar's son, Aaron. Aaron and Tiff grew up together as best friends. On their 19th birthday, they departed Silverymoon and went out into the world of Toril. In Cormyr, they met up and founded an adventuring band called the Falcon's Claws. The other members of the Band are: Simon Hawke (Falconer), Shaw (a ronin samurai? from Kara-Tur), Myrshala (Psionicist-Monk), Joshuan (a Hermit who lived in the forests just between the Dales and Cormyr), Aaron (Tiff's mate and a holy warrior of Mystra), and Tiff-Lynn.

Trevor of Krynn

Wizard [kit: Soul Mage] 18th, formerly Fighter 15th
Soulsaver

human male

STR 15, DEX 18, CON 16, INT 18, WIS 18, CHA 18, COM, PER

AC -2, hp 83, MV 12, MR 0 AL NG, Age appears 18ish, Height 5'11, Weight 167 lbs
Skin lightly tanned, Hair dark brown, Beard Eyes topaz brown, Vision normal, Wealth gp

Trevor though much older appears as a handsome, charismatic young man of around 18. He looks very self assured, and always looks as though he knows what he's doing. He can be arrogant towards those he considers pompous or intolerant, and also has a fiery temper if his ire is raised(though it does takes a lot to really make him angry)

Weapons

Dagger(specialized),staff,long sword, hand crossbow, long bow, short sword, whip, two weapon style

Non-Weapons Proficiencies

Spellcraft*, astrology*, swimming, etiquette, singing, dancing, riding(horse), blind-fighting, tumbling, herbalism, planar lore, observation, endurance, healing.

Spell casting

Trevor casts spells at 18th level(with the Soulstaff he cast soul spells at the 21st level). He specializes in Soul magic and gains 1 extra soul spell for each level. He also gains bonus Soul Spells as per clerical wisdom bonus spells(using his wisdom score).

Special abilities

Trevor is an Empath(psionic abilities of empathy, telepathic projection, contact, and mindlink). He also has precognition, though he cannot control it.

Possessions

varies but never without a golden chain necklet, with a tiny golden aspen leave on it(given to him by his friend Laurana).

Magical Items

2 silver daggers +2, the Soulstaff, bag of holding(1500lbs), bracers AC 2, he also occasionally carries a wand of frost, a dragon orb, a ring of protection +1, or a coronet of brilliance(as helm).

Notes and History

Much of Trevor's history is shrouded in mystery. It is known that he fought valiantly against the minions of Takhisis during the War of the Lance, against the forces of Chaos during the Chaos War, defeated the Old Wyrms Pyrostophocles(Scorch), and has travelled the river of time to the past. Since the Chaos War

he has moved on to other and planes, and is currently thought to be studying among a phoenix colony on Elysium. It was during his sojourn to the past that he discovered the school of soul magic(kind of like white necromancy, but not quite) and created the Soulstaff(previous to that he was a white robed wizard).

Tylakstra Twinkledawn

Enchantress 1st Moon Elven Female
Pretty One

STR 09 , DEX 19 , CON 15 , INT 18 , WIS 15 , CHA 18 , COM , PER

AC 6, hp 3, MV 15, MR nil AL NG, Age 101, Height 5 FT, Weight 90 LBS lbs

Skin Blue tinged white, Hair Amber, Beard nil Eyes Amber, Vision Infra 60', Wealth 50 gp

Extremely beautiful, Tylakstra epitomizes Elven Beauty. She is as skilled in magic as she is beautiful. She is a deadly foe.

Weapons

Staff

Non-Weapons Proficiencies

Read/write spellcraft cryptography

Spell casting

1st- charm person, burning hands

Possessions

SpellBook

Notes and History

She just got out of Evermeet, she now roams the streets of Waterdeep to seek adventure in teh mainland.

Valreyn Kanthir

Mage/Thief 16th /11th Elven (Grey) Male
Known as the Wanderer, the Rogue, or the Eccentric

STR 13 , DEX 17 , CON 14 , INT 19 , WIS 17 , CHA 15 , COM 11, PER

AC -3, hp 43, MV 12, MR 15 AL N/G, Age 302, Height 5' 11", Weight 98 lbs

Skin greyish, Hair Silvery white, Beard Short, silvery white Eyes Amber, Vision Infra 60', Wealth Roughly 32,000gp

Valreyn is neither imposing nor asssertive, but seems to attract attention none the less, a characteristic which has often proved troublesome. He wears a dark grey silk tunic with a crocodile over the breast, and black trousers tucked into knee-high purplish black boots (the boots have concealed compartments in the heels which contain assortments of explosive powders and small lock picks). From his leather belt hangs a short sword (+2) and a silvery wand (of dark bolts) in a case. On top of this he wears a long purplish black cloak (of the arachnid + 4) and silvery bracers (of AC 2) covered with tiny runes. He also wears a black belt pouch (of holding). As a person, Valreyn is quite a character. He is overly fond of

confusing those of lesser intellects, whether with riddles, arguments, or in any other way. He also tries (unsuccessfully) to remain inconspicuous. Although he is a capable thief, he prefers to think of himself as a wizard.

Weapons

Short sword + 2 [3 slots p], Throwing daggers, poisoned for knock out (x12) [p].

Non-Weapons Proficiencies

Appraising, gem cutting, forgery, spellcraft, mountaineering, languages (common, metallic draconic), riding, airborne.

Spell casting

Casting level = 17, Schools: All, none specialized.

Special abilities

All Thief abilities, Permanently blessed, Wild Psionic Talent: complete healing (100 psp).

Possessions

Silk tunic, Adventurer's belt, Fine wollen trousers, Boots with concealed compartments, Black leather gloves, Thief's kit, Wand case, Smoke powder, Lock picks.

Magical Items

Bracers of AC 2, Cloak of the Arachnid +4, Ring of Protection +1, Manual of Stealthy Pilfering (unread), Short Sword +2, Wand of Dark Bolts (cast identical to wand of lightning bolts), Magic Lock Picks.

Notes and History

Valreyn has had an eventful, if not entirely perfect life. At an early age he fled the mage's collegium where he was to have been trained as an enchanter. Since, he has served his own purposes, mischievous, but never malevolent, and with a fundamentally kind heart. He has ridden and has a close friendship with a juvenile silver dragon, and served for a time as the kindred of a gold dragon on the isles of Io (in the "Council of Wyrms" Campaign setting, until that dragon was slain by Deathclaw the Dracolich. Valreyn still seeks revenge against Deathclaw.

Vandaern aka Melvin (the mad)

Mage 30th) Believed to be an Elf but actually silver dragon, male
Grand Magus of the elven kingdom, now just a lost madman

STR 12, DEX 15, CON 17, INT 23, WIS 5, CHA 14, COM , PER

AC 5, hp 42, MV , MR AL CN, Age 1238, Height 5'1"/24', Weight ? lbs

Skin Tanned, Hair silver, Beard - Eyes silver, Vision infra 60', Wealth unknown

All that is known about Vandaern's current appearance is mentioned above except for the fact that his footwear is a pair of bunny slippers.

Weapons

Vandaern rarely uses a weapon but has amazing ability with daggers.

Non-Weapons Proficiencies

Vandaern is known to be a weaponsmith and speak hundreds of languages.

Spell casting

Vandaerns current abilities are unknown but he was and may still be the greatest of the elven academy's graduates.

Magical Items

Vandaern carries only one item from his former life, a souledge dagger one of the few in creation, the first item he created. It is where his old personality is. This dagger as long as Vandaern is alive and maby for many years after will keep a connection with Vandaern's former life. Vandaern's bunny slippers enable him to cast any laughter inducing spell 1 extra time a day, and also polymorph into rabbits at night and hide in the nearest hole.

Notes and History

After completing his greatest spell Vandaern lost his mind to the chaotic energies it channeled. He now wanders the world muttering to himself about "The flower". It is thought that a certain flower may be able to focus the control in that spell. Today he is still a creator of spells but all of his spells seem to involve humor and/or practical jokes... Formerly the greatest of "Elven" mages, Vandaern created many magical items including souledge blades, potions of memory, and the Wyrms bracers.

Vladimir

*War Wizard, Invocatin/Evocation 9th
Trollslayer*

Human, Male

STR 14 (Mus 12/Sta 16), DEX 17 (Aim 17/Bal 17), CON 17, INT 18 (Rea 18/Kno 18), WIS 15 (Inn 14/Wil 16), CHA 15 (Lea 15/App 15), COM 17, PER n/a
AC 2/-4, hp 45, MV 12, MR n/a AL NG, Age 33, Height 6'3", Weight 174 lbs

Skin Sunburned, Hair Blont, Beard Wizardbeard Eyes Blue, Vision Normal, Wealth 18000 gp

Weapons

Longsword: #AT:1, Q-staff: #AT:1.

Non-Weapons Proficiencies

Astrology: Int:+0, 18, Ancient History: Int:-1, 17, Ancient Languages: Int:+0, 18, Reading/Writing: Int:+1, 19, Spellcraft: Int:-2, 16, Endurance: Con:+0, 17, Spellflash: Int:+0, 18, Modern Languages: Int:+0, 18, Riding, Land-Based: Wiz:+3, 18, Herbalism: Int:-2, 16, Direction Sense: Wiz:+1, 16, Appraising "GEMS": Int:+0, 18.

Spell casting

Alot!!! But i can't have Encantment/Charm, Conjuration/Summoning, Illusions.

Special abilities

Looking like a 20th level Mage: 37%, Looking like a 10th level Fighter: 20%.

Possessions

Adventuer Kit

Magical Items

1st Extra Healing, 1st Potion of Fireresistens, Wand of Frost, Staff of Power, Ring of Protection, Longsword +3, Scrolls: Stonechape, Finger of Death, Major globe of invulnerability, Message, Binde, Shout, Charm Person, Monster Summoning 1, Hold Undead, Glassteal, Scream.

Wayn

Mage 15th
Tauran 'RED' Silken

Human Male

STR 19 , DEX 18 , CON 16 , INT 18 , WIS 15 , CHA 11, COM 12, PER

AC -6, hp 61, MV 12, MR 5%

AL N(E), Age 85, Height 6'4, Weight 190 lbs

Skin egyptian dark, Hair shiny black, Beard white Eyes red, Vision normal, Wealth 805,700 gp
Wayn looks about 50 years old, and muscular, a bit like Khelben 'Blackstaff' Arunsun of Waterdeep. He knows he could easily pass for a seasoned fighter and sometimes uses this to his advantage, dressing up like one. He likes stylish and expensive clothes and jewelry and when seen in public could be easily mistaken for a man of nobility. He owns a Robe of Archmagi (black&red), which he uses most of the time. He also likes to use heavy belts and boots, cloaks and capes and of course staffs. He doesn't try to hide his face or other parts of his body, but his eyes sometimes seem red and sometimes white.. odd.

Weapons

The Nomad Longtooth Dagger (+6) #att 1 dam 1-8/1-12 +11

Non-Weapons Proficiencies

Any which seem appropriate, plus etiquette

Spell casting

Any up to his allowed maxims, likes evocation spells..

Special abilities

as per Magical Items owned

Possessions

underwear :), the usual stuff.. money talks and bullshit walks! Gems.

Magical Items

Ring of wizardry (1-3 level spells are doubled) , boots of levitation, bag of holding (15,000 gp), bracelet of protection +1, ioun stone of intelligence, cloak of protection +3, boots of elvenkind, ring of fire resistance (double power = 1/4 or no damage), MANY potions of healing & extra-healing, crystal ball with ESP, wand of lightning bolts (at 15th level, 23 charges, no recharging), robe of useful items, staff of the magi, robe of the archmagi, ever-smoking bottle, bag of beans, 10 plate mails and long swords +2 cubic gate (1=prime, 2=ethereal, 3=astral, 4=pandemonium, 5=hades, 6=nine hells, ring of sustenance, manual of stealthy pilfering, elfin chain +5 (elven size), scroll of protection versus magical blunt Weapons, book of infinite spells, spellbook of anaurgh the archmage (not readable yet), ring of spell storing (12 spell levels, now has fireball x 4), ioun stone of spell storing (12 spell levels, now has magic missile x 6, chain lightning x 1).

Notes and History

Wayn came from a wealthy merchant family just inches from nobility. He started adventuring with Fadrath the monk and a bard, but they broke up when they reached about the tenth level. Since then, Wayn has amassed fortune and Magical Items (he couldn't have enough of Magical Items..) and become a wizard of might. Most of his fortune is plundered from Baphomet the minotaur lord, with whom he had a terrible battle.. Wayn managed to slay the lord of minotaurs, and took his pick of the lord's treasures. That's where most of this magic is from. Nowadays Wayn either travels Faerun or does research & development in his safehold, accessible by his cubic gate. Wayn fears (high level) fighters,

dislikes beasts and desires new Magical Items. And even though he won't admit it, he also sometimes wonders what has happened to his old friend, Fadrath....

WiseSpike

Mage [Kit: Outlaw Mage] 2nd
Saurial Adventurer

Saurial (Hornhead) Male

STR 10 , DEX 6 , CON 10 , INT 16 , WIS 12 , CHA 11 , COM , PER

AC 4, hp 7/7, MV 12, MR 100

AL LG, Age 16, Height 8' 11", Weight 720 lbs

Skin Light Green, Hair None, Beard - Eyes Black, Vision Normal, Wealth 250 gp

A large triceratops-like humanoid known as a hornhead saurial, WiseSpike travels with his companions (all saurials), Korum the bladeback cleric, Dragontooth the finhead paladin, and Archer the flyer thief.

Weapons

Saurial Staff-(p) (This staff has a crystal mounted on it that allows WiseSpike and his companions to speak with non-saurials.).

Non-Weapons Proficiencies

Cooking, Reading/Writing (Saurial), Spellcraft.

Spell casting

All schools 1st Level.

Special abilities

Spellcasting.

Possessions

His Robe, and an item used to inscribe runes on his crest.

Magical Items

The crystal on his staff and a potion of extra healing .

Notes and History

WiseSpike has not done much on his adventuring career, though he and his companions stopped a goblin invasion.

Hiroyoshi Matsumura "Yoshi" a.k.a Owen Starhurler

Mage 8th *Human male*
High Ward of New Haven

STR 13, DEX 18, CON 15, INT 18, WIS 17, CHA 15, COM , PER

AC 4, hp 36, MV 14, MR 0

AL NG, Age 19, Height 5'4", Weight 136 lbs

Skin light tan color, Hair pearl white, Beard - Eyes blue (iris & pupils), Vision normal, Wealth 25 457 gp

Small, sleek and well proportioned. Eyes are slightly tilted and almond shaped.

Weapons

Proficient in shurikens (small star), quarterstaff and has training in both ninjutsu and aikijutsu.

Non-Weapons Proficiencies

Can speak dalelands common, midani, elven, kara-turan common, high draconic and the ancient language of Niconilis. Is proficient in herbalism, healing, rope use, swimming, spellcraft and desert survival.

Spell casting

Has 102 spell points, and can memorize up to 5 spells per spell level. Maximum level of spells cast is 4, but can cast 5th or 6th level spells for double spell points (1/2% and 1/10% chance to learn, respectively)

Special abilities

Has wild psionic talents:

MAC 3 MTHAC0 15 Att/Def EW, PsC, II/TW, TS, MB Psp total 62

Sciences: metamorphosis

Devotions: body control, control sound

Martial arts training:

Ninjutsu - #AT 2/1, AC + 2(bonus), Basic dmg 1d2

Aikijutsu - #AT 2/1, AC + 3 (bonus), Basic dmg 1 pt

Special maneuvers: meditation, iron fist, choke hold, basic parry, grappling block, arrow parry, circle kick, fall, prone fighting, instant stand.

Possessions

Carries very little. Wears a silk vest and shirt, a sash (with 50 deep pockets (q.v) for holding shurikens/spell components), pantaloons, soft boots and a 3 small belt pouches. It the owner of an old guard tower on the border of Anauroch which he has converted into a home and study. This is his base of operations for his desert explorations. Also has a small holding in the north which he recieved as a gift after he and his companions defeated a band of gnolls who were plaguing trade routes between a human and a dwarven kingdon.

Magical Items

Bears a ring of ring of invisibility and a ring of protection + 2, and carries a ring of chameleon power. Also wears a robe of useful items and carries a bag of devouring (to dispose of garbage). He also weilds a staff of striking with a crystal gryphon head that gives him resistance to fire as a ring of fire resistance. At his tower, he has a pair of snowshoes of speed (move at 24 over flat snow), 2 amulets of Niconilis and Niconilis' Book of Horrors. Spellbooks are stored in his tower (hidden and warded heavily). He also possesses a Book of One Art (clan Matsumura ninjutsu).

Notes and History

Yoshi was originally the son of a Kara-turan couple who lived and worked on a trading ship. At an early age, Yoshi displayed quick reflexes and magical aptitude. His father, who (unknown to Yoshi at this time) was a rogue Ninja from the Matsumura clan, decided that the family would move ashore to better teach their son the lessons of life. They docked in Calimshan and took a room there. Yoshi's father began teaching him self defense, imparting upon him knowledge of the Matsumura Clan ninjutsu and aikijutsu. His mother, who was a mage of minor power, began his magical studies. Everything was going well until agents of clan Matsumura discovered the families whereabouts. Late one night, Yoshi was woken by the sounds of combat. His mother gave him several tomes and her ring of invisibility and told him to leave. She believed that, since Yoshi's father had been rogue for so many years that the clan did not know about the son he had. They certainly knew about her and would hunt her down, so she couldn't go with him. Yoshi began wandering the dalelands at the early age of 16. He found an old hermit who was quite ill and decided to help him. This old man, who was once the wizard of the nearby

village, taught him the skills of healing and spell-lore. Upon his death one year later, Yoshi again began travelling. He has since been far north, following a new mentor, and has recently taken up residence in New Haven.

Xander Baenre

Mage 14th Drow male
War Wizard of Cormyr; Defender Mage of the Storm Horns

STR 12 (Mus 13/Sta 11), DEX 17 (Aim 16/Bal 18), CON 10, INT 18 (Rea 18/Kno 18), WIS 14 (Inn 14/Wil 14), CHA 16 (Lea 14/App 18), COM, PER

AC - 5, hp 34, MV 12, MR AL Neutral Good, Age 194, Height 5'7", Weight 96 lbs

Skin ebony, Hair White, streaked with silver, Beard - Eyes Vivid emerald, Vision normal, Infra 120', Wealth 2500 gp

Handsome, of fine, sculpted features and expressive eyes of stark emerald hue. Hair of the careless, flowing-in-breeze variety. Of slim build, dextrous and alert. Xander prefers to dress in darker colors with a preference for dark purple and blues. Unlike the archetypal mage Xander does not wear robes, instead preferring the more versatile combination of a flowing, dramatic cloak, tunic and trousers. His movement is graceful and lithe.

Weapons

Short sword (expertise; as per Combat and Tactics) dagger (expertise; as per Combat and Tactics), staff

Non-Weapons Proficiencies

His NWP's include spellcraft, land-based riding, rope use, etiquette, heraldry, and tumbling among others.

Spell casting

Xander can cast spells from all wizard schools. His actual repertoire of spells are not known. However it can be said that approximately 30% of his spells are created by himself.

Special abilities

Xander has innate drow abilities of dancing lights, faerie fire, know alignment, detect magic and darkness. He is otherwise like a normal elf in terms of racial abilities.

Possessions

Xander has 2 normal daggers and a short sword in addition to the magical +2 dagger mentioned elsewhere. These are placed conveniently at his belt. He owns a tower tucked away in a remote corner of the Storm Horns. During his travels, Xander has few possessions other than his magical items. On occasion he carries around writing material and parchment in a small satchel as well as a rock which has continual light cast on it which is wrapped by a piece of dark cloth when not in use.

Magical Items

Xander is never without his cloak of protection +3, his bracers of defense AC 4 and a golden circlet of his own creation, known as the circlet of Xander* (Duh). He has a plain silver ring of invisibility on his right hand and a platinum ring that happens to be a ring of spell turning on his left. When in anticipation of combat, he wields his trusty staff of power, and keeps his wand of frost and wand of paralyzation in easy access at his belt. He has a dagger +2 tucked away in his right boot. *The circlet in question is a magical one made by Xander himself. It is capable of allowing the wielder to dimension door as per the spell cast by a 14th lvl wizard up to 5 times per day. In addition, the wielder may also teleport to a designated

location determined at the creation of the circlet. This location may be changed via means of a spell ritual to "attune" the item to a new location. In addition, the emerald set within the circlet has the additional special property of acting as a spell conduit. In game terms this allows Xander to choose to allow his spells to originate from the emerald instead of from himself. (The emerald may be removed from the circlet.) However this is only effective when the emerald is within 500 yards of the caster. One of Xander's many projects involve the extension of this range.

Notes and History

The elusive Xander is one of Cormyr's best kept secrets. Having proven himself not to be akin to his fellows by exposing and shattering a Zhentarim plot in Tilverton, he has earned the trust of the War Wizards and their respect. This is also in part due to his introduction of many new dweomers of the Underdark that have been put to startlingly good use against the foes of Cormyr. One of them is the spellgem, an enchantment that allows a specially prepared gem to become a spell conduit. His most successful spellgem (read: with the greatest range of effect) rests in a circlet on his forehead. Xander's existence has thus far been kept a secret, in part to avoid controversy, and partially also to keep him as a secret weapon of the throne. Xander rose quickly in War Wizard ranks, to assume the jaded rank of Defender Mage of the Storm Horns, and is responsible for Cormyr's magical operations in the region. However he has passed many of his duties over to another trusted War Wizard to pursue his own interests, but is still in title and greatly respected. Many may recognise Xander's weighty surname as the most powerful house of the drowish city of Menzoberranzan. Xander was fathered by the city archmage Gromph Baenre and mothered by an unknown drow of lesser heritage. Interestingly, that makes him half-brother to the famous Liriel Baenre. However, Xander's birth was not made known to his father. He was abandoned by his mother for fear of reprisal from Gromph's (then) mother, and somehow found by the reclusive wizard known as the Spider Mage. Knowing Xander's potential talent and seeing him as a kindred spirit equally resentful of the evil and oppressive drow lifestyle, the Spider Mage is singularly responsible to the nurturing of Xander into a competent wizard. When his skills were of a certain standard, the Spider Mage gave Xander freedom and a portal to the surface realm. Xander has not looked back since, but continued to maintain contact with his teacher. Like the more famous Drizzt, Xander's life on the surface realm was marked by persecution and blind hatred. Given his elusive nature, Xander's need for acceptance was considerably lessened, having the capabilities granted by his magics. This is not to say that he has not been lonely, for he still holds a deep yearning for general acceptance. He has made correspondants of many individuals, among them the Harpers Elminster, the Seven Sisters, Drizzt Do'urden, Vangerdahast and Azoun. There have been many occasions on which he was approached by Harpers wanting his talents to be employed in the organization. He has refused, finding certain Harper precepts in disagreement with his notions, but remains a staunch ally of the Harpers. To date his achievements and allies have been many. With them have come many enemies as well, significantly other drow, the Zhentarim, the Red Wizards of Thay and even the mysterious Iron Throne. He is greatly curious as to the allegiance of that organization and is in the process of certain investigations. His greatest foe is another drow wizard in the employ of the Zhentarim, known as Kurastan. Personally, Xander is a compassionate and fiery individual who hides his passion under a facade of airtight calm. He is always alert, always analytical and never overwhelmed by the gravity of any situation. He favours subtlety over direct approaches. In combat this translates to his being a subtle and elusive opponent, a truly dangerous foe prepared to respond to anything thrown his way. Then again, he is usually never there as an inevitable recipient of the foe's machinations, instead, using spells and wit to elude and then striking out with swift and deadly force. Despite commanding a large repertoire of magic, he is somewhat conservative in their employment. Surprisingly, Xander cannot resist adding a certain dramatic flair to situations. However he always attempts to ensure that everything is wholly under control before exercising his, ahem, poetic embellishments.

Zemenar

Mage 5th Human male

STR 12 (Mus 12/Sta 12), DEX 15 (Aim 14/Bal 16), CON 16 (Hea 16/Fit 16), INT 17 (Rea 16/Kno 18), WIS 12 (Inn 12/Wil 12), CHA 8 (Lea 8/App 8), COM ?, PER 16

AC 5, hp 18, MV 12, MR 00 AL ng, Age 22, Height 5'8", Weight 320 lbs

Skin white, Hair blond, Beard - Eyes blue, Vision normal, Wealth 50-250 gp

He is a human but I wanted him to stand out so I lied a little.

Weapons

Dagger only.

Non-Weapons Proficiencies

Spellcraft, reading/writing, cooking, herbalism, astrology.

Spell casting

He is a regular mage.

Special abilities

Magic 4 1st 2 2nd 1 3rd.

Possessions

A robe and a backback.

Magical Items

A ring of protection, a bag of holding.

Notes and History

Was a slave was sold to a wizard who taught him magic and sent him on his way with the family ring of protection (+2 to AC).

Zhakaran Dragonsblood

Dimensionalist 5th Human Male

Destroyer of Salek

STR 9 , DEX 17 , CON 8 , INT 18 , WIS 5 , CHA 13 , COM , PER

AC -1, hp 18, MV 12, MR 0 AL , Age 21, Height 5' 6, Weight 100 lbs

Skin tanned, Hair Black, Beard- Eyes Gray, Vision normal, Wealth 20 gp.

About 6 feet tall, with eyes of steely Gray, Zhakaran is an imposing figure, he moves with the grace of a dancer, and there is a cunning look in his eyes.

Weapons

Weapons used: Dagger, Quaterstaff (Has a prof. in both).

Non-Weapons Proficiencies

Sage Knowledge (Planes, inner), Sage knowledge (Planes, outer), Signature spell (Fireball).

Spell casting

Specialized in the school of dimension.

Special abilities

9 spell points.

Possessions

He has 1 dagger, a set of clothes, and flint and steel.

Magical Items

Ring spell turning, Bracer's Def. AC2, Wand Magic missiles.

Zonadar VII

Mage 16th Human Male

Was Royal Magician

STR 14 , DEX 13 , CON 13 , INT 18 , WIS 12 , CHA 9 , COM , PER

AC 10, hp 30, MV 120, MR AL , Age 56, Height 5' 2", Weight 120 lbs

Skin grayish, Hair brown-graying, Beard - Eyes brown, Vision normal, Wealth 40,000 gp

An elderly rogue mage with a long gray cloak that matches the color of his pale skin. a short, chubby person, but don't be fooled by his teddy bear looks-he is most likely one of the most dangerous people you shall ever meet.

Weapons

2 Daggers 1 slot, 2 daggers of throwing +3, dagger +2, Sling 1 slot, (1 slot towards staff).

Non-Weapons Proficiencies

Astrology, Artistic ability, Ancient History, Gem Cutting, Herbalism, Spellcraft, Reading\Writing, Ancient Languages, Swimming, Riding, land, Animal Handling.

Spell casting

Effective casting level=8.

Special abilities

Just his powerhouse store of spells!!!

Possessions

Coat worth 700gp 4200 gp, Chess set 4000 1800 sp, spice jars 6000/each, 6 Onyx 50, 3 Zircon 50, 3 Aquamarine 10, Topaz 500, Topaz 100, Pearl 500, 3 Garnet 100.

Magical Items

Ring Weakness , Oil Ethrealness, Scroll Reincarnation x 3, Monster summoning IV x3, Brigandine +1, Plate mail +4, Studded Leather +1, Chain Mail +1, Wand of Fire(79), Rope of Climbing, Wand Enemy Detection (80), Wand Paralyzation (80), Ring Water walking, Boccabs blessed book, Cube of Frost Resistance, Scroll reincarnation, Shapechange, Scroll Antimagi shell x5, curse, Scroll Monster summoning x5, Potions: Animal control (Avian); Treasure Finding; Human Control(humanioids); flying x2.

Notes and History

Not much too tell, lost father and a brother to a Beholder, lost Grandfather and Mother to Dragons, and Sister is lost in the Mists of Ravenloft.

Zorgon

Mage/Wizard 1st /4th Female elf

Zorgon of the palace, Zorgon the fire mage, The staff of mana, magic book of high fire

STR 12, DEX 6, CON 14, INT 15, WIS 13, CHA 13, COM 10, PER 13

AC 3, hp 14, MV 12, MR 5

AL 5, Age 24, Height 6'4, Weight 40 lbs

Skin glowing white, Hair blonde, Beard - Eyes blue, green, Vision eaglesight, Wealth 600 gp

A twitch in eye, long legs and arms, fast fingers.

Non-Weapons Proficiencies

Spellcraft, reading/writing, herbalism, read magic.

Spell casting

Major flame: All attack. School specilized: Fire, Effective casting level=4

Magic Flaming arrow: All attack. School specilized: Arrow, fire, Effective casting level=2

Special abilities

Tirelessness, rope making, climbing, duck, dodge.

Possessions

Food, Magic book, 3 stone keys.

Magical Items

Fire shield, Fire armor, dragon band.

Zorn "Winter Walker" Zorandan

Mage 16th Elf(Grey), Male

Company of the Sparrow, Archmage of Bloodstone, Magician of the North

STR 9, DEX 17, CON 12, INT 18, WIS 19, CHA 18, COM , PER

AC -5, hp 73, MV 12, MR 0

AL CG, Age 232, Height 5'3", Weight 120 lbs

Skin Golden Hue, Hair Black, Beard - Eyes Black, Vision Infra 90', Wealth Rich

Short very thin elf dressed in Red Robes. He carries a staff in his hands and wears blue boots.

Weapons

Mace of Disruption (P), 3 daggers of throwing +3 (P).

Non-Weapons Proficiencies

Herbalism, Ancient Lore, Local Lore, Astrology, Navigation, Spellcraft.

Spell casting

Cast Spells as a 16th level mage.

Magical Items

Red robe of stars, boots of the north, staff of power fully charged 64, staff of controll (has many staffs but usually only carries one), staff of striking 24 charges, mace of disruption, 3 daggers of throwing +3, necklace of skulls (see magic items page), ring of protection +4, bracers of defense ac 2, magical talking skull named Murag, bag of holding, gauntlet of many rings(see magic items page).

Notes and History

Zorn entered the group as a lowly mage who worshipped Mystra. He soon found that he was a useful part of the group with the use of his spells. Zorn has many a time helped out the company and saved their lives. On one occasion he ventured to the north all alone to save his captured comrades. He single handedly conquered a caravan of 20 Zhentilar troops. He then slew a Stone Giant who was evidently looking for the bothersome troops, but only found Zorn. He now has a Tower that is built in the center of the river that runs through Bloodstone.

Zyphlix Asbraun

Mage 6th

Human male

Seeker of Lost Magics

STR 6 , DEX 12 , CON 8 , INT 15 , WIS 9 , CHA 13 , COM , PER

AC 4, hp 32, MV 12, MR 0 AL NG, Age 26, Height 6'1", Weight 153 lbs

Skin white, Hair brown, Beard - Eyes brown, Vision normal, Wealth unknown

Weapons

Quarterstaff (sp), Dagger.

Non-Weapons Proficiencies

Agriculture, Animal Handling, Weather Sense, Cooking, Land-based riding, Spellcraft, Religion, Common, Elven, Read/Write Common & Elven.

Spell casting

As per level.

Possessions

Quarterstaff, dagger, pouch of reagents, blue hooded cloak.

Magical Items

Ring of protection +2, bag of holding.

Notes and History

Born and raised to a farming family of Mistedale, Zyphlix was raised with stories of adventure, his favorites being of his hero, Elminster. When he became old enough, he left his home to seek out adventures of his own. He became apprenticed to Ailion, an elven mage that still wandered the Elven Court. After several years as an apprentice to Ailion, he had acquired a great interest in the oldest of magics. A spell that every mage knew was of little interest, he wanted the ones that had been all but forgotten. When he finally left his mentor, it was to go in search of such spells. He joined up with a band of adventurers seeking to make their fortune by finding abandoned treasures, and maybe doing a few heroic deeds (if the reward was great enough). He let them split the wealth among themselves, keeping

only enough to live on, and of course any scrolls or spell books he came across and a few select magic items. Even with his desire to find new spells, he was always unable to turn down anyone who needed some help from him. He started to believe himself cursed when every village or city he and his companions came to had some problem that only a band of adventurers could solve. While most adventures kept him from his precious search, a few yielded new spellbooks for study as well as an ancient spell book in an unknown language (casting read magic helped, but not the instructions for casting its spells, has resisted all attempts at comprehend languages and other such spells). He eventually broke away from his first party as they became more mercenary and sought out new companions. He traveled for a time with a group led by a goody-goody paladin. Though not mercenary like his first group, they seemed to seek out places where they would be needed. After one adventure into the Underdark that left him nearly dead and with no new discoveries, he made his decision to retire and study those items and spells he had come to acquire so far. Zyphlix's family is still living on their farm in Mistledale. His mother died of a fever, but his father, two sisters, and one brother are still alive and doing well. His youngest brother Destrum, also left home to find adventure, and his current whereabouts and wellbeing are unknown to the family. He is looking forward to meet his hero, Elminster. The cavern below his home was discovered during his last adventure which went into the Underdark. It seemed a perfect place to keep his true hold so he left one of a pair of magical rugs and sealed the single entrance with a cavein before leaving. Once back on the surface he built a small home in Beregost, and placed the second rug in the main room. The magic is activated by standing on it and concentrating on the location of the other. While he is currently concentrating on deciphering the spellbook, he hopes to return home one day with an adventuring group brave enough to try Myth Drannor.

Ultimate NPC's handbook

Vol.III

**Cleric, Thief, Druid,
Monk, Bard, Psionic
&
Special.**

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Remerciements

J'aimerais remercier tout spécialement ma source d'information et d'inspiration, soit Sylvain Robert (robert@ugtr.quebec.ca) qui a créé un site web où tous les amateurs de Donjon&Dragons peuvent inscrire leurs personnages. C'est grâce à ce site que j'ai pu réaliser cette compilation et à sa mise à jour régulière.

Pour toute question concernant l'un ou l'autre de ces NPC, vous pouvez aller chercher sur le site du Wanderer (<http://crpp0001.ugtr.quebec.ca>) le nom et l'adresse e-mail du créateur de ce NPC.

Pour tous ceux qui ont leurs personnages inscrit dans cette compilation, je m'excuse de ne pas avoir laissé vos noms et adresse mais j'avais besoin d'espaces.

Un dernier mot en passant, j'espère que cet outils vous sera utile même si ce n'est encore qu'un brouillon...

Abbreviations uses in this book	
F/RT : Find and remove traps	(HMST) : High mastery weapon
OL : Open lock	(GMST) : Grand master in weapon
MS : Move silently	LNG : Language
PP : Pick pocket	DMG : Damage
HS : Hide in shadows	
CW : Climb Walls	
RL : Read language	
DN : Detect noise or Hear noise	
Infra : Infravision	
Ultra : Ultravision	
Gp : Gold pieces	
(P) : Proficient in weapon	
(SP) : Specialist in weapon	
(MST) : Master in weapon	

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CLERICS

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Angela

Cleric 16th Human female
High Priestess, Countess

STR 13 , DEX 17 , CON 11 , INT 10 , WIS 15 , CHA 12 , COM , PER

AC -4, hp 67, MV , MR AL NG, Age 57 (at death), Height 5' 8", Weight 137 lbs

Skin White, light tan, Hair dark brown, length to shoulder blades, Eyes brown, Vision normal, Wealth 1,000,000 +- 5,000

Angela became a high priestess after rescuing an abbot from a pack of Feyrs. She became renowned for finding the Mace of Phoos and rose to level 16 before gaining the titles of Countess and High Priestess and, aside from rare forays, gave up adventuring.

Non-Weapons Proficiencies

Pick Locks (20%) Throw object 99% accuracy) Diplomacy natural charm (45%)

Possessions

Coin Purse (sentimental value) Drow boots

Magical Items

Chain Mail +4 , Mace of Phoos +3/+5 vs. undead (Expert proficiency), (usually two Angela's Spiritual Hammers +5) (Master proficiency), Ioun stones of greater spell absorption, +1 Wis. Ring of Protection +2, Ring of Feather Falling, bracers of protection +1.

Anthus Comithos

Cleric 25th D&D Human Male
The Dark One, Lord of Anthamos, High Priest of Geft

STR 15 , DEX 12 , CON 14 , INT 13 , WIS 17 , CHA 9 , COM , PER

AC -4, hp 103, MV 8, MR AL C/CE, Age 45, Height 6', Weight 220 lbs

Skin white, Hair black, Beard - Eyes blue, Vision Normal, Wealth Incalculable

Ruler of half of his continent. Calls his land Anthamos. Cold, Calculating, brilliant tactician, and general. Also good ruler. Wants to rule the known world.

Weapons

Uses a Warhammer.

Spell casting

Casts spells as a cleric of 25th level from D&D rules.

Special abilities

Turns/Destroys undead as a cleric of 25th level.

Possessions

Kingdom of Anthamos. Large standing army of ten thousand plus soldiers, knights, and archers. Several keeps, and castles.

Magical Items

War Hammer +5 +5 vs. Humans, Plate Armour +5 protection from level drain *10, Holy symbol of Geft(gift from the god himself): functions as a rod of rulership. ring of spell turning: turn spells up to level 7 *20

Amulet vs. Good: Detect good in 20' radius, -5 penalty to attacker.

Notes and History

Started out as lowly initiate into the ranks of Geft, but through a few years of playing, Managed to amass a huge amount of wealth. He built a small castle on the land of a local ruler who granted him permission. Then one night of prayer and Geft came to him in a vision, and told him to conquer the world and he would reward him with immortality. So Anthus began to quietly gather an army. Then he went to his church for help. They built a small army of religious zelots to help his cause. The war started. And in a series of brilliant land battles, and strategic traps Anthus had managed to conquer half the continent. Everywhere he went the people converted to his religion by the thousands, thanks to the Holy Symbol of Rulership that Gaft had given him. With all the money from the new lands Anthus raised an army such as had never been fielded before. He would surly have conquered the rest of the continent except for one small problem. During a meeting with his generals. All of whom had been loyal retainers for years. One of his generals was actually an assassin. Anthus's life ended with his body on the floor, and his head on the table.

Azoun Skatterhewk

Cleric 3rd [kit:Paragon] Formerly Fighter 6th Human male
Leader of the Iron Unicorn, Dracos Bane, Slayer of Beholders, Noble of Cormyr

STR 19, DEX 17, CON 17, INT 17, WIS 17, CHA 16, COM , PER

AC -5, hp 68, MV 19, MR 0 AL LG, Age 19, Height 6'1", Weight 226 lbs

Skin Golden Tanned, Hair Brown, Beard - Eyes Brown, Vision normal, Wealth 32 gp

Azoun is a very special man because he was born immortal! Along with his Immortality he also has a destiny that is shared with the other members of the Iron Unicorn to destroy a beast called a Deathlock. During a recent adventure Azoun had a religious experience with a solar and change his way of life to that of Paragon. Paragons are a cross between a cleric and paladin devoted to the worship of Torm. (This is a kit from the Forgotten Realms Warriors and Priests.) Azoun was also a Chavalier as a fighter.

Weapons

Long sword (SP), two-handed sword (SP), bastard sword (SP). Daggers (P), Horsemans mace (P), heavy horse lance (P).

Non-Weapons Proficiencies

Blind fighting, ettique, land based riding, animal handling, read and write, common, heraldry, religion, healing, spellcraft.

Spell casting

Clerical spells of Azoun granted by Torm the True 1st :5,2nd :5,3rd :2.

Special abilities

Spellcasting as a cleric, turn undead at -4 levels, specialization. Paladin abilities : immune to fear, aura of courage, +1 to hit w/swords, +1 to hit w/lance, +1 to hit w/mace.

Possessions

Knightstorm = heavy warhorse, backpack, 50' silk rope, grapple hook, flint and steel, oil flasks 10, torches 5, rations, bedroll, war helm.

Magical Items

Field Plate Armor +5, Orb's Bane = Two handed sword +1

Benedict of Chauntea

Cleric 6th

Human Male

STR 12, DEX 12, CON 14, INT 13, WIS 18, CHA 15

AC 5, hp 45, MV 12, MR 0%

AL NG, Age 20, Height 1.80 m, Weight 85 kg

Skin light, Hair chestnut, Beard slight Eyes green, Vision normal, Wealth 10,000 GP

Weapons

Scimitar+2 of Speed, proficiency, Staff, proficiency

Non-Weapons Proficiencies

Healing, Herbalism, Animal training, Riding-landbased-horse, Religion, Common Read

Spell casting

Cleric Level 6, Casting Level 3. Spheres, major: All, Nature, Elemental, Healing, Plant. minor: Time

Special abilities

Turn Undead, Pass without Trace (8th), Shapechange (9th).

Possessions

Oaken Staff, Linen Brown cloak, Fine Riding Horse Herbal Pouch, Book of Poetry

Magical Items

Staff of Lightning, Cup of Religions, Studded Leather+1, Ring of Protection, Scimitar of Speed+2, Various Potions

Notes and History

Born in Arabel, where his parents currently live (Jason Silvernath, Bard 8, Maryanna Cleric of Chauntea 8, temple in the city). Was raised by his druid Grandfather in the Elven woods. After having completed many missions for his Goddess, is in the company of Lorenz Fo'Nubilus, in Ashabenford of the Dales.

Black Death Horn

Cleric[shaman] 4th /Barbarian[Ravager] 3rd

Minotaur male

Member of the Purple Flame

STR 20 , DEX 16 , CON 20 , INT 14 , WIS 15 , CHA 19 , COM 19, PER

AC -4, hp 33, MV 12, MR

AL LE, Age 20, Height 7'0", Weight 500 lbs

Skin Black fur, Hair Black, Beard

Eyes Brown, Vision Infra 60', Wealth 2500 gp

I am large, very dark and scary. Semi-wise looking eyes. My Horns have been dipped in silver and decorated with gold. I also have a Ring in my nose.

Weapons

Battle Axe, Club, Footman's Flail, Footman's Mace (+3), Warhammer(+2), Battle Axe (+2/+3vs undead), Unholy Sword(+5).

Non-Weapons Proficiencies

Speak Regional, Tracking, Animal lore, Blacksmithing, Local history, Mountaineering, Navigation, Religion, Speak common, Healing.

Spell casting

Cleric (4) :ALL,ANIMAL,COMBAT,DIVINATION,HEALING,PLANT. Charm, elemental, necromantic, protection, sun, weather.

Special abilities

Command Undead, running leap 2d6+4, running spring 1d3+2, standing leap 1d6+2, standing spring 1d3+1. Back detection 17%,climbing 46%. Belt.

Possessions

Belt, boot hose, pantaloons, leather harness. Backpack, candle, hooded lantern, rations, silk rope, wineskin, holy item.

Magical Items

Cloak of the bat, Gorget of Necrois, Ring of Purple Flame, Ring of regeneration, Tabard of Free Action, Potion of rainbow hues, Braclet of Charms.

Notes and History

I was orphaned when my parents were killed by paladins. Necrois found him and took him in. He grew up being taught by Necrois about the ways of the world. He now is very powerful and a founder of the Purple Flames.

Chris Amdam

Cleric/Fighter/Mage 8th /9th /18th Human male
Demonsbane, Duke of shadowdale North Hold

STR 17 , DEX 7 , CON 7 , INT 19 , WIS 17 , CHA 7 ,COM , PER

AC -2, hp 86, MV 20, MR 0 AL NG, Age 115, Height 6'2, Weight 167 lbs

Skin White, Hair Black, Beard none Eyes Gray-blue, Vision Normal, Wealth Ca. 150000 gp

He wears a 3/4-plate, a Bodysield(when strictly in melee) and a openfaced helmet. He's got long black hair, muscular, yet slender, and smiles in any situation.

Weapons

2-H. axe:Master, Longbow (P), Bastardsw (MST), Mace (MST), Morningstar (MST), Dagger (MST), Dirk (MST), Shield (P).

Non-Weapons Proficiencies

Riding,land-based, Read/write, Religion, Healing, Herbalism, Tracking, Weaponsmith, Survival (wood), Spellcraft, Swimming, Agriculture, Musical instrument (Yarting).

Spell casting

All schools: Effective casting level=18 Major sphere:All,healing,elemental,weather,Animal,plant.

Special abilities

Turn Undead, Extra 'cure light spell' 1/day, Read magic 9/day, May wear armor while casting spells, All-around-strike

Possessions

A castle with inventory 3 Farms A woodland area near Shadowdale Several Weapons Runs a healing-shop inside his castle Runs a Weaponshop(also inside his castle).

Magical Items

A 2-H axe of thunderbolts A Mace of disruption A bag of holding About 60 scrolls A Spellbook of knowledge(see below) A rod of resurrection Magical Armors & Weapons (worn by henchmen) 2 stolen

spellbooks "The SPELLBOOK OF KNOWLEDGE" This is a book that contains 8 pages(hence it cannot keep 9thLV spells), which contains any spell the caster knows, he needs just concentrate 1 rd. and it appears on the pages, it cannot be written in.

Notes and History

He was born in Shadowdale, raised by the Tymora-priests in the village, when his parents disappeared 10 years before "The times of trouble" He was raised to become a priest of Tymora but when he was just getting powerful(LV8) "The times of troubles" came about, and he joined in the battles. After the conflicts, he was given his title "Demonbane" when he slew a trio of weak Tanar'ri's. He obtained the axe that was rumored to have been left by the mighty Tempus when he walked the earth. He faced a mighty wizard (which later revealed to be an avatar) who in fear of his axe, casted a spell that successfully changed his class, that rendered his Gauntlets of ogre-power & Girdle of Giant strength useless, he found himself as a mage of some powers and was fascinated by the powers that lay in the class, and never cared to return to his former class...

Durran the Mace

Cleric 13th Dwarf male
Bearer of the Sacred Mace

STR 17 (Mus 17/Sta 17), DEX 16 (Aim 16/Bal 16), CON 16, INT 12 (Rea 12/Kno 12), WIS 18 (Inn 18/Wil 18), CHA 9 (Lea 9/App 9), COM, PER

AC -5, hp 90, MV 6, MR nil AL LN, Age 105, Height 4'8", Weight 109 lbs

Skin brown, Hair gray, Beard gray Eyes glow pale yellow, Vision Infra 90', Wealth 3000

Short and stocky with gray hair and beard. Durran looks very odd when it is dark due to the fact that his eyes glow faintly. He is usually clad in plate mail and a silver shield which bears the symbol of his deity upon the reflective surface.

Weapons

Mace (sp), Staff Sling.

Non-Weapons Proficiencies

Religion, ceremony, read/write, omen reading, investigation, undead lore, ancient history, herbalism, blacksmithing, riding, land based.

Spell casting

Major Spheres: All, astral, charm, combat, creation, divination, guardian, healing, necromantic, protection, summoning
Minor Spheres: Elemental water, elemental earth 1-8, 2-7, 3-7, 4-4, 5-2, 6-1.

Special abilities

Dwarven saving throw bonuses, +1 to hit w/mace, 1/2 damage from blunt weapons, Dwarven combat bonus, Turn undead, 1d10 for hp, must help and dwarf who asks for assistance, can't use scrolls, wands, or staves, can never associate with goblinoids, can only memorize spell in the dark, THAC0 as warrior, Talisman to cast spells is his shield.

Possessions

Ceremonial Garb, Holy Symbol, Several small religious items (candles, incense, etc.).

Notes and History

Being recruited by the dwarven church early in his life Durran lived in the Great Rift for most of his life. He was kidnapped by Hobgoblins on a trip to Neverwinter with his religious superiors. He was rescued by a group of adventures who took him on as their resident healer. He lived with them until he realized that they were far too old to adventure. He then set out on his own and found a group of young dwarves planning to liberate an ancient dwarven magical item from the hands of a deep dragon who had stolen it

centuries before. He joined with the group and assisted them in slaying the beast. He is the sole survivor of that battle and currently wields the item they took from the dragon.

Elzina Truehand

Cleric 21st Human Female
High Priestess of Sorana

STR 18(76), DEX 17, CON 16, INT 12, WIS 22, CHA 16, COM 17, PER 15

AC -8, hp 94, MV 15, MR

AL L/G, Age 57, Height 5'6", Weight 140 lbs

Skin Tan, Hair Brown, Beard -

Eyes Azure, Vision Normal, Wealth 20,654,332 gp

A good judge of character, a trusting with an understanding that evil is rife. She tries to turn none believers to her resolute faith and goodness.

Weapons

Warhammer (SP) +2Hit +4Dmg, Mace (SP) +1Hit +2Dmg, Staff.

Non-Weapons Proficiencies

Religion, Herbalism, Read/Write, Horse Riding, Rope Use, Fire Building, Direction Sence, Healing, Undead Identification

Spell casting

MAJOR : All, Healing, Protection, Combat, Elemental, Plant, Weather & Animalminor : Guardian, Wards, Thought, Time

Special abilities

Turning/Command Undead MS - 50%HS - 60%DN - 50%RL - 20%

Possessions

Standard Clothes Silver & blue robe quarter, staff 50'silk rope, holy symbol ,mace platinum ring.

Magical Items

Warhammer +4Dwarven Thrower, Shield +4, Platemail +2, Ring of Protection +3, Decanter of endless water, blanket of warmth, bedroll of dryness.

Hideyori

Cleric/Mage 25th/65th [wu jen, but can be used as normal mage] Human male, from Kara-Tur
Emissary of the Elemental Planes

STR 21 , DEX 19 , CON 20 , INT 25 , WIS 23 , CHA 19, COM , PER

AC 6 (no items), hp 250, MV 12, MR

AL N?, Age unkown, but looks as if in mid-twenties, Height 6', Weight lbs

Skin , Hair bald except for single lock of black hair, Beard -

Eyes brown, Vision Normal, Wealth unknown

Hideyori appears to be in his mid-twenties and well fit. He wears a robe and a large wicker hat, giving him the appearance of a monk to some. He is bald except for a single lock of black hair.

Weapons

His prefered weapon is the bo stick, but he will often use another if the situation warrents. His proficiencies are bo stick, shuriken stars, short bow, dagger, chain, short sword, blowpipe, dart, staff, and mace. He also has the iaijutsu (fast draw). Proficiency with the short sword.

Non-Weapons Proficiencies

His nonweapon proficiencies include calligraphy, falconry, swimming, origami, Weaponsmith, armorer, spellcraft, religion (Faerunian), land based riding, painting, seamanship, singing, navigation, engineering, gem cutting, agriculture, blacksmithing, animal handling, weaving, and weather sense. He also speaks many languages: common, tengu, oni, hobgoblin, goblin, trollspeak, bugbear, gnoll, ogre, auld wyrmish, aarakocra, beholder, brownie, bullywug, centaur, and dwarvish. (Note that I do not count languages against proficiencies, only on INT)

Spell casting

The contents of his spellbook are unknown, but they seem to be quite vast in scope. It has been assumed he can cast spells from all schools, and he has even been seen casting the distinctive spells of several different religions. His selection is one that is appropriate for the situation.

Special abilities

Abilities from stats, spells, has a -3 bonus on initiative once per day, can cast one spell at maximum effect once per day, meditation, elemental/nature spells he casts are +1 on damage and victims have -1 on saving throws, and has +2 reaction with oni and tengu.

Possessions

Bow stick, silver mirror, 7 vials holy water, and a waterskin

Magical Items

Short sword +1, dagger +2, staff of striking (20 charges), an oil of elemental invulnerability (air), portable hole, necklace of protection +1, medallion vs. crystal balls and ESP, and dagger of venom (w/ 3 doses)

Notes and History

Hideyori is not well known in the Realms. Only a few are aware of his presence, like Elminster and Khelben. Even they know very little. He appears to be a powerful immortal sorcerer who may be granting himself clerical spells (or they are from the elemental powers). He is NOT a power and will likely never be one. He has been residing in the plane of air for many years now assisting Akadi. He claims to represent the new-found unity of the elemental and paraelemental planes, though this would be considered nonsense by most sages. He has constructed a tower that connects the surface to the Underdark and has many powerful minions within. He also has the allegiance of some humans/demihumans, but how many and how powerful is not known. He is rumored to have the assistance of a powerful human psionicist (level 30+??). He may sometimes join a group of adventurers to look for powerful items or new minions/comrades. The only permanent temple to Akadi is located at the top of his tower and it is assumed that there are temples for the other elements within.

Isurus

Cleric of Lliira 9th

Human male

STR 18 , DEX 16 , CON 13 , INT 15 , WIS 18 , CHA 13, COM , PER

AC 7, hp 47, MV 12, MR

AL N, Age 37, Height 5'9", Weight 205 lbs

Skin White, Hair Blacks, Beard Sometimes

Eyes Browns, Vision , Wealth 235 gp

Funny guy, always ready to make feast, to sing, dance, drink,.....

Weapons

Net, Lasso, Boxing

Non-Weapons Proficiencies

Swimming, Religion, Language (Ancient), Singing, Hiding, Tumbling, Spellcraft, Brewery, Herbalism, Dancing, Tightrope walking.

Spell casting

Major sphere : All, Healing, Sun, Animal, Charm, Necromantic. Linor sphere : Vegetal, Weather, Guardian, Protection.

Special abilities

Turn undead.

Possessions

Clothes, 1 net, 1 lasso, 1 horse (equiped), 1 holy symbol, 1 tent, 1 rug, 1 bag, 2 flasks of Whisky.

Jess

Cleric of Lathander 5th

Human Female

Jess the kind

STR 10, DEX 17, CON 12, INT 16, WIS 16, CHA 17, COM 16, PER

AC 2, hp 25, MV 12, MR 0

AL LG, Age 16, Height 5, Weight 100 lbs

Skin Tanish White, Hair Brown , Beard none Eyes Hazel, Vision normal, Wealth 300 gp

A short kind girl, who is as helpful as she can be at all times. Most like her others hate her for her kindness, and like to spread bad rumors of her.

Weapons

The main weapon she uses is kindness, but she does carry a mace.

Non-Weapons Proficiencies

As a women in this world she was raised to become a housewife, so she holds most household skill. She can also read, write, and track.

Spell casting

As any cleric in high regard from their deity. Every shpere, allowed by Lathander.

Special abilities

She has the inate ability to see problems and remedy them with a simple kindness, and a little effort.

Possessions

She carries a holy symbol of Lathander, and a Cross that she says is for her true god, she calls only God. She also carries the common things of a priest adventurer.

Magical Items

A wand of paralyzation. This is her main weapon of choice which has 26 charges and she can recahrge herself nightly, Bracers of Defense AC2

Notes and History

This is a women of low power in the realms but has high influence. She is a hero of the common people, and a role-model for good priests in the realms. She is a friend to the lords of most the Lords in Waterdeep and knows their identities. She has never told a lie. She probably never will. She has taken the horror of killing. She started travelling only a little over a year ago. In that time she has made many friends. The Evil gods fear her and her new god that sits above Lathander and wishes to kill her. Many wonder how Lathander will let her worship this other god above him, and still grant her spells. When asked about this she will say, "Lathander too worships my God." The farther she travels the farther the new gods faith grows (yet still only alongside other gods as she with Lathander) and the more friends she makes. As of now she has past through Waterdeep, Scournebel, High Horn, Tilverton Gap, Archendale, Battledale, Featherdale, and now stays in the new town below Scardale known as Morning Hallow.

Lauranna

Cleric Of Mishakal 2nd Human Female
The Good One

STR 17 (Mus 17/Sta 16), DEX 16 (Aim 17/Bal 20), CON 18 , INT 18 (Rea 16/Kno 18), WIS 18 (Inn 18/Wil 17),
CHA 18 (Lea 18/App 20), COM 22, PER 19

AC -3, hp 10, MV 14, MR 75

AL L-G, Age 19, Height 5'8", Weight 100 lbs

Skin tan, Hair brown, Beard Eyes blue, Vision ultra(90), Wealth 40 gp

She is a short skinny young lady she is very beautiful. she is the wielder of the blue crystal staff of mishakal you will see wearing her blue robes all of the time unless she has her armor of thor on she loves little kids she hopes to have a couple some day.

Weapons

She has the blue crystal staff of mishakal 1d100 against evil, 1 mace 1d6/1d10, 2 daggers 1d4/1d6/1d10.

Non-Weapons Proficiencies

Climb, Heal, Jump, Bless.

Spell casting

Cure Light Wounds, Bless On Hands.

Special abilities

Run, jump , climb, read other languages, through daggers, catch daggers.

Possessions

2 Daggers, 1 mace, backpack, normal clothes, blue robe, boots high and soft, 2 weeks rations, 2 small pouches, sling, 12 bullets.

Notes and History

She is from Narnia she grew up without knowing who her parents were because they were killed by the knight wraith lord lance a lot . She is going to avenge their death one day she has healed many people when they were about to die and she has earned a good reputation by doing so she has many followers she will get along with anybody as long as they are not evil. She is from a small village outside of Solace where she met her first friends the evils bane her best friend is a minitour cleric of Myshakal. The evils bane group is made up of 7 people Shintari, Laurana, Jago, Kintara, Ram, Typhoon, Ninjara .Laurana is the newest one to the group the reason why she got into it is because she was one of the greatest clerics in all of Narnia she will avenge her father's death some day but now she is on a life death quest with her friends trying to defeat the abyss she will do so if all of her friends combined their power strength, justice, wisdom, mischief , intelligence, constitution, magic. She has defeated most of the night wraiths but she has never come in contact with the leader of the knight wraiths . But as soon as she defeats the Knight Wraith Lord Lance a lot she is going to go home she is going to build a temple of mishakal with her friend the evils bane destroyer of evil protector of the good. she is going to go fight the knight wraiths and all the evil in the land that don't deserve to be on this planet.

Leberia

Cleric/Mage 6th/5th Half-Elf, Female

STR 14 (Mus 14/Sta 14), DEX 16 (Aim 16/Bal 16), CON 16 , INT 17 (Rea 17/Kno 17), WIS 17 (Inn 17/Wil 17),
CHA 15 (Lea 12/App 18), COM 19, PER n/a

AC 8, hp 43, MV 12, MR n/a

AL NG, Age 56, Height 5'9", Weight 102 lbs

Skin Elvish, Hair Red, Beard NO!!! Eyes Brown, Vision 60 Feet Infra, Wealth 2700 gp

Weapons

Q-staff: 1/1, Dart: 3/1.

Non-Weapons Proficiencies

Spellcraft: Int: -2, 15, Spellflash: Int:+0, 17, Healing: Int: -2, 15, Herbalism: Int: -1, 16, Ancient History: -1, 16, Religion: Wiz: +0, 17, Reading/Writing: Int: +1, 18, Riding, Land-Based: Wiz: +3, 20, Monsters Lore: Wiz: +0/-8, 9-17, Ancient Languages "Espoan": Int: +0, 17.

Special abilities

30% resists sleep and charm

Possessions

Adventurer Kit

Magical Items

Q-staff of Striking, 1st cont. Lightstone, 3rd scrolls of invisibility, 3rd scrolls of Levitate, 3rd scrolls of Elixir of Health.

Leto Talishar

Cleric 11th Aasimar-Guardian descent male
Member of the Guardian Sect, Priest of Lathander, Sha'Quessir (Elf Friend-Forgotten Realms)

STR 18 (Mus 18/Sta 18), DEX 11 (Aim 9/Bal 14), CON 14, INT 9 (Rea 9/Kno 9), WIS 19 (Inn 19/Wil 19), CHA 9 (Lea 9/App 9), COM, PER

AC -8, hp 94, MV 13, MR 0 AL NG, Age 23, Height 72", Weight 200 lbs

Skin Golden brown, Hair Dark Golden Brown, Beard - Eyes Amber, Vision Infra 60', Wealth 36,000 gp

Slight Lion-like features: Eyes, Ears, Hair. Wears Arabic type robes. Very muscular but not brawny.

Weapons

Mace: Lady of the Sunrise, 16 Int., Lawful Good, +4 of Disruption, Forged in the Elysium, Detect Evil 10 ft. radius, 1d6+1/1d6, Double Damage to Evil & Undead, Evil creatures suffer 5d4 each round upon touching the weapon. All undead up to Wraith automatically destroyed. Wraith save: 20, Mummy: 17, Spectre: 14, Vampire: 11, Ghost: 8, Lich: 5, Other: 2. Scimitars: Two +2 Scimitars, no special abilities. Mace Prof., Scimitar Prof., Expert Scimitar, Medium Shield Prof., Two Weapon Style Prof.

Non-Weapons Proficiencies

Ceremony, Undead Lore, Religion, Jumping, Etiquette, Reading & Writing, Blindfighting, Animal Handling, Animal Training, Riding Land-based, Swimming, Agriculture, Omen Reading.

Spell casting

MAJOR Spheres: ALL, COMBAT, GUARDIAN, HEALING, WAR, WARDS, NECROMATIC, SUN, TIME, PROTECTION. Effective casting Level = 7,7,5,4,2,1. Uses spells of Lathander regularly.

Special abilities

Power of Life, Immune to Electricity, Fire Resistance 50%, Inherent Immunity to Cold, Empathy, Unholy Water Susceptibility, Combat Bonus, Weapon Selection: Scimitar, HP 1d10 Defense Bonus, Ambidexterity, Detect & Turn Undead, Wonder Healer, Detect Dawns (even underground), Spell Immunity: Cause Fear, Charm Person, Command, Friends, Hypnotism. Crushing Blow, Iron Will.

Possessions

8 Vials of Holy Water, 2 Small Mirrors, 3 Sharpened Stakes, 1 Large Flask of Holy Water, 4 Glass Jars Encased in Leather, 6 sheets of paper, 1 pen, 25 Common Meals, 1 Whetstone, 1 Flint & Steel, 2 Torches, Winter Clothing & Blanket, Small Tent, Rope 60' w/ Grappling Hook, Snow Shoes, Umbrella, Crampons. Deed: One Story Cottage Outside of Leuthilspar.

Magical Items

Field Plate +4, Medium Shield +3, Helm of Underwater Action, Girdle of Rock Throwing: Str 20, Cloak of Elvenkind w/ Broach to communicate w/ Kerstin Mythglow, Boots of Elvinkind, Ring of Spell Storing: Lv 8.

Notes and History

Born in the Elysium - Domain of the Long-Day Sun, of a noble family, became a priest of Lathander at an early age, a member of the guardian sect at 17, traveled the planes before venturing to the Prime to destroy undead, faced a Bane Lich alone at 22 and barely escaped, has a powerful enemy that sends Balors after him, he is still unsure who this enemy might be. Has successfully completed many adventures, currently after the Rod of Seven Parts. Has a great interest in agriculture.

Nature Calls Blackwater

Cleric/Mage 15th/18th Half-elf male
Emperor, Pope, Master

STR 12 (Mus 12/Sta 12), DEX 15 (Aim 13/Bal 17), CON 12, INT 18 (Rea 18/Kno 18), WIS 18 (Inn 18/Wil 18), CHA 12 (Lea 12/App 12), COM, PER

AC 2, hp 61, MV 12, MR 5

AL NE, Age 47, Height 5'4, Weight 96 lbs

Skin golden, Hair black, Beard none Eyes red, Vision normal, Infra, Ultra, Wealth 12,000,000 gp

A frail, hunched wizard who is evil to the core. Kills anyone, and kills for no reason. Loves death.

Weapons

Mace (p)

Non-Weapons Proficiencies

Investigation, observation, alchemy, undead lore, riding (horses), riding (dragons), reading/writing (common, elf), herbalism.

Spell casting

Casts from all schools. Major access spheres: healing, necromantic, all, chaos, divination, combat
Effective casting level=9(wizard), 7(priest)

Special abilities

Shape change, expect healer, control undead, lay on hands (2 pts of damage/level), pass without trace

Possessions

350 skeletons, 4 golems, 1 dracolich, 10 gargoyles, 1 castle, 20 bone bats, 4 iron statues, 4 rock statues, 4 amber golems, 10 direguard, 10 baneguard, 2 Meks, 1 fire hydra, 1 hydra, an army of various ordinary soldiers, 100 mutated followers.

Magical Items

Various homemade scrolls, Nature Calls Amulet of Protect that Ass (globe of invulnerability, invulnerability to normal and magic Weapons), ring of teleport without error, mace+5(cause critical wounds*5, entropy shield*3, slay living*3), boots of detect scrying, talisman of ultimate evil, bowl of watery death, portable hole.

Notes and History

Was born into a pure elven family, and became an outcast because of being a half bred. Decided to get revenge, so Nature Calls entered the priest hood of Cyric and became an apprentice of an evil wizard. When he became powerful enough, Nature Calls joined with an adventuring party of 9 other members. Together, this group slayed dragons, and other fiends, but in the process, all of them began to commit evil act after evil act, until they began to beat up innocents (including women and children). With new found wealth, this group of 10 built castles and controlled vast tracts of land. They are presently at war with Cormyr (who has almost been beaten). Nature Calls is also developing the most powerful spell known to man or god.

Rupert Hurios

Cleric 5th Half-elven male
Priest of The High Moon

STR 12 , DEX 10 , CON 16 , INT 21 , WIS 18 , CHA 23 (Lea / App), COM 21, PER

AC 0, hp 38, MV 12, MR 0 AL LG, Age 18, Height 6'1, Weight 124 lbs

Skin light, Hair long & brown, Beard none Eyes Deep Blue, Vision Infra, Wealth 0 gp

Rupert was adopted by Mattias, and has a brother, Tithlas.

Weapons

MaceX2 and sling

Non-Weapons Proficiencies

Healing herbalism and ancient history.

Spell casting

Cleric casting level 5.

Possessions

Plate mail, mace, shield, and survival stuff.

Magical Items

5 rings

Sirrion

Cleric 18th Human Male

STR 18 , DEX 12 , CON 15 , INT 14 , WIS 18 , CHA 15 , COM 16, PER

AC -3, hp 79, MV , MR AL LE, Age 79, Height 6'8", Weight 240 lbs

Skin dark brown, Hair shaved head, Beard - Eyes brown, Vision normal, Wealth 93,000 gp

Thanks to three potions of longevity, sirrion appears 19 years younger than he actually is. Sirrion has big brown eyes, long lashes, and a strong jaw. Sirrion manages to stay trim and fit, despite his advancing age. He has never been particularly muscular though, depending on his great size to lend leverage and power to his melee blows.

Weapons

Sirrion is proficient in the use of the: Club, Flail, Khopesh, Mace, Morning Star and Staff.

Non-Weapons Proficiencies

Too many to list...

Spell casting

Sirrion casts spells as an 18th level cleric.

Special abilities

Turns undead as an 18th level cleric.

Possessions

Chain mail +3; Cloak of Displacement; Gauntlets of Ogre Power; Iron Bands of Bilarro; Mace +2 (int. 16 ego 11 LE CG priests struck with this weapon must save vs. spell or be disintegrated can detect good and magic in a 10'r allows wielder to fly 1 hour/day); Periapt of proof vs. poison +3; Ring of Protection +3; Ring of Spell Storing (cure light wounds, cure serious wounds, cure critical wounds, fear, flame strike); Shield +2; Staff of the Adder +2.

Notes and History

Originally from Mulhorand, Sirrion is obsessed with bringing his god(Set) back to a place of prominence in the realms. In his younger days, Sirrion was fanatical in his faith and traveled far and wide to find a new home for his deity. He met up with the evil wizard Mythiess Deckeron and converted him to the worship of Set. Joining Mythiess' adventuring band "The Four of Power", Sirrion gained levels and followers rapidly. Then Mythiess and Sirrion had a falling out. Sirrion was barred by Mythiess from adventuring with the group, Mythiess proclaiming that he would worship no gods, instead planning to become a god himself. Sirrion fell on hard times. One of his churches was burned down by paladins and then he himself was torn to pieces and eaten by a band of trolls. However, powerful clerics are always in high demand by adventuring parties and Sirrion was wished back by an unknown group of evil adventurers in desperate need of his services. The animosity between Sirrion and Mythiess has increased over the years, with each moving against the other through the use of pawns. Sirrion has someone close to Mythiess now, just waiting for the right time to strike. Sirrion presently has a secret base of operations and temple in the jungles of what was once the kingdom of Nog.

Stern Eravan Deluge

Cleric of Odin 5th

Human, male

STR 10, DEX 10, CON 16, INT 15, WIS 18, CHA 10 COM , PER

AC 10, hp 50, MV 12, MR 0

AL NG, Age 37, Height 5'6", Weight 213 lbs

Skin tan, Hair greying black, Beard none, well shaven Eyes grey, Vision normal, Wealth none value

Weapons

Quarterstaff, specialized 3/2, +1 to hit, +2 to damage. If you cannot figure out the damage or do not know the stats for the quarterstaff, LOOK IT UP!

Non-Weapons Proficiencies

Read/write, Ancient languages, Swimming, Mountaineering, Dwarven- Modern Language, Spellcraft, herbalism, Healing, rope use, and ancient history.

Spell casting

Look it up in the Legends and Lore book, or deities and demigods book all by T&R, okay? good. Easy to do, a lot of sphere information and limitations.

Special abilities

He is obviously Norse, and knows inherently how to use a ship, sail, fish, and general stuff like that. He is not the shaman of any village, and in fact, for a long portion of his life he was a devoted patron to the temple of Odin as but a warrior, but not a very good one. He has good luck, and quite a bit of good fortune, especially if your DM likes this character. If your character is liked, especially by your DM, then request a bonus to your actions and rolls, for if your DM likes your player then so does your god, essentially. Odin

has always look with charmed eyes towards Stern due to his deep devotion and I have since received many major bonuses where I would have died.

Possessions

Clothes, (you pick), backpack, food and lots of ale (particularly Dwarven SPirits, quite flammable) ink and writing quill, but not always paper... you can throw ink into NPC's and monster's eyes, if they have any about 100 ft of Silk Rope, A pendant of Odin, no magical properties, just neat looking quarterstaff +1 (really good and strong wood, non-magical) A few daggers, but he never uses them for anything, he doesn't know how. And he always has little knick-knacks on hand just in case...

Notes and History

Stern was a berzerker, that never truly embraced the red rage, so his companions finally decided to dub him their priest since he never was any help in battle. As well, they wanted him, to stay alive because he always had good war stories and such a jolly character, although annoying, that the norseman revered him as a mighty companion. Odin kinda influenced them too. Stern also traveled for a long time as a merchant, and got A LOT of money, but left it all at home with his wife and twelve children. He essentially a really rich guy and has pretty much unlimited resources when starting in his home city. He owns (has the deeds and all) to eight war galleons, amongsd his collection.

Tawl

Cleric 3rd

Human Male

The Blessed Demon, Taker of the Pain, Co-Leader of BSO

STR 17 , DEX 12 , CON 19 , INT 13 , WIS 21 , CHA 12, COM , PER

AC -4, hp 17, MV 12, MR AL LG, Age 32, Height 6'2", Weight 195 lbs

Skin Lightly tanned, Hair Brown, Beard None Eyes Green, Vision Normal, Wealth 28,000gp gp

Dressed in light blue and white robes, bound by a thick black belt, Tawl does not appear fierce. He is however very intelligent and often knows what you will do before you do.

Weapons

Proficient in use of maces and clubs

Non-Weapons Proficiencies

Funeral Services, Alchemist, Armorer

Spell casting

Owens a Clerical book of all Healing prayers. Only knows a few level 1 and Level 2 spells.

Special abilities

Turns Skeletons and Zombies automatically

Possessions

Plate Mail, Backpack, Blinding Powder.

Magical Items

Winged Horse (gift from his God -Gond-) named Anvyl, "Heretic" Footman's Mace -INT 16, Ego 2, powersof Clarivoiance, and Detect: Doors, evil, and Sloping passages. Shield +2, Staff of Healing (Cast heal medium wounds 4/day), Ring of Protection from Evil.

Notes and History

Born in another Realm, Tawl set off a wizard trap and was zapped into a passageway of caves. Rounding a corner, he came upon a Dwarf. He immediately used his Staff to heal the greviously wounded warrior. The only problem was his inability to heal the Dwarf's scarred face, hence Thundar's cloth mask. After joining

several groups of adventurers and finding nothing but greedy backstabbers, Thundar and Tawl decided to form BSO. Soon joined by the giant form of Bane Ironfist, BSO prospered into a well formed organization. Presently BSO is made up of Tawl, Thundar, Bane, Hogglebit, Klaus, and Balthazar.

Thisbullfellow Fumblefoot

Cleric [Favored of Tymora] 4th Halfling Male
Well he think's he's a Paladin but only because of his high ego

STR 14 , DEX 14 , CON 13 , INT 10 , WIS 15 , CHA 16, COM , PER

AC 5, hp 24, MV 6, MR AL LG, Age 28, Height 3', Weight 68 lbs

Skin White & rosy cheeks, Hair Medium Brown, Beard - Eyes Hazel, Vision Infra 60', Wealth 24 gp

Small round little halfling with an incurable high ego. His day to day wear consists of tailormade shorts and vest over a white shirt and tie. (note that this is his "adventuring" outfit.) His nose is always high in the air, and like other halflings he's very fond of his meals, all 15 a day.

Weapons

Lance (p) made out of tin, 10'long (an extremely long lance for a halfling. (he doesn't only use his lance for fighting while on "Horseback", he also uses it to club things with. Footmans Mace (p). Dagger (p).

Non-Weapons Proficiencies

Halfling Common Animal-Handling Animal-Training Read/Write Cooking Healing

Spell casting

Priest Spells: 5x1st level spells, 3x2nd level spells. Spheres: (Major)All, Charm, Creation, Divination, Healing, Necromantic, Protection, Summoning. (Minor)Guardian, Sun, Weather. Effective casting level=4.

Special abilities

1/day: Turn enemy attack roll to 1. 1/day: Turn your own attack roll to 20. 1/day: Give Friend +1 to attack roll for 1 round. 1/day: Give Enemy -1 to attack roll for 1 round. 1/day: Automatically succeed at proficiency check or ability check.

Possessions

Thisbullfellow wargear is his Foolplate armor (as he calls it) made out of tin. The fullplate is extremely decorated with all sorts of inscriptions and symbols, and as the material would imply it is quite light and ineffective. His organizer which never leaves his sight (those of you who've read Terry Pratchett's Feet of Clay might recognize this one) consists of a small metal cage with a leather cover, which houses a permanently shrunken imp. A smoke imp to be exact, whose characteristics can best be described as lazy, arrogant and forgetful. (An example: Sir you have an appointment on the 12 of may at 3 o'clock at the bootmakers. Thisbullfellow: oh great it's now the 29th. thanks alot. Next time i think i'll write a memo.) The imp's name is "Mr. Nevrontime", he is quite skilled at memorising things and he can even "recognize" handwriting. He is however terrible at keeping track of time. Thisbullfellow's mount is a Huge overgrown Saint Bernard whose characteristics can best be described as Cowardly. He is quite good at fleeing from battle (at a movement rate of 30) while his master urges him forth to battle. Thisbullfellow's other gear consists of: Small tent (halfling Sized) Bedroll Messkit Pots pans and other cooking utensils 2xWineskins filled with ale Extremely large saddlebags Bag of marbles Deck of cards 5xTorches Firewood Axe 7xCandles Flint n'steel Bottle of oil Birdwhistle Pipe Diary Ink&Pen Holy Symbol and various foodstuffs.

Magical Items

Horseshoes of Speed (fastened with leather straps on his mount, Wilbur the Saint Bernard, giving him a Movement rate of 30.). Luckstone. Cloak of Protection +2.

Notes and History

Thisbullfellow grew up in Luren the land of the halflings, in Ammathlur which is the largest of Luren's towns. He was orphaned as a baby and grew up in the care of his cousin, Smilee roudbottom, who later died and left his halfling hole to Thisbullfellow. His best Friends are Sniffles and Winky. Sniffles caught his nickname on account of his constant sneezing. Winky on the other hand is the type of person you would get if you mixed tourette syndrome with haste. Thisbullfellow (at an age of only 16) drove off a pair of kobolds that had come into town in search of food. He looks upon himself as the town hero and this has seriously affected his ego. He thought that he was surely blessed by the gods (although he didn't know exactly what god, so he decided to make his own god, whom he later named "The great, mighty and allpowerful Fwiffo". Seeing as he made up his own god he wouldn't quite get any spells now would he. No ofcourse not. But seeing as how cute and cuddly he was and seeing as Lady Tymora took pity upon him, she decided: oh well, what harm could it do. So when praying to his god Fwiffo, Thisbullfellow is unknowingly praying to Tymora. Thisbullfellow's earlier encounter with the kobolds made him believe that he was indeed brave and deserved the title of knight, or better yet, Paladin sounded even better.

Zhuge Liang

Cleric of Eos [kit: Fighting Monk] 24th

Human male

STR 14 , DEX 17 , CON 9 , INT 20 , WIS 21 , CHA 9 , COM , PER

AC -10, hp 80, MV 10, MR 99

AL LG, Age 188, Height 5'5", Weight 108 lbs

Skin Light tan, Hair White, Beard - Eyes White, Vision Infra (30'), Ultra (60'), Wealth None

An old wandering and tough old guy who looks surprisingly young for his age. He looks about 38, and seems to be blind but is actually just really old.

Weapons

Martial Arts (x12), Unlimited specialization, each one = +1 damage and +1 to hit.

Non-Weapons Proficiencies

Almost all martial arts abilities. (Check out the Ninja's Handbook).

Spell casting

Major Spheres: All, Combat, Divination, Elemental, Healing, Protection.

Special abilities

Turn Undead, Martial Arts: Aikijutsu, -3 AC, +1 Attack. Ironskin: -2 AC, Chi Attacks: +4 Damage, +4 to Hit, Incapacitator: +1d4 Damage, Immobilizer: Stops enemy completely on successful roll, Speed: Extra attacks.

Possessions

Robe, Cloth, Belt, Cloth, Sandals, Cloth, Backpack.

Notes and History

This character was greatly influenced by Nordag Eldereth, the Wanderer: most probably one of the most accomplished monks of all time. This character is legendary. Traveling through space on the Spelljammer, going through planes, helping to save Krynn from total destruction, killing off (temporarily) a Dark Lord of Ravenloft, and actually going into Hades and killing off Satan are just a few of Zhuge's accomplishments. He has had many friends, one of whom wished him back, so his physical state was about 18 years old. Most of his deeds have been done when he was about level 15, and he didn't kill Satan until about level 20. He has been to every possible place in the ADnD known worlds, and even uncharted territory. He actually faced off with a Ravenloft Dark Lord, one on one, and he beat him.

PRIEST

Ahlay of Mystra

Priest [kit: Specialty Priest of Mystra] 11th

Human male

STR 14 , DEX 14 , CON 16 , INT 15 , WIS 19 , CHA 13 , COM , PER

AC -5, hp 44, MV , MR 0

AL ng, Age 45, Height 6'3", Weight 216 lbs

Skin Ruddy complexion, Hair Black, Beard Black

Eyes Green, Vision Normal, Wealth 4,174 gp

Ahlay is always very well-kept (armor polished, horse brushed, robes unwrinkled, etc.) and polite in manner. He has scars on his left torso from a Red Dragon's attack.

Weapons

Footman's Mace (P, 2 slots), Horseman's Flail (P 1 slot), Quarterstaff (P 1 slot)

Non-Weapons Proficiencies

Spellcraft (bonus), Healing (2 slots), Navigation (1 slot), Animal Training/Cats (1 slot), Rope Use (1 slot), Direction Sense (1 slot), Riding Land-based/Horse (1 slot), Read/Write Common (1 slot), Religion (1 slot), Ancient History/Myth Drannor (1 slot), Ceremony (1 slot), Speak Realms common (native), Speak Auld Wyrms (2 points).

Spell casting

As level 11 specialty priest with the following bonuses due to Wisdom, and Ring of Holiness. Lvl 1:10, Lvl 2:7, Lvl 3:7, Lvl 4:4, Lvl 5:2, Lvl 6:1. MAJOR Spheres: All, Astral, Charm, Combat, Creation, Divination, Elemental, Guardian, Healing, Necromantic, Protection, Summoning, Chaos, Law, Numbers, Thought, Time, Travellers, Wards. MINOR Spheres: Animal, Plant, Sun, Weather.

Special abilities

Detect Magic once per day. Turn undead. Spell Casting.

Possessions

Ahlay keeps several samples of various dragon parts (i.e. bones, blood, scales, etc.) in chests. He has collected them all on his own journeys. His most prized piece is a scale from a Steel Dragon's tail. This scale was NOT taken by force, it was given for a task completed. He also has several small bones from his last two cats and a Worg-wolf that are kept in separate pouches at his belt. He has a Light Warhorse that he has (barely) been able to hold on to during recent journeys. also: 6 vials of holy water.

Magical Items

Death Kiss Mace: Footman's mace +1, any living creature struck by this weapon has a 1% cumulative chance of being slain. Footman's Mace +3. Horseman's Flail +1. Plate Mail +1. Shield +5. Helm +1. Ring of Holiness. Ring of Protection +3 (for those times when armor is not practical). Ring of Water Walking. Scroll of Speak with dead. Scroll of Protection from Poison. Potions: Free action, Avian Control, Invisibility.

Notes and History

Ahlay has travelled over much of the Realms spreading magic into the hearts of Toril's populace. He tells all that he meets of Mystra's blessing, and performs any services that the people require. During his travels, he has striven to learn more about the nature of dragons. He has learned much from a "family" of Steel Dragons near Waterdeep. He met up with his travelling companions on the same adventure that introduced him to the "Steels". They were a Halfling male thief, Random Lightfingers (missing; last seen in Dragon Mountain), a human male Duelist, Sy Saidar (teaches dueling in Waterdeep), an Elven Fighter, Belgarath (deceased), a human mage, Samber (travelling with Ahlay spreading the glory of Mystra), and a human fighter, Chaos (last seen after leaving Dragon Mountain). The Knights of the Unknown, as they fancied themselves, travelled together far and wide. They tried as they could to spread the gleam of goodness throughout the realms, showing all that there were some adventurers that did not mind doing basic jobs such as tilling fields. Ahlay and Samber have been searching for a suitable city in which to build a temple to the greatness

of Mystra. Some of Ahlay's most used spells follow: Summon Animal Spirit, Call Lightning, Animal Friendship, Calm Animals, Speak with Animals, Etherealness, Chaos Ward, Command, Flame Strike, Heroes Feast, Magic Font, Wind Column, Dust Devil, Windborne, Stone Shape, Prot. from Fire, Pyrotechnics, Sunscorch, and a spell of his own design called Weave Tap.

Aidan of Saerloon

Priest of Mystra 5TH Human Male

STR 12, DEX 15, CON 13, INT 17, WIS 18, CHA 14, COM , PER

AC 5, hp 29, MV 12, MR 0 AL NG, Age 24, Height 5'8", Weight 140 lbs

Skin fair, Hair chestnut, Beard - Eyes blue, Vision Normal, Wealth 10 GP or so.

Weapons

Weapon	THAc0	#AT	Damage(S/M L)
Mace	18	1	D6+1/D6
Staff	18	1	D6/D6
Sling stone	18	2	D4/D4

Non-Weapons Proficiencies

Languages spoken: Common, NG, Elven. Spellcraft int -2 15 (free), ancient hist. int -1 16, read/write int +1 17, religion wis 0 18, musical inst. dex -1 14 (lute), singing cha 0 14, herbalism int -2 15 (2 slots), cooking int 0 17, riding, land wis +3 21, ancient lang. int 0 17.

Spell casting

Spells available: 5 1st, 5 2nd, 2 3rd. Spheres: all that a Specialty Priest of Mystra normally would get.

Special abilities

Special: Magic works normally in wild and magic-dead areas. Can use all wizard items except scrolls. Detect Magic 1/day. Instead of a holy symbol has Mystra's symbol 'tattooed' on the back of each wrist; the 'tattoos' flare up whenever he casts a spell.

Possessions

Backpack: Several changes of clothing (Blue or gray robes, hunting leathers). Mess kit (from Aurora's Whole Realms Catalogue). 10-Ration packs (from Aurora's Whole Realms Catalogue). Armor maintenance kit (patches, metal plates, heavy-duty thread + needle). Mending kit (needle, thread of various colors, patches.). Flint, steel, tinderbox. Lantern, 3 flasks of lamp oil. Lots of papyrus (filled with notes), ink (in a sealed jar), quills. Shaving mirror, shaving knife. Waterskin. Lute: fixed to backpack. One-man tent (little more than a sleeping bag) and bedroll: rolled up, tied to backpack. Spell components: in pouches in front of belt. Cloak. Fulmen's sigil (see character history): in belt pouch.

Notes and History

Family (living/dead): Mother, Laele Firesong (alive) (NG hf W16,ex-adventuress, owns a magic shop in Saerloon.)Father: Fulmen. ??? (See character history.)

Friends (living/dead): Theo(LG hem P4), an initiate at Lathander's temple. Winona (CG hf T3), a street thief.

Auster (CG hm W(Di)14), librarian at the Tower of Mysteries, Laele's old travelling companion. Enemies

(living/dead):Eyeless Mask (even though they do not target him specifically.)

History:

Aidan was born and grew up in Saerloon. His mother abandoned adventuring and opened up a magic shop in Saerloon when she became pregnant. Aidan grew up helping his mother run the shop, handling spell components, listening to talks of magic and adventure, and since his mother worships Mystra, he also adopted that faith. Aidan does not exactly know who his father was: whenever he mentions the subject his mother smiles dreamily and does not answer. What he does know is that his father left him a small object (description follows) and that his mother once slipped and called Aidan 'Child of the Phoenix'. The item is

as follows: a palm-sized, perfectly circular metal plate, with a thunderbolt in bas-relief and an inscription running clockwise around the rim; "Fulmen, filius Darius, follower of Criamon; Covenant of the Azure Phoenix, Year of Aries 1132; Veritas odium parit." Aidan wants to find Fulmen, eventually... but he's not in too much of a hurry. First of all, from some hints his mother dropped he is fairly sure that it will involve some sort of extraplanar travel... and secondly 'Veritas odum Parit' means 'Truth breeds Hatred' ... he is very afraid that will prove true. Aidan grew up in constant fear of the Eyeless Mask. True, a wizards' kid in Saerloon is a prime target for that group, but his terror and loathing of the group is out of all proportion, and the two times agents of the Eyeless Mask tried to kidnap Laele (and failed miserably) does not instill in him any more of a sense of security. Theo is a neighbour of Aidan's, and a good friend, although when Aidan left for his 'trip' (see below) Theo and Aidan sort of drifted apart. Aidan was sort of looking forward to renewing the friendship, but then this opportunity came up... Winona was a young apprentice thief, who rather stupidly decided to go shoplift from Laele's store. Aidan sort of caught her in the act, politely explained just how stupid she was for trying to do this, and then... offered her 2 sp's a day to watch and make sure that no one else tried anything like that. 'Set a thief to catch a thief'. Aidan began his training as a priest of Mystra at 15, and took his vows at 19, a year earlier than most. He was perfectly content to serve as an assistant librarian at the Tower of Mysteries, but on the day he turned twenty, he had a dream which changed his life. He regards the dream (actually a series of three dreams) as prophetic; whether he is correct or not is up to the GM. In the first dream, he and a number of (unidentified) companions stood in a wild-magic area, casting spell after spell at a large, perfectly formed block of crystal.... and the crystal began to glow, and Aidan felt rather than saw the excess magic begin to drain from the land, collecting into the stone. In the second dream, he and his companions were transporting a block through many strange and wondrous lands, and fighting many who would stop them along the way. In the third dream, he and his companions stood before the glowing block of crystal in a magic-dead area... and Aidan stepped up and tapped on the crystal, and the crystal shattered, releasing the magic to once again flow into the area, resurrecting it... And when Aidan woke up, Mystra's symbol had appeared on the backs of his hands. Aidan had initiated some pretty extensive research at the Tower's library into what he called Mana Stones... and turned up nothing more than a few very vague clues. So, he set off to visit several other cities and do research there. From Saerloon, he went to Daerlun, where research at the temple of Mystra turned up nothing: he did, however, make the acquaintance of Elmareen Whitestone. From Daerlun, he journeyed to Urmlaspyr, where he (pretty much by accident) joined the 'Hamarch's Hands' in a raid on an Eyeless Mask hideout. Fearing retaliation he fled to Westgate (and he still regrets not staying in Westgate long enough to meet Mintassan), from there to Eversuit, and then to Iriaebor. In Iriaebor he finally relaxed a bit, and lived in the city for several months, doing research at various temples and supporting himself as a healer. Finally, he exhausted the opportunities the libraries had to offer, and moved on to Arabel. In Arabel, he quickly exhausted the resources Deneir's temple had to offer, and once again worked for several months as a healer/scribe/whatever to raise the money Mellomir demanded for a consultation. And... Mellomir could tell him nothing. Aidan moved on, to Tilverton (where there was nothing for him), and then to Shadowdale, where Elminster refused him an audience. He is still pissed off about that, and does not understand why. Aidan had better sense than to continue towards Zhentil Keep, so he went back south, hitting Ordulin and Selgaunt before returning to Saerloon. He stayed in Saerloon for several days, when he heard it mentioned that the Temple of Mystra in Silverymoon has some information which may pertain to his quest. He spent a month or so getting to Silverymoon, and upon arriving there found that the rumor was false. There were indeed some papers in the library about Mana stones.... but the Mana stones in question were not what he was looking for. So... he is currently in Silverymoon, wondering how many more wild-goose chases like this he can endure without going bonkers.

Alan Corme

Priest 5th Human male
Unca Alan Gentle Midewife

STR 10 , DEX 13 , CON 11 , INT 14 , WIS 16 , CHA 14 , COM , PER

AC 8, hp 30, MV 12, MR AL CG, Age 20, Height 5'3", Weight 122 lbs

Skin , Hair blonde, Beard- Eyes blue, Vision normal, Wealth 75 gp

Alan is the devout worshipper of the lesser power Teela. The curly haired and likeable young priest has a deep love for young children of all species. He seems to always have a toy or piece of candy for children he encounters. This of course makes him well loved among the children of Waterdeep. Alan has a boyish face and his eyes shine with love and innocence. Even the hint of harm to a child will cause stormclouds of rage to fill his eyes. He wears plain robes over his suit of leather armor. He is much in demand as a midwife and offers his services free to those in need. He has yet to lose a charge. Alan is also much in demand as a babysitter. Alan is very clumsy at times but this is often ignored by those who love him.

Weapons

Staff (p).

Non-Weapons Proficiencies

Lightsleep (10) persuasion (10) storytelling (10) observation (10) cooking (10) tailoring (10) weaving (10) healing (10) herbalism (10) cantrip (10) religion (10) reading/ writing (10)

Spell casting

Major: Healing All Charm Divination Guardian Protection Wards. Minor: Animal, Creation Necromantic. plant

Special abilities

Turn undead, empathy, precise memory, ambidexterity ,lightsleeper, +5 reaction with children of any race, protective/ healing magic has double effect when used on behalf of children, cure light wounds 2/day.

Possessions

Holy symbol, belt pouch that produces candy on command, purse that produces toys on command, wineskin, bandages, healer's pouch, leather armor, credit slip for Aurora's (person who's name is on it can get up to 2500 gp in food and medical supplies free) multi colored sand.

Notes and History

Alan is a specialty priest of a power whose Portfolio is childbirth and children. He was raised in one of Teela's temples. His parentage is unknown. Before joining the Sons of Peace Generosity and Kindness he travelled the Swordcoast and to several different worlds aiding those he could. As a result he is much loved by many who know him. Alan (and the Sons by default) are regular hatchling sitters for the Great Wyrms Rainbow dragon Prism. The dragon trusts Alan without reserve. Indeed she's taken a protective fondness of him and she often communicates with him by magic.

Anfauglir

Priest 10th High elf male

STR 15 (Mus 16/Sta 14), DEX 12 (Aim 12/Bal 12), CON 13 (Hea 14/Fit 12),INT 16 (Rea 17/Kno 16), WIS 17 (Inn 18/Wil 16), CHA 13 (Lea 11/App 15),COM , PER

AC 8, hp 68, MV 12, MR 20 AL CE, Age 158, Height 5'8", Weight 155 lbs

Skin white, Hair white, Beard- Eyes blue, Vision Infra (60'), Wealth 25 gp

His clothing change everyday (explain lather) and the rest is like I say with the "numbers".

Weapons

Long sword (sp), dagger (sp), light crossbow (sp).

Non-Weapons Proficiencies

Reading / writting - 11, Disguise - 10, reading lips - 15, Painting - 12, Ventriloquism - 11.

Spell casting

Priest : healing, travelers, necromancy, thought, protection, time, combat, elemental (4). Mage : illusion / phantasm, enchantment / charm, necromancy.

Special abilities

Dagger bonus, sword bonus, reason bonus, magic identification (elf), magic resistance (fighter), multiple specialization (fighter), casting reduction (priest), hit point bonus, Detect magic (95%), read magic (mage), ambidextre, impersonation, keen eyesight, precise memory, phobia orc (moderate), bad tempered, fanatic, deep sleeper.

Magical Items

Helm of telepathy 50" (3/day), robe of clothing (change clothes in anything except armour).

Notes and History

Born in Halruaa. Leave at the age of 26 for adventuring with his family and to set a home somewhere in a forest. They begin their trip in the forest of Amlar, east of Halruaa. But before they can establish a home, an orc attack occurred and only two of the clan survive, him and his little brother. From then, he always hated and feared the orcs. He doesn't know what happened to his brother after because he left him in Calimshan after a long trip to the western side of the Forgotten Realms. He never stopped traveling after this and now, thanks to the Myst, he is in the Ravenloft. (sorry for my english).

Anne of Waukeen

Priestess 7th

Human Female

STR 10, DEX 10, CON 15, INT 14, WIS 15, CHA 12, COM , PER

AC -4, hp 58, MV , MR

AL NG, Age 25, Height 5'6", Weight 121 lbs

Skin light, Hair dark brown, Beard- Eyes brown, Vision normal, Wealth 50891.8 gp

Anne is a faithful follower of Waukeen. She has gold robes over banded mail. She has a platinum holy symbol of Waukeen around her neck. Anne is plain looking, but strong of will.

Weapons

Quarterstaff, silver shod, Sling, (2) Warhammers +1, +4, Footman's Mace +2, Shield +4.

Non-Weapons Proficiencies

Gem Cutting, Appraising , Religion, Healing, Seamstress, Read/Write Common, Spellcraft, Priestly, Ancient History, Singing, Healdry, Etiquette.

Spell casting

Major Spheres :astral, charm, creation, divination, guardian, healing, necromantic, protection, weather
minor spheres :all, elemental, summoning, sun. Current spells per level : 1st 5, 2nd 4, 3rd 2, 4th 1

Special abilities

Turning : D D T T 4 7 10 13 16 19 20

Possessions

Medallion of a silver chest, gold ring with diamond, normal everyday adventuring, garb and equipment

Magical Items

Bag of holding, ring of invisibility, wand of magic missile, scroll-Restoration, x2, scroll-negative plane protection, ring of protection +1, shield +4 (silver), warhammer +1, warhammer +4, footman's, mace +2.

Notes and History

Anne was granted a special boon, a platinum holy symbol, from Waukeen when she and her companions, The Weighty Chest, defeated the evil creatures in the Cadorna warehouses in Phlan. She destroyed the evil altar with Waukeen's help. Anne also helped Alias and Dragonbait put Moander to rest again. With an ioun stone, she was given a natural AC of 9.

Arkaneus

Priest of Kossuth 17th Human male
Firewalker

STR 16 , DEX 15 , CON 17 , INT 18 , WIS 18 , CHA 15 , COM , PER

AC 3, hp 74, MV 12, MR AL LE, Age 45, Height 6' 1", Weight 158 lbs

Skin White, Hair Red, Beard Red Eyes Red, Vision Normal, Wealth 200000 gp

Weapons

Flail, Bolas, Quaterstaff, Sling, Warhammer, Mace.

Non-Weapons Proficiencies

Religion (18), Desert Survival (18), Fire-building (17), Blind-fighting, Blacksmithing (16), Brewing (18), Spellcraft (16), Cooking (18), Astrology (18), Knows languages of Common (C, L), Aelvar (C), Espruar (L), Thorass (L), Dethek (L), High Draconic (C, L).

Spell casting

Casts as a 17th level priest. Major Spheres: All, elemental fire, sun, combat, healing, summoning. Minor Spheres: Divination, elemental air, elemental earth, protection, war. Can cast elemental fire wizard spells as if they were priest spells. Can cast 8th level elemental fire wizard spells as if they were 6th level priest.

Special abilities

Can cast burning hands 1/day, fireball 1/day, fire charm 1/day, summon an 8 HD fire elemental 1/day, can summon a 12 HD fire elemental 1/tenday, can summon a 16 HD fire elemental 1/tenday, can move through the Elemental Plane of Fire without need for food, water, or air. +2 vs. fire related spells & breath weapons.

Possessions

Flail, Quaterstaff, Sling, Warhammer, Mace, Chain Mail, Small Shield.

Notes and History

Born in Thay in 1311 DR. Joined the priesthood of Kossuth at 12, and skyrocketed through the ranks. Is the leader of the Thayvian plot to conquer the world, or set in on fire. Is currently working with the red dragon Kossuth's Rage to set a city in Thesk on fire, so they can summon fire monoliths to go around burning cities.

Aylan Luthvar

Priest of Gond 10th Human male
Gondsman

STR 15 , DEX 17 , CON 16 , INT 14 , WIS 18 , CHA 15 , COM , PER

AC -4, hp 55, MV 12, MR AL NG, Age 20, Height 5' 8", Weight 179 lbs

Skin light, Hair Brown, Beard Eyes brown, Vision normal, Wealth 20000 gp

Weapons

Proficient in Chain, Quaterstaff, Light Crossbow, and Heavy Crossbow

Non-Weapons Proficiencies

Religion (18) , Gem Cutting (15) , Engineering (13) , Weaponsmithing (13) , Armorer (14) , Blacksmithing (17) , Appraising (14) , Bowyer/Fletcher (16) , Artistic Ability: Sculpture (20) , Stonemasonry (15) , Spellcraft (12) , Pottery (17) , Knows languages of Common (C, L), Aelvar (C), Espruar (L), Gnomish (C), and Thorass (L).

Spell casting

Casts as a 10th level priest. Major Spheres: All, astral, combat, divination, elemental, numbers, protection, sun, wands. Minor Spheres: Charm, creation, guardian, healing, necromantic.

Special abilities

Pick Locks: 34%, Can create tree steed 1/tenday. Can cast unseen servant, animate object, probing arm, thunderstaff, & stonesskin 1/day.

Possessions

Heavy Crossbow, Light Crossbow, Quarterstaff, Chain, Plate Mail, Holy Symbol of Gond, 16 crossbow bolts, and assorted clothing.

Magical Items

Ring of Protection +4, +2

Notes and History

Born over 200 years ago in the city of Sambar. He traveled to the mainland where he was captured and turned into a statue by the red dragon Kossuth's Rage. In the year 1356 DR, was released by the mage Jhannifer, and her party. He is currently exploring the Realms.

Benegar Highwish

Specialty Priest of Azuth 7th

Human Male

Watchful Magistrate of the One, His Faithful Guardian of Holy Invocations

STR 14 , DEX 17 , CON 13 , INT 16 , WIS 17 , CHA 15 (Lea / App), COM 14, PER

AC 7, hp 48, MV 12, MR 00

AL LN, Age 23, Height 05'08", Weight 155 lbs

Skin Caucasian, Hair Red, Beard None Eyes Green, Vision Normal, Wealth 16,745 gp

Benegar is a green eyed, red hair human who is fairly comely.

Weapons

Mace, footman's, quarterstaff, flail, footman's.

Non-Weapons Proficiencies

Priestly Spellcraft (14), Read/Write Common (16), Speak Common (17), Read/Write Espruar (16), Speak Elvish (17), Religion (Faerunian/ Azuth) (17), Healing (15), Herbalism (16), Read/Write Thorass (16), Read/Write Dethek (16), Ancient History (Luruar/Silvermoon) (15).

Spell casting

Casts Priest Spells as 7th level Priest. Major Spheres: All, Astral, Charm, Combat, Creation, Divination, Guardian, Healing, Necromantic, Protection, Summoning, Sun, Thgought, Law, Wards. Minor Spheres: Elemental (All), Travelers, War. Casts Wizard Spells from the school of Invocation at half priest level (as 3rd level mage). These mage spells can be casted as priest spells (i.e. priests of Azuth are not required to keep a spellbook and learn mage spells, they are given divinely as priest spells)

Special abilities

Can use all mage items (wands, scroll, etc) as mage. Can cast priest spells at -3 to initiative. Can cast 'magic missile' once per day as 7th level wizard. Can cast 'identify' once per day as 7th level wizard.

Possessions

Silver Holy Symbol of Azuth, Healer's Bag, Small Golden Aspergill, Food Rations, Grey Cloak, Incense (3), Large Backpack, Scrolls (5), Quills/Inkpot, Various Books on Magic Theory and Practice, Assorted Clothing, Grey Robe, Various Herbs, Vials of Holy Water (2), Waterskin/Wineskin.

Magical Items

Wand of Magic Missiles (14), *Footman's Mace +1, Bone Wand (22), -Fires bone shards for 6d4 damage-, Stone with Continual Light, Quarterstaff +2, Ring of True Sight -Bestows 'true seeing' for 3 turns; once per day-, Scroll - Protection from Water.

Notes and History

Benegar is a red haired, green eyed, deathly serious priest of Azuth. He has always thought Art as being the salvation of all things. The strict, disciplined methodology of Art is Benegar's passion. Even though he believes all magic to be holy, he holds a certain disgust for wild mages and dead magic areas of Toril. Benegar's philosophy of magic is more in line with the Mystra of old, before the Time of Troubles. He deeply respects the 'New Mystra', but he finds her a little too judgemental in the ways of how Art should be practised and used by wizards. Benegar's path to becoming a priest was in part formed by the abusive and chaotic ways of his father, Mercailen Highwish. Mercailen was an invoker of dark repute, obsessed with the end of the world. He worshipped Talos, god of destructive forces, and longed to use his magic in evil and destructive ways for his own twisted pleasures. Benegar rebelled against his father's harsh and malevolent use of magic. After the death of his father, who died in a rumoured murder by members of a Talassan (of Talos) cult, he swore to honour and uphold Art in a more balanced and even manner and has decided to give invocations a 'proper' study.

Cain "Pinky" Lightbringer

Priest [specialty priest of Lathander] 7th Human Male
Awarded land grants in Shadowdale and Daggerdale

STR 18 , DEX 12 , CON 16 , INT 10 , WIS 18 , CHA 14, COM , PER

AC 0, hp 52, MV 12, MR 0 AL NG, Age 25, Height 6'2", Weight 220 lbs

Skin tan, Hair brown, Beard none Eyes brown, Vision Normal, Wealth 10, 000 gp

Pinky is a tall, strapping man and would probably be intimidating if he weren't so effeminate. Pinky wears pink armor and uses pink Weapon (due to his worship of Lathander). Pinky speaks with a slight lisp and is very shy around women, which leads to the assumption that he is a homosexual. Pinky is very ardent about his faith in Lathander and sometimes is annoying about it. Pinky also enjoys playing his lute at inopportune times.

Weapons

Pinky uses: Morning Star +1 (pink), Footman's Mace +1 (pink).

Non-Weapons Proficiencies

Musical Instrument: Lute Religion Healing Heraldry Artistic Ability Etiquette

Spell casting

Major: All, Astral, Charm, Combat, Elemental, Healing, Necromantic, Protection, Sun Minor: Creation, Divination, Guardian. Pinky casts at 7th level

Special abilities

Turns undead at 4 levels higher (now as 11th level priest) casts faerie fire at will three times per day casts light at will once per day.

Possessions

Suit of (Pink) Full Plate Armor, purple robe, lavender women's robe, lute (pink), assorted gems, general equipment.

Magical Items

Ring of Fire Protection, Book of Exalted Deeds, Footman's mace +1, Morning Star +1.

Notes and History

Pinky's father died when he was very young, which left him in the care of his loving but verprotective mother. Pinky's mom had always wanted a girl, and raised him as one inasmuch as she could. Pinky was often picked on as a child, and although the beatings stopped as Pinky got to his present enormous size, Pinky still felt driven to learn a means of self defense. Pinky joined a local sect of paladins dedicated to Lathander, the Myrmidons, and trained to become a paladin himself. Pinky, however, felt compeled to offer himself as a specialty priest and so enetered the temple of lathander as an initiate. in the temple Pinky is noted for both his great strength and his deep understanding of the tenets of Lathander. Pinky is somewhat of a legend, and is easily recognized by friend and foe alike by his garish armor.

Dame Thalla Mistmoor

Priest 12th

Human female

Dame of Karameikos, Deacon of Athena, Phanaton Friend

STR 16, DEX 17, CON 17, INT 13, WIS 20, CHA 13, COM , PER

AC -7, hp 101, MV 12, MR 0 AL LG, Age 25+4, Height 5'10", Weight 130 lbs

Skin Fair, Hair Brown, Beard Eyes Brown, Vision Normal, Wealth 3350 gp

Weapons

Longsword, Proficiencies: Longsword, Spear, Shield style, Shield Proficiency.

Non-Weapons Proficiencies

Etiquette, Heraldry, Stewardship, Riding, Land based, Swimming, Politics, Weaving.

Spell casting

All, charm, combat, divination, law, healing, protection, thought, numbers, necromancy, sun.

Special abilities

Weapon specialization1d10 hp, Warrior Con bonus, Only swords and spear allowed, *Cannot* turn undead, +1 Wisdom at 12th level, Has a familiar (Crystal Hawk named Ryel) .

Possessions

Platemail, Silver tipped spear, Gold cup (500gp), Silver bound chest (100gp), Emerald (1000gp), Shield.

Magical Items

Fieldplate +2, Longsword +5, Longsword +2/+4 vs bugs of Spider slaying, Scroll of Protection from Fiends, Scroll of Dimensional Folding, Portable Hole.

Dantag Simmerman

Priest (Azuth) Drow male

STR 10 , DEX 20 , CON 12 , INT 17 , WIS 18 , CHA 9 , COM , PER

AC -3, hp 24, MV , MR AL C.G., Age 91, Height 4'10", Weight 98 lbs

Skin Black, Hair White, Beard - Eyes Red, Vision Normal , Infra, Wealth 25 gp

Short (even for drow) , left ear is not there. Carries two flails at his side.

Weapons

Two flails, hand cross-bow, proficient in both. Martial arts-Mental 1,2,3,4,5, Two handed fight.

Non-Weapons Proficiencies

Spellcasting(wizard & priest), read/write, ambidexterity, religion, herbalism, healing, languages-Drow, Drow sign, Goblin, Orc, Svirfniblin, Dureger dwarf, Surface common.

Spell casting

Major all Priest & Wizard Priest Level 4 Wizard Level 2

Special abilities

Basic Thieving abilities, Turn Undead, Permanent Water Breathing (potions).

Possessions

2 Flails, 1 Hand Cross-Bow, Leather pack-4 Candles, Thieves tools, Flint/Steel, 50 ft. Silk Rope, Wineskin, Blanket, 3 Holy Symbols, Scroll Case, Parchment (10).

Magical Items

Healing Potion, Bracers AC 3, Hat of Disguise, Ring of Featherfall.

Notes and History

Has a twin brother (Mage/Theif). He was persuaded by his brother to leave the underdark. His left ear was cut off by a Deep Dwarf. Does not know who his father is. His Father is still alive and adventuring. Almost met the Mage that tried to kill his father.

Daulf, Grendal of Leafkindle

Priest 9th Human male (cirie)

Member of the knights of the rose

STR 12 (Mus 10/Sta 14), DEX 14 (Aim 12/Bal 16), CON 15, INT 14 (Rea 12/Kno 16), WIS 16 (Inn 16/Wil 16), CHA 10 (Lea 12/App 8), COM, PER

AC 3, hp 78, MV 18, MR 0 AL good, Age 34, Height 5'8, Weight 110lbs lbs

Skin pale, covered in feathers, Hair blonde, Beard none Eyes blue, Vision normal, Wealth poor gp

Daulf once known as Grendal of Leafkindle was human at one time, but now transformed into a bird like creature. Large full white wings, beak and razor sharp claws.

Weapons

Tri Talon (javelin)-This weapon was created in three pieces. The first was Sky Talon -+1, +4 vs flying creatures. The second was Stone Talon -+1, +4 vs stone creatures. The third Soul Talon -+1, +4 vs undead. Once all three were one it formed Tri Talon. Tri Talon is +2 weapon that changes to any one of the three I choose. It has magical powers that depending on level you can call upon. At level 9 I can suck souls out of people (evil Soul Talon) I can lift and throw large rocks or boulders (neutral Stone Talon) I can call forth wind as a barrier or a slaming force (good Sky Talon).

Non-Weapons Proficiencies

Spell craft - (15) Religion - (16) read, write - (15) Healing - (15)

Spell casting

Spheres (all, healing, sun, divin, protection, charm, creation, animal (air), combat, law, summoning. Effective casting level - 6-1st 6-2nd 3-3rd 2-4th 1-5th

Special abilities

Flying, turn undead, keen eye+, bruise easy-, bones are hollow like a bird, Fighting with claws+1,

Possessions

Bootsx2 robe, wine x1 candle x2 flint, steel x1 rope, hemp 50", silk 50" wine skin x3 blanket x1 woolen cloak x1

Magical Items

Ear ring (resistance to lighting) jalivin, stats above holy symbol x2

Delg Axewielder

Priest of Grumbar 11th
Earthwalker

Mountain Dwarf male

STR 15, DEX 16, CON 19, INT 16, WIS 17, CHA 14, COM, PER

AC -1, hp 65, MV 6, MR AL LG, Age 79, Height 4' 3", Weight 165 lbs

Skin tan, Hair red, Beard red, and he wears it proud! Eyes Blue, Vision Infra (60'), Wealth 200000 gp

Weapons

Warhammer, Sling, Club, Chain Flail.

Non-Weapons Proficiencies

Religion (17), Mountaineering, Slow Respiration, Stonemasonry (15), Gem Cutting (16), Armorer (16), Weaponsmithing (15), Blacksmithing (16), Spellcraft (14), Knows languages of Dwarven (C), Dethek (L), Common (C, L), Ogre (C), Gnomish (C).

Spell casting

Casts spells as a 11th level priest. Can cast elemental earth wizard spells as priest spells. Major Spheres: All, elemental earth, combat, healing, protection; Minor Spheres: Divination, elemental fire, elemental water, necromantic, travelers, wards.

Special abilities

Dwarven underground abilities, +1 to hit trolls, orcs, goblins, and hobgoblins; Ogres, trolls, Ogre magi, giants, and titans hit at -4; +2 to saves versus earth-based spells & electrical breath weapons, can summon an 8 HD earth elemental 1/day, can summon a 12 HD earth elemental 1/tenday, can cast stoneskin 1/day, can cast earthenport 1/day. 20% magical item malfunction.

Possessions

Dwarven plate mail, small shield, warhammer, sling, 12 bullets, club, chain flail, holy symbol of Grumbar.

Notes and History

Was born in the Dragonspine Mountains over 300 years ago. Against the wishes of his people, joined the religion of the Elemental Lord of Earth. About 220 years ago, was turned into statuary by the red dragon Kossuth's Rage. Has been freed by the mage Jhannifer and is now exploring the Realms.

Faeryl "Silvermane" Kilsek

Dual-class Priestess 19th / (former) Transmuter 13th [Noblewoman]
High Dark Lady of Eilistraee, The Bearer of the Eyes of Quendahlon

Drow female

STR 11, DEX 18, CON 12, INT 20, WIS 18, CHA 13, COM 19, PER 18

AC -5, hp 88, MV 15, MR 88 AL CG, Age 153, Height 5' 3", Weight 95 lbs

Skin Ebony-black, Hair Silver, Beard Eyes Blue (Artifact), Vision True Sight (Artifact), Wealth 1200000 gp 37

Faeryl is a noble Drow elf female with sharp elven features. She has shoulderlength silver hair, ebony skin and blue eyes (the latter is from the artifact, they used to be green). She usually dresses practical when adventuring, typically in a white silk shirt, black silk pants, elven shoes and a red silk vest. She carries two longswords, a belt with purses for spell components and a holy symbol of Eilistraee.

Weapons

Longsword (HMST), Two-weapon style, Quarterstaff (p), Spirito martial arts style (HMST), Short Bow (p), Dagger (p).

Non-Weapons Proficiencies

Magical Lore, Monster Lore (Prime Plane), Spellcraft (Priest), Hunting, Spellcraft (Wizard), Dancing, Singing, Musical Instrument (Harp), Etiquette (Drow Society), Riding Horse, Riding Lizard, Swimming, Modern Languages (Drow, Drow Silent Tongue, Goblin, Elven, Cormyrian, Waterdhavian, Alzhedo/Calimshan, Mulhorandish, Unterich, Stoneland Common), Ancient History (Ancient Society, Ancient Law), Alchemy, Religion (Faerunian)

Spell casting

Spellcasting as Transmuter level 13, Spellcasting as Priestess level 19 with the following spheres: ALL, animal, COMBAT, charm, divination, ELEMENTAL (ALL), GUARDIAN, HEALING, NECROMANTIC, plant, PROTECTION, summoning, SUN, travelers, WARDS, WEATHER

Special abilities

Drow detection abilities (same as elven and dwarven abilities); innate spells: Dancing Lights (12/day), Darkness (12/day), Faerie Fire (12/day), Detect Magic (9/day), Know Alignment (9/day), Levitate (9/day), Clairvoyance (6/day), Detect Lie (6/day), Dispel Magic (6/day), Suggestion (6/day); from priesthood: 4 Magic Missiles (2/day), Enchanted Weapon+2 (3/day), Spellturning (1/day); from artifact: enhanced priestly True Sight (at will), X-Ray Vision (1 hour, 1/day), Death Ray (like a Finger of Death spell with no save, 1/day), Infravision and Ultravision (240' range, at will); permanent spells: (Mindblank, Devastate, Foresight); immunities: (all psionic powers, disintegration, petrification, death magic)

Possessions

Faeryl is the High Priestess of the Maiden's Hand, so all belongings of the temple belongs to her as well, giving her access to all kinds of normal adventuring gear.

Magical Items

Eyes of Quendahlon (Artifact), Brush of Comeliness, Periapt of Proof against Disease, Longsword+3, Longsword+4, Holy Icon of Eilistraee

Notes and History

Faeryl was born a noble in the House Kilsek, the 2nd-ranked house in the Drow city of Mariemydra. She was expected to herald a new era of power for the House, since she was the 8th daughter of the Matron Mother, who was an 8th daughter too. Mysterious divinations at birth had foretold great disaster for the House if Faeryl became a priestess, so she was sent to the Wizard Academy instead. There she excelled in magic and soon became the best Transmuter ever to graduate from the school. She failed the Drow Rite of Passage, when it was discovered that the Goddess Eilistraee had taken an interest in her. As punishment she was turned into a Drider and exiled into the Underdark. There she roamed for many years acting as a mercenary until a Mulhorandish merchant Tuk-al-Hiern used a wish to restore her to true form. After this Faeryl travelled to the surface, where she had many adventures with a group called the Heroes of the Pearl. It was during these adventures that she acquired the artifact called The Eyes of Quendahlon. This artifact was a pair of artificial eyes, which absorbed Faeryl's real eyes, when she tried to identify them. After failed attempts to regenerate her eyes, she decided to wear the artifact instead. Shortly thereafter Faeryl was approached by the priesthood of Eilistraee, who wanted her to become a priestess. She accepted and quickly rose through the ranks of the priesthood due to numerous adventures with the Heroes of the Pearl. When the group decided to hold a 5 year vacation from adventuring, Faeryl established her own temple called The Maiden's Hand in Deepingdale.

Fionna Swanflight

Priestess of Selune 8th
Silverstar

Gold elf female

STR 18/99 , DEX 18 , CON 15 , INT 18 , WIS 18 , CHA 18 , COM , PER

AC -7, hp 46, MV 12, MR 25

AL CG, Age 192, Height 5' 1", Weight 93 lbs

Skin Golden, Hair Gold, Beard none

Eyes Violet, Vision Infra (60'), Wealth 200000 gp

Weapons

Sling, Martial Arts (+1 Sp.), Moon's Head, Quarterstaff

Non-Weapons Proficiencies

Religion (18), Navigation (16), Astrology (18), Seamanship (19), Spellcraft (16), Horse Riding (21), Dancing (19), Direction Sense (19), Artistic Ability: Musical Composition (18). Speaks Aelvar, Common, and Dwarvish. Reads Espruar, Common, Thorass, and Dethek runes.

Spell casting

Casts as an 8th level priest. Major Spheres: All, animal, astral, combat, divination, guardian, healing, necromantic, numbers, summoning, sun, travelers, weather. Minor Spheres: Charm, elemental, plant, wards.

Special abilities

Turn Undead, 90% resistance to charm and sleep spells, Elven secret door bonus, +1 Bow Bonus, +1 Long, Short Sword Bonus, Move Silently through nature, -4 to opponent's surprise rolls, Unlimited access to libraries and sages, Can create starshine 2/day, can create moonbeam or lower/raise water, & create moonbeam 1/day, Fly 1/moon's cycle @ night. -3 reaction from non-elves, -1 reaction from non-gold elves.

Possessions

Moon' Head, 2 sets of clothing, 2 light blue robes, Moonstone jewelry, 5320gp, 8sp, 1cp, 650gp sapphire

Magical Items

Cloak of Drama, Holy Symbol of Selune, Quarterstaff +1, +3 vs. Trolls, Aphrodite Pendant, Girdle of Priestly Might (Selune), Teddy of Warmth, Ring of Protection +3, Earrings of Magic Resistance: 25%, Bracers (AC 2), Robe of Protection (AC 2), Decanter of Endless Water, Staff of Striking (100), 100 Potions of Healing, Vial of Oil of Eve, 3 Vials of Virgin Olive Oil, Vial of Jezebel Oil, Vial of Moon Oil, Vial of Cleo May Oil, Rod of Resurrection (3), Vial of Moon Powder, Ring of Regeneration (3hp/round after 2nd), Ring of Allure, Ring of Teleport w/o Error (4/day), Resurrection Scroll, 10 Scrolls of Cure Light Wounds, Cure Moderate Wounds, Cure Serious Wounds, and Cure of Critical Wounds, 50 scrolls of Raise Dead, Ring of Shooting Stars, Gloves of Dexterity, Sling of Seeking, 20 Sling Bullets of Impact, Necklace of Prayer Beads, Locket of Love, Wand of Mordenkainen's Force Missiles, Ring of Spell "Turning"

Notes and History

Fionna was born in the city of Callirra about a hundred fifty years before the Time of Troubles. Recently she traveled to another plane, where she got involved in a fight with the evil Caine. This battle nearly destroyed the entire plane. However, the forces were successful at the Battle of Alfheim. Caine has been exiled for several millenia. As payment for her services, she was given many of the magical items listed above.

Friar Geoffenheim

Priest 14th

Human male

STR 3 , DEX 3 , CON 7 , INT 10 , WIS 18 , CHA 12 , COM , PER

AC 14, hp 40, MV 9, MR -

AL LG, Age 43, Height 5'11", Weight 325 lbs

Skin pale white, Hair short curly brown, bald on top, Beard - Eyes brown, Vision normal, Wealth 1,366 gp

Geoffenheim (nicknamed Georgie, but don't call him that to his face) is relatively overweight, bald, clumsy, and very weak. He always dresses in long white robes with a scarlet red collar, a long wooden bead necklace, and goofy white fur cap, all covered in various mud, wine, and unidentifiable stains. Geoffenheim is very sarcastic, cynical, paranoid, lazy, fatalistic, and more often than not drunk. He will not willingly put himself in any danger whatsoever, if anyone tries to coerce or force him into danger he will either faint or drink until he collapses. Anyone who drags Geoffenheim into danger will soon find he is more of a threat in battle to the party than the enemies. Geoffenheim will never help anyone but himself until the cash is in his purse. He regularly insults and degrades anyone who is the slightest bit stingy. He will always donate 90% of what he is carrying to any local temple of Ilmater.

Weapons

No weapon proficiencies, and currently carrying no Weapons.

Non-Weapons Proficiencies

Healing, herbalism, read/writing, and religion

Spell casting

All, Healing, Protection, Necromancy, Minor Divination.

1st : Bless X 1 (special favor to church), Detect Magic X 1 (150gp), Endure Cold X 1 (75gp), Cure Light Wounds X 5 (15gp/point)

2nd : Sanctify X 1 (75 gp), Slow Poison X 1 (75gp), Aid X 1 (100gp + special favor to church), Resist Fire X 1 (125gp), Find Traps X 1 (225 gp), Augury X 1 (300gp), Detect Charm X 1 (150 gp), Know Alignment X 1 (60gp)

3rd : Locate Object X 1 (375gp), Speak with Dead X 1 (2100gp), Remove Curse X 1 (750gp), Cure Disease X 1 (750 gp), Cure Blindness or Deafness X 1 (750 gp), Feign Death X 1 (450 gp), Remove Paralysis X 1 (700 gp).

4th : Protection from Evil X 1 (450 gp), Protection from Lightning X 1 (450 gp), Cure Serious Wounds X 3 (30gp/point).

5th : Raise Dead X 2 (1,500-15,000gp depending on how desperate and rich the party is + service to church), Cure Critical Wounds X 1 (60gp/point).

6th : Heal X 2 (75gp/point)

7th : Resurrection X 1 (45,000 - 90,000gp depending on wealth and desperation of party + big service to church)

Possessions

Thoroughbred Charger given to him as an incentive to leave church, rears when surprised.

Magical Items

Everfull cup of wine-whenver it is tilted to someone's mouth as much wine as desired pours out.

Notes and History

Friar Geoffenheim was at one time a brutal mercenary leader who led his troops on campaigns of incredibly bloody raids on human, dwarven, and orc populations according to whomever was paying him to do so at the time. He was known for the Gaorg Spikeshield and his band for the most part was called "Oh gods, let's get the **** out of here" by all who say them. Gaorg led raids among the Desertsouth Mountain range for a decade. Although many different armies tried to destroy his raiders he had a masterful talent to evade pursuers and was never involved in more than a slight skirmish. About eleven years ago he was commissioned by the Zhentarim to destroy a fortified encampment in the Shadow Gap. The fort was based as a type of customs station as well as a military barracks installation for local troops, under the control of a group of Dwarven trading company employed in part by a coalition of Dales. Expecting trouble from orcs, raiders, and Zhentarim it was always under intense guard by large numbers of footmen, cavalry, and even mages. Realizing the threat a restriction on trade would be to them, the Zhentarim forked over an estimated 200,000gp to several mercenary bands all to be under the control of Gaorg for the razing of the area. The armies gathered one frigid night in the middle of winter and commenced a multi-pronged attack on the fort from several directions. Unbeknownst to the attackers, Gaorg's second in command, a man named Veshka

had betrayed the plan to the defenders weeks earlier. In that time they had set up an inescapable ambush at the foot of the Thunder Peaks. The dwarven traders had called in numerous kin and had dug an elaborate system of tunnels beneath an enclosed mountain pass, and filled them with Dwarven blasting powder. More explosives were hidden in the rock walls to start rockslides, and archers armed with fire and poison arrows had been stationed at the top. During the battle Veshka and a few men loyal to himself attacked the mercenary treasure caravan in the rear, killing all the guards. Veshka then dispatched his men and the treasure to a secret rendezvous while he returned to camp. Veshka snuck into Gaorg's tent and attempted to assassinate him. Veshka stabbed him through the stomach with Gaorg's own sword and left him clutching it to make it appear a suicide. Veshka then told one of Gaorg's outfits and impersonated him giving an order to the troops to attack through a supposed "undefended" valley in the Thunder Peaks. Afterwards Veshka killed one of Gaorg's bodyguards and dressed him in Veshka's own clothes. He then mutilated the body effectively attempting to fake his own death. Veshka and his men escaped with the loot, the fort held, and several thousand mercenaries died in the ambush, however Gaorg managed to survive. He somehow had the strength to pull the blade from his own body, mount a horse, and escape as well. After learning the battle had failed miserably, the gold was gone, Veshka had been "killed", and Gaorg had disappeared, the Zhentarim was understandably unhappy. In time Zhentarim agents managed to capture Gaorg and drug him to Zhentil Keep. They questioned him repeatedly on the locale of the gold, but of course no one believed his story. Getting no answer they began to mentally and physically torture him in increasing levels for the next two years. Finally, fed up, they used a psionicist to scramble his brain and dropped him off in the middle of nowhere, leaving him for dead. A priest of Ilmater found his body and brought him back to a temple operating underground near Phlan. During his stay at Zhentil Keep Gaorg's body was severely damaged and he forever lost his warrior abilities and even his basic attributes fell drastically. Gaorg arrived at the temple with near complete amnesia. Seeing nothing else to do with him, the priests began to train him in the faith. He was given the name Geoffenheim. The damage done to his mind had lowered his IQ, however he found he had gained an intense conceptual understanding of the world. He ascended the ranks rapidly until one day he suddenly regained the memory of what the Zhentarim had done to him, and shortly after that he recalled his full memory. His shattered personality began to show through and his charisma and standing among his peers fell seemingly without end. He began to lose faith in his religion keeping more and more to himself. Geoffenheim was wisely expelled from the temple and sent to serve as a traveling priest. He eventually wound up in the court of Lord Mourngrym. In short time Lord Mourngrym became fed up with Geoffenheim's attitude and was about to expel him out into the real world, when out of desperation Geoffenheim began to pray to Ilmater and regained his faith stronger than before. After several months the people of Mourngrym's court and family became so disgusted with Geoffenheim's attitude and abusive tongue they convinced Mourngrym to get rid of him. Geoffenheim was then dispatched with a local group of heroes passing through town.

Hammer Of Thor

Priest Of Thor 6th Dwarf Male
Thor's Hammer, King's Priest, Holder Of Dradarow's Cup

STR 15, DEX 13, CON 11, INT 14, WIS 19, CHA 12, COM 3, PER

AC -4, hp 38, MV 12, MR 06 AL N'G, Age 110, Height 3'11, Weight 200 lbs

Skin Tan, Hair Brown, Beard Long & Gray Eyes BLUE, Vision IN 50', Wealth didn't need money

Grumpy, but cared for Thor worshippers, all ways in a hurry to do something. Didn't much like half-elves, hated all things that was Loki.

Weapons

Warhammer (p), small warhammer, spiked mace (p).

Non-Weapons Proficiencies

Healing herb brewing read/write

Spell casting

Any spell

Special abilities

Find dirknow weathertransform into any 3 shapes

Magical Items

+3 plate mail magical, holy symbol, (also small warhammer),potion of need+2 warhammer wt.less dam.3d6 to all weapon is huge (10) potion of extra healing, cup of dradarow.

Notes and History

To long to tell all but through great deed's for the king of quest and the ductess of repose be came a hero to many did things no other people would do, met god's and got them angry at him,met the high rules of lurall. Hammer gave his life to thor to destroy the (d) cup when it became alive and could destroy everything if it fell into the wrong hands. Now sits at thor's table to his right with his brother who died in thor name.

Hesperides

Psionicist/Dweomerkeeper 2nd /14th

Human female

STR 9 , DEX 13 , CON 17 , INT 14 , WIS 17 , CHA 16, COM , PER

AC 10, hp unknown, MV 12, MR

AL NG, Age 23, Height 5'9", Weight lbs

Skin Pale, Hair shoulder length black, Beard no Eyes Blue, Vision Normal, Wealth gp

Mysterious High Priestess of Mystra in Velen. Seems to know every answer to questions she asks. Always appears in ceremonial costume.

Weapons

None

Non-Weapons Proficiencies

Unknown

Spell casting

As Dweomerkeeper (See Faiths and Avatars)

Special abilities

Turn Undead, Psionics (as 2nd level), PsP's=38, Sciences: Appraise, Deovions: Contact, Empathy, Psionic Sense, Receptacle, Wrench. Other abilities as Dweomerkeeper

Notes and History

Not much is known about the history of this priestess. She seems to be watching over Zarich and trying to guide him away from his negative emotions and dark deeds. Knows of the murder of Sarah the Slayer by Gauron, Thaldoor and Exodus inside the temple walls. Also discovered the murders of the Sherrif and Deputy of one of the settled isles of the Nephlander (Pirate Isles off the coast of the Tethyr Peninsula). She prevented the extensive searching of Zarich, Thaldoor and Gauron although the Harpers of that area have a dislike for Zarich (although this has not been so apparent recently although older members still hold prejudice especially now that Mayax is a new recruit) Hesperides is angered that a murderer is allowed into the clergy of Mystra (Gauron), let alone become a Dweomerkeeper and believe's that he isn't devoted to thier cause. She intends to remind the Waterdeep clergy of this fact and have Gauron properly addressed (Zarich's appearance and involvement with the priestess may cloud their judgement of Gauron due to Zarcih's murder of two of the faith's Paladins (although it was proven he wasn't totally under his own control))

Irak Cymrych

Priest of Bhaal 12th Human male
Deathstalker

STR 15 , DEX 14 , CON 16 , INT 16 , WIS 16 , CHA 14 , COM , PER

AC 5, hp 58, MV 12, MR

AL LE, Age 31, Height 5' 4", Weight 186 lbs

Skin White, Hair Black, Beard Black Eyes Black, Vision Normal, Wealth 20000 gp

Weapons

Quarterstaff, Ceremonial Dagger, Morning Star, Long Bow, Rapier.

Non-Weapons Proficiencies

Tracking (16), Religion (16), Hunting (15), Spellcraft (14), Set Snares (13), Rope Use (14), Direction Sense (17), Navigation (14), Astrology (16), Knows languages of Common (C, L), Thieves' Cant (C), Undercommon (C), Halfling (C), Aelvar (C).

Spell casting

Casts spells as a 12th level priest. Major Spheres: All, astral, combat, charm, elemental, healing, necromantic, summoning. Minor Spheres: Divination, creation, guardian, time

Special abilities

Command Undead. 6% chance to kill someone with a successful strike with the ceremonial dagger (reduces HP to 0). Can cast finger of death 1/month, can plane skip through Gehenna, can summon aerial servant, it will fight for him, and can be used as a magical assassin

Possessions

Ceremonial dagger, quarterstaff, rapier, morning star, long bow, 5 quivers w/16 arrows each, chain mail.

Notes and History

Born in Thay in the year 1325 DR, Irak rose quickly in the ranks of the assassins from the Tower of Swift Death. He is currently working to track down and kill the Zhent forces, that are certainly being sent to stop the Thayvian plot to ignite the world.

Jannika Tjarlhan

Priestess of Lara 3rd Rjurik (Human) female

STR 9 , DEX 9 , CON 15 , INT 10 , WIS 19 , CHA 13 , COM , PER

AC 4, hp 18, MV 12, MR

AL NG, Age 17, Height 5' 9", Weight 150 lbs

Skin White, Hair Red, Beard On a woman? Ugh!

Eyes Ice Blue, Vision Normal, Wealth 2000 gp

Weapons

Long Bow, Quarterstaff.

Non-Weapons Proficiencies

Religion (19), Spellcraft (8), Diplomacy (18), Leadership (12), Administration (8). Speaks Rjuven and Anuirean. Reads Rjuven.

Spell casting

Casts as a 3rd level priest. Major Spheres: All, Charm, Creation, Elemental Fire, Healing, Protection, Summoning. Minor Spheres: Divination, Sun.

Special abilities

Can cast affect normal fires or burning hands, & produce flame 1/day

Bloodline: Major Vorynn 23, Heightened Ability (minor), Alter Appearance (Major), Long Life (Great).

Possessions

Long Bow, 12 Flight Arrows, Quarterstaff, Robes and other priestly garments

Magical Items

Holy Symbol of Lara, Bracers of Defence (AC 4).

Notes and History

Born in Hognmark, Jannika grew up with her twin brother Thor in the wilds of the Northlands. However, she gained an affinity for the worship of Lara, the goddess of love, beauty, and fire. When her brother was exiled, she went with him. She has founded the Fiery Heart of Lara temple in Caudraight.

Kazm

Priest[kit: Witch Doctor] 9th Kobold male

Tribal chief of kobold clan in Al-Quadim setting.

STR 8, DEX 12, CON 9, INT 18, WIS 20, CHA 13, COM , PER

AC 1, hp 62, MV 6, MR 15 AL CN, Age 95, Height 3'1", Weight 42 lbs

Skin Red fur/Blk. stripes, Hair Red fur/Blk. str, Beard Eyes Glowing red, Vision Infra 60', Wealth 3000 gp

An ancient kobold garbed in tattered rags and tattooed with various religious symbols. Kazm carries a withered cane and overall looks like a packrat with all the various items strapped all over his body.

Weapons

Prof.Club, Prof.Bone Dagger, Prof.Specialized grenades, Not Prof.Scimitar.

Non-Weapons Proficiencies

Read/Write, trade lang. kobold lang. religion, spellcraft, wild fighting, danger sense, herbalism, healing, local history, ancient history, hiding, survival desert

Spell casting

Priest: HEALING, ELEMENTAL, Necromancy, Plant, Combat, ALL, Divination, Animal. Wizard: EVOCATION/INVOCATION: Casting lvl. 1/2 of Priest casting ability.

Special abilities

Wild talent psionic ability Disintegrate.Developed special grenades utilizing various spells with spectacularresults.Shapechange per Druid ability.Fear 3/dayIdentify Plant/Animal at Will

Possessions

Everything the tribe owns.Rags, blanket, belt, backpack, various pouches, scabbard, flint/steel,whetstone

Magical Items

Staff of thunder/lighting, ring of shooting stars, lamenar armor +2(banded armor +2),staff of curing,10 potions of extra healing,warp marble,flying carpet,wand of illusion.

Notes and History

Initially forced out of his native tribe by a rival witch doctor, Kazm endured and became not only the witch doctor, but also the chief of his own kobold tribe later on in his life. Kazm rose to this position by adventuring with a naive but powerful group of good adventurers. Acting as if he was also good, he acquired power and magic in his time with them, until they ran across a kobold tribe in the underground half of a city they were exploring... Needless to say, with Kazm's new level of power, he made short work of 44

the old chief and witch doctor, and gained his own tribe. He still keeps his old friends in the dark about his true alignment, and he weighs what little feelings he does have for them against the power to be gained by finishing them off every time they run across each other...

Kendrel Mailliw

Priest of Mystra 14th Human male
Dweomwekeeper

STR 13 , DEX 15 , CON 15 , INT 18 , WIS 18 , CHA 13 , COM , PER

AC -4, hp 65, MV 12, MR AL LN, Age 35, Height 5' 7", Weight 169 lbs

Skin White, Hair Red, Beard Eyes Hazel, Vision Normal, Wealth 300000 gp

Weapons

Footman's Flail, Staff Sling, Belaying Pin, Quaterstaff, Mace.

Non-Weapons Proficiencies

Astrology (18), Religion (18), Spellcraft (16), Bureaucracy (18), Law (18), Navigation (16), Healing (16), Diagnostics (18), Knows languages of Common (C, L), Aelvar (C), Espruar (L), Thorass (L), Dethek (L), High Draconic (C), Dwarven (C).

Spell casting

Major Spheres: All, astral, chaos, charm, combat, creation, divination, elemental, guardian, healing, law, necromantic, numbers, protection, summoning, thought, time, travelers, wards. Minor Spheres: Animal, plant, sun, weather. Casts as a 14th level priest

Special abilities

Weaveglow, can use wizard's items, except scrolls, can detect magic, recognizing sphere 1/day, can read magic or mage-script of the south at will, can cast nystul's magical aura 1/day, can cast dispel magic 1/day, can cast air walk 1/day, functions normally in both dead & wild magic zones, casts spells 3 segments quicker, minimum 1, +2 to saving throws vs. Magic.

Possessions

Bronze Plate mail, Small Shield, Quaterstaff, Mace, Footman's Flail, Belaying Pin, Staff Sling, 12 stinkpots.

Notes and History

Kendrel Mailliw was born in Ruathym. At the age of 16, he set out to find adventure. He found it. After helping to defeat a group of pirates that tried to board the ship he was on, and rescuing a powerful mage, he was accepted into the priesthood of Mystra. Many adventures later, he went on the fateful mission with the paladin Adriennedar Maynard and wizard Nairb Werdna, and was frozen in stone.

Larros Alviren

Priest-Torm 2nd Human male

STR 18 , DEX 12 , CON 10 , INT 11 , WIS 17 , CHA 10 , COM , PER

AC 3, hp 15, MV 14, MR AL LG, Age 24, Height 6'3", Weight 175 lbs

Skin fair, Hair red, Beard short goatee Eyes green, Vision normal, Wealth approx. 100 gp

Larros is a large muscular man w/ a neatly trimmed goatee and mustache, shoulder length straight hair. He always wears a locket with a small carving of his wife.

Weapons

Proficient - Morningstar, Warhammer.

Non-Weapons Proficiencies

Heraldry, Etiquette, Blacksmithing, Healing.

Spell casting

Major spheres: All, Astral, Charm, Combat, Creation, Divination, Guardian, Healing, Necromantic, Protection, Summoning. Minor spheres: Elemental (Water, Earth).

Special abilities

Turn Undead.

Possessions

Holy Symbol, torches, mirror, rations, backpack, clothes, etc.

Magical Items

Morningstar +1.

Notes and History

Larros was trained by his father as a blacksmith and had a normal childhood. He fell in love with a young girl named Judyth. After getting married and having one child an angry associate of Larros brutally murdered his wife. Larros blames himself for her death and searches for her killer.

Lawantha

Priest of Istishia 10th Human female
Waterwalker

STR 16 , DEX 15 , CON 17 , INT 15 , WIS 16 , CHA 12 , COM , PER

AC 4, hp 62, MV 12, MR AL CG, Age 24, Height 5' 4", Weight 117 lbs

Skin White, Hair Brown, Beard - Eyes Blue, Vision Normal, Wealth 20000 gp

Weapons

Mace, Quarterstaff, Trident, Harpoon.

Non-Weapons Proficiencies

Religion (16), navigation (13), pottery (13), swimming (16), seamanship (16), weather sense (15), spellcraft (13), religion: kossuth (16), astrology (15), law (16), knows languages of common (c, l), nereid (c), aelvar (c), espruar (l).

Spell casting

Cast spells as a 10th level priest, Can cast elemental water wizard spells. Major Spheres: All, animal, creation, elemental water, healing, protection, weather; Minor Spheres: Combat, elemental air, time, elemental earth, numbers, necromantic.

Special abilities

When in water, gains effects of ring of free movement, Can breathe underwater and walk on water, can summon an 8 HD water elemental 1/day, can summon a 12 HD water elemental 1/tenday, can cast Melf's acid arrow or watery double, ice storm or wall of ice, Otiluke's freezing sphere or acid storm 1/day; +2 to saves versus cold & vaporous spells and breath weapons; forbidden from using fire-based magical items.

Possessions

Trident, harpoon, quarterstaff, chain mail, small shield.

Magical Items

Wand of summon kraken (4).

Notes and History

Was born in Waterdeep in 1332 DR. Became a priest of Istishia when 12. Has been sent to stop the priests of Kossuth from igniting the world.

Lisa

Gea's Liegess 8th Human Female

STR 12 , DEX 12 , CON 18 , INT 19 , WIS 18 , CHA 12, COM , PER

AC 8, hp 37, MV 12, MR AL LG, Age 17, Height 5'7", Weight 98 lbs

Skin lightly tanned, Hair blond, Beard none Eyes blue, Vision normal, Wealth none

Priestess of the Cult of Gea; powerful druid and conjurer

Non-Weapons Proficiencies

Any involving animals

Spell casting

Can cast priest spells of: Summoning, All, Plant, Animal, Healing (major access to them) casts mainly Conjunction/Summoning mage spells; mostly summoning specific animals to aid her

Possessions

Green dress, embroidered cloak, belt, sandals

Notes and History

Was mute for most of childhood; played in the forest with the animals until one day she began to speak and learn things about nature; was powerful druid/conjurer rest of time; member of the Order of Ten.

Lorm of Tempus

Specialty Priest of Tempus 15th Human male
Grandmaster of Horrific Battle, Holy Bringer of War, Lord of Supreme Anarchy

STR 18/00, DEX 11, CON 17, INT 12, WIS 20, CHA 11, COM -, PER -

AC -3, hp 95, MV 12, MR 25 AL CN, Age 29, Height 6'3", Weight 225Lbs lbs

Skin ????, Hair ????, Beard ???? Eyes Grey, Vision Normal, Wealth 67,657 gp

Lorm is a large, burly man totally encased in solid steel armor, with a bullet shaped helm. The helm has two large curving horns, and has a small face hole, but no face is visible, only darkness. Lorm never talks, he bellows,boasts and grunts. He is always the first in a fight, and always comes outvictorious.

Weapons

Great Axe (p and chosen weapon, Mace (p), Flail (p), Morning Star (p), Warhammer (p).

Non-Weapons Proficiencies

Weaponsmithing, armorer, blind fighting, charioteering, endurance, swimming, religion, healing, ancient history(wars), singing, dancing, drinking, cobbling,animal training

Spell casting

He casts spells as a Specialty Priest of Tempus, 15th level

Special abilities

Gets +1 hit/ +1 dam with chosen weapon, Can identify +s of a weapon just by holding it, Can incite Berserker Rage in allies, gaining +2hit/+2dam, can cast prayer 1/day, attacks 2/1, constitution HP bonus as a Fighter

Magical Items

Full Plate+3, Magical Great Axe+4 of Wounding(chosen Weapon, +8/+11 to hit and dam), Bag of Holding, Cloak of Protection from Fire, and Protection from Lightning, Helm of Deadly Missiles(1/week, can launch horns out, doing 8d6 damage), Gauntlets of Ogre Power, scarab of protection.

Notes and History

Lorm was rescued by Desmond Blackthorne from an evil tribe of cannibals known as the Maru. After slaying the avatar of their Demi-god, Maruk, in an epic battle, Desmond set Lorm free, and in return Lorm pledged his service to him as a henchmen as long as he could taste war. Currently, Lorm is in charge of the defenses of the cult of Blackthorne, and is a prime force for recruiting new soldiers. The priest has already attracted over 100 bloodthirsty warriors to Desmond's cause.

Lyana

Specialty Priestess of Mystra 9th

Human female

Slayer of the Shadow-Witch, High priestess of Mystra's Temple at Firewall

STR 14 , DEX 16 , CON 16 , INT 13 , WIS 18 , CHA 15 , COM , PER

AC -5, hp 64, MV 12, MR 0 AL NG, Age 20, Height 5'5", Weight 140 lbs

Skin White, Hair Black, Beard (none) Eyes Blue, Vision Normal, Wealth Unlimited gp

Lyana is a small but powerful figure. She is small, but very beautiful. Her looks cause many of her enemies to underestimate her, which suits her just fine. She is very devoted to Mystra and fiercely loyal to her friends.

Weapons

Warhammer, Mace, Flail.

Non-Weapons Proficiencies

Blind Fighting, Read/Write, Spellcraft, Religion (Mystra), Swimming.

Spell casting

Lyana casts as a 9th level priestess.

Spheres: MAJOR: All, Astral, Charm, Combat, Creation, Divination, Elemental, Guardian, Healing, Necromantic, Protection, Summoning. MINOR: Animal, Plant, Sun, Weather.

Special abilities

Turn undead, Function normally in magic-dead and wild magic areas, Detect magic 1/day.

Possessions

Cloak, Tiara, Platinum holy symbol, Ceremonial clothes, Rations.

Magical Items

Chain Mail +4, Shield +3, Warhammer +4, Ring of Fire Resistance, Ring of Spell Storing: -Cure serious wounds (3), Scroll: Heal, Remove Curse, Neutralize Poison.

Notes and History

Lyana travelled with a wandering adventuring company for about six months. While with the group, she met the renegade drow Blade Stormhand, and the two became close friends. The company was summoned to assist a town in the slaying of the Shadow-Witch. In the course of the battle, all the members of the

company were killed except for Lyana and Blade. In thanks, the townspeople awarded Blade the castle, Firewall Keep, and made him their lord. Lyana was made the High Priestess of the Temple of Mystra in the town. She provides healing and training to all who seek her help. She remains at the temple when not out adventuring with Blade and the other members of their new company.

Malisson Longshadow

Specialty priest of Mystra 12th Human male

STR 11 , DEX 14 , CON 13 , INT 18 , WIS 18 , CHA 16 , COM , PER

AC 2, hp 45, MV 12, MR 0 AL NG, Age 38, Height 6'4", Weight 190 lbs

Skin white, Hair auburn, Beard thorny, with moustache Eyes gray, Vision normal, Wealth 5000 gp

A towering man, he loves poetry and writes journals while traveling. People from various places usually see him as a humble person, but when provoked, he could be a deadly man.

Weapons

Quarterstaff (sp), Dagger, Staffsling (sp).

Non-Weapons Proficiencies

Animal handling, animal training, brewing, direction sense, etiquette, modern Languages, land-based riding, swimming, weather sense, astrology, healing, herbalism, ancient, Languages, local history, reading/writing, religion, spellcraft, tracking, gem cutting, navigation.

Spell casting

Specialized in conjuration and alteration.

Special abilities

Having the same effectiveness as other specialty priests of Mystra, his class and his level.

Possessions

Staffsling, dagger, pouch filled with reagents for spells, spellbook, holy symbol, larger pouch for clothes and personal items for traveling, horse named Tysha, robes.

Magical Items

Quarterstaff+3, ring of Protection +2, bracers of protection AC4, boots of speed, 5 potions of Xtra healing, 5 potions of healing, 3 clerical scrolls for Cure Light Wounds, Heal, Blade Barriers, 1 mage scroll of Haste, 1 clerical scroll for Slay Living, 1 clerical scroll for Resurrection, 1 mage scroll of Delayed Blast Fireballs, 1 scroll of Protection against dragon breath, ring of sustenance.

Notes and History

Born and raised in Daggerdale, his family was destroyed by the siege of Zhentilars. Bearing this dark secret, he fled to Shadowdale and founded by the priests of Mystra. They taught him everything they knew, including poetry, nurtured him to full health and accepted him as a devoted worshipper of Mystra. During the Time of Troubles, his life changed drastically. He traveled with a group of adventurers, battled the Zhentarim, earned experiences, but lost his magic skills completely when the Gods walked the Realms. When most of his companions were killed during the Godswar, he went almost mad with failure of unable to save his friends. After the Time of Troubles, due to his instability state, a high priest of Mystra named Adon came to his rescue. The high priest advised him once more and after years of meditation and gathering knowledges of magic, he became a specialty priest of Mystra. Currently he is traveling alone in the Moonsea area, hoping to find those who are responsible for his family's death.

Micheal Healwound

Priest 6th Human male

STR 13 , DEX 13, CON 13, INT 15 , WIS 16, CHA 16, COM , PER

AC 10, hp 23, MV 12, MR AL NG, Age 16, Height 5'2", Weight 135 lbs

Skin , Hair black, Beard- Eyes brown, Vision normal, Wealth 60 gp

Micheal is a devout cleric of the god Diancecht. He is highly compassionate and caring. He dislikes suffering and pain. He does his best to counter these wherever and whenever he can. Micheal cannot understand why someone would inflict harm on someone else for sheer enjoyment. His presence and personality is soothing to everyone near him. Micheal's black hair is curly and he is always wearing his holy symbol. He does not hesitate to help those who are hurting.

Weapons

Staff, lasso, he is proficient in both.

Non-Weapons Proficiencies

Healing (18) herbalism (18) reading/ writing (10) brewing (15) cooking (9) religion (9).

Spell casting

Major spheres: Healing, Necromantic, All, Guardian, Protection, Divination, charm Minor: creation, traveler.

Special abilities

Lay on hands 12 hp/day, ease pain by touch, empathy, turn , precise memory, 3 extra cure lights/ day.

Possessions

Holy symbol healer's pouch blessed spruce altar case, white 2' x 2' silk altar cloth, 12 sticks general incense 60 sticks healing incense, plain brown robes, 4 100 pg personal journals, 12 vials of ink, 2 quill pens, travelling boots, latest medical treatise, scroll indicating Micheal is entitled to 1200 gp of medical supplies from, any Aurora's shop, small locket with portrait of Diancecht.

Magical Items

Silver ring of curing (8 charges 1 charge per level of curative spell), scroll- cure disease x2, remove poison, scroll- major ward.

Notes and History

Micheal is not a native of Toril. He was originally a member of a spelljamming ship that was crewed by clerics of his god. The ship crashed on Toril after it was attacked by Neogi. Micheal was the only survivor. As luck would have it, he encountered the other members of the Sons of Peace, Generosity, and kindness. He liked the groups proposed goals and has been a member ever since. When not with the group, Micheal works as a travelling healer. He has met the priest Darithious and the two are good friends. He currently has 30 character points and is 15,000 xp away from leveling.

Minobu Tetsuhara

Priest [Zeus]/Kensai/Ninja 17th /8th /6th Human male

Baron of Almidur, First Champion of Olympus, Dragonfriend

STR 18 (00) , DEX 17 , CON 11 , INT 15 , WIS 22 , CHA 18 , COM , PER

AC -3, hp 78, MV 12, MR AL LG, Age 2043, Height 1,66 m, Weight 145 lbs

Skin light brown (asian), Hair black, Beard- Eyes black, Vision Normal, Wealth virtually unlimited.

Always wears light blue clothing (if not adventuring a robe of silk from the Celestial Emperor worth about 30000 GP) and soft boots. He wears his hair long, past the shoulders and tied together. He almost radiates an aura of calmness and is always very composed (much to the dignified Zeus liking actually). He NEVER indulges in drink, and sex is usually uninteresting for him (had 2000 experience years with Aphrodite).

Weapons

He always uses a Katana and Wakizashi. As Kensai he is Swordmaster and has 3/1 attacks with Katana and an additional attack with the Wakizashi (proficiency). He almost never uses ranged Weapons, although he is proficient with the Daiku, the oriental Long Bow, using Spells instead.

Non-Weapons Proficiencies

Calligraphy, Read/Write (Common, Kara-Tur), No (oriental form of theater), Poetry, Horsemanship (oriental form of ride 1/b), Ride Giant Eagle, Religion (Greek Pantheon), Devil and Demon Lore, Dragonlore, Speak Mandarin, oriental Trade Language, Common, Greek, Giant Eagle (Yes, NO Knowledge of Healing or Herbalism. Had no time to learn).

Spell casting

Has major access to all Spheres from the Players Handbook, the Spheres of Law and War from the Tome of Magic.

Special abilities

Essentially he gains Spells from all the Gods of the whole Greek Pantheon, because he is representing all of them to in Faerun. May once/day ; Charm other Sex, granted from Aphrodite, no MR, save at -6 Speak with all eagles, summon Giant Eagles. May request ANYTHING from Zeus (including the moving of Mountains) if he can survive the godly energies through his body. Gaining Infra for a day does about 6d6 damage, restoring someone to live about 15d6, moving a mountain about 1000d6 (hasn't done it so far).

Possessions

Anything he has is the property of the Church of Zeus and his Pantheon. But anything in the property of the Church (in any Plain) is also his. The first Gift of Zeus were Scabbards for his Katana and Wakizashi, each made from a single Sapphire (you can bet there were many would be Thieves out there). He is still wearing them. He also owns a Barony in the Realm of the City Almidur (which some People call "Tanelorn") on Faerun (Special from our Master, which lies in Sembian Territory. Has some hundred troops there. Could (and has already) summon help (troops, slaves) from the Celestial Emperor of Kara-Tur.

Magical Items

His Katana is a Sunblade. He wears a Ring of Protection and a Cloak +3 (traded for an Artefact Weapon). Has some Healing potions and Clerical Scrolls of varying Levels. That's all!

Notes and History

Was educated as a noble of Kara-Tur and trained as Swordmaster (Kensai). On one of his adventures (at 8th Level) he got his hands on an Artefact of Zeus and was made 1st Level Priest. In his continuing career he stumbled into an Ninja Stronghold and had to become one of them (He was 15th Level cleric then), fortunately, the Oriental Ninja is a multi-class career even for humans. At 11th Level cleric, he thought it would be nice to see the boss (Zeus), but the boss wasn't amused, and so he had to stay 2000 years at Mount Olympus, until Aphrodite had charmed Zeus enough to let him go. The character was played since 1990 and is very complex, but the comments in the various sections should shed some light on him.

Mordant

Priest of Ilmater 12th Human male
Painbearer

STR 16 , DEX 16 , CON 16 , INT 14 , WIS 18 , CHA 15 , COM , PER

AC 6, hp 56, MV 12, MR AL LG, Age 32, Height 5' 9", Weight 178 lbs

Skin White, Hair Black, Beard- Eyes Brown, Vision Normal, Wealth 2000 gp

Weapons

Warhammer, Chain, Quarterstaff, Scourge.

Non-Weapons Proficiencies

Endurance (16), religion (18), herbalism (12), healing (16), diagnostics (17), law (18), bureaucracy (14), horse riding (21), spellcraft (12), knows languages of Common (C, L), Aelvar (C), Espruar (L), Thorass (L).

Spell casting

Casts as a 12th level priest, Major Spheres: All, charm, creation, guardian, healing, law, necromantic, protection, travelers; Minor Spheres: Combat, elemental, summoning, sun, wards, weather.

Special abilities

+2 on all ability checks and saving throws involving pain & endurance, can brew healing potions, can call servant of Ilmater to possess them under pain, can survive for 1 tenday/level without food or water, can remove fear 3/day, can cast draw upon holy might 1/day, can cast favor of Ilmater 1/day, can cast endurance of Ilmater 1/day, can commune with Ilmater 1/tenday.

Possessions

Scourge, Chain, Quarterstaff, Warhammer, Robes, Holy Symbol of Ilmater.

Notes and History

Born in the city of Keltar about 300 years ago. Rose in the ranks of the God of Suffering, before being turned into statuary by the red dragon Kossuth's Rage.

Myzat Szaztr

*Priest 21st / Mage 23th Drow (spectral wizard)
Archmage of the deadlands, and former high priest of Bane*

STR 14, DEX 17, CON 17, INT 21, WIS 19, CHA 14, COM 6, PER 16

AC - 12, hp 83, MV 12 15fl, MR 40%

AL NE, Age 679, Height 5'9", Weight 136 lbs

Skin grey (translucent), Hair silver (translucent), Beard - Eyes amber, Vision Infra 120', Wealth 253 570 gp

Weapons

Staff of Wizardry (p), Mace of Desecration, reverse of mace of disruption (p), Spiked gauntlet +5 (p).

Non-Weapons Proficiencies

Has all wizard/priest proficiencies, plus rinding land and air based, as well as fire building. He knows the following languages: Drowish, common, undercommon, Drow sign language, Elfish, duergar, dwarven, and gnomish. He also knows the ancient language of Netheril, and the mage script used in the south.

Spell casting

Casts as a 21st level priest, and 23rd level mage. Has major access to these spheres: All, Astral, Charmchoas, combat, creation, divination, elemental, healing, necromancy, numbers, protection, sun, and weather. He has minor access to animal, summoning, war, and wards. He has access to all mage schools, including wild magic. Myzat can cast 3 cold based spell besides his normal allotment of spells every day. All spells from the PHB, TOM, and FRA are in his spell book as well as many others.

Special abilities

Can command undead as a 21st level priest. Is immune to all fear, cold, lightning, paralyzation, and death magic. Myzat is constantly surrounde by a 10' radius fear (as the spell) aura. His touch inflicts paralyzation for 3d4 rounds. Can create a mystic lash 2/day as the spell in Faith's and Avatars. Has cast permancy in conjunction with Sertan's spell imunity, ironguard, and globe of invulnerability.

Possessions

On his own plane (i.e. a "portable hole") that is the size of Alaska. Owns three wizard towers through out the moonsea region, as well as two large castles. Owns a mercenary army that is composed of 500 soldiers, and an ever changing amount of skeletons and zombies. Has many baneguards, as well as helmed horrors under his command.

Magical Items

Has, or can create just about every non-artifact in the Encyclopedia Magica. He is never without his staff of wizardry, ring of protection +6, cloak of protection +4, ring of spell storing with the spells lightning ring (Seven Sisters hand book), finger of death, prismatic sphere, and fire eyes (Seven Sisters hand book) Amulet of magic resistance +30%, and helm of brilliance.

Notes and History

Myzat was born in the city of Menzoberranzan. He attended Sorcere at the age of 35 and graduated in a record breaking time of 6 years. After he graduated he was subject to the test of loyalty to Lloth. The high priestess administrating the test found he was not loyal to Lloth, but to Bane. To make matters worse, he was a priest of Bane. He was ordered to immediately be put to death. When the three high priestess attempted to follow the command there were three dead Drow laying at Myzat's feet in a number of seconds. Before taking the test he had cast a contingency spell in conjunction with a death spell and chain lightning spell. After that he fled to the surface and was accepted in the clergy of Bane. After only three years he was accorded the title of high priest. Six years later his temple was destroyed by the then magister, and soon to not be magister. When his temple was destroyed Myzat was not present. When he learned of his temple's fate he hunted the magister and tricked her into following him into a wild magic region. When the two engaged in combat all of the magister's spells went wild, or were stopped by Myzat's magic resistance. The magister ended up killing herself when she found herself a target to her own meteor swarm spell after being turned back by Myzat's ring of spell turning. Myzat has killed Manshoon three times, and that traitorous priest Fzoul once, only to have them come back to life again. Myzat has made his mission in life to destroy Mystra and her servants. Myzat has defeated avatars of Mystra twice, killed one of her magisters, as well as another wizard who was to be soon be a magister. Myzat has entered spell battles with all of Mystra's chosen and left unharmed every time. Currently Myzat is under sponsorship from Cyric to be elevated to demi-god status. Unfortunately Myzat's plans of attaining godhood were shattered, even as Cyric was driven from the City of Strife. With his divine patron severely weakened, Myzat was unable to complete the ritual which would bring him to demi-godhood. In addition to that, the Goddess of Magic, Mystra, who was infuriated at the fledgling's constant attempts at the lives of her Magister and Chosen, decided to pay the Drow archmage in his own coin. Sending her consort, the God of Wizards and Spellcasters, Azuth to do battle with Myzat, Mystra watched on, and at the most crucial moment, removed his access to the Weave, leaving him without his Art. This of course enabled Azuth to slay him with ease, and using his divine power, he managed to destroy all hopes of Myzat ever reappearing. Cyric, unable to intervene, swore eternal revenge against the two Gods of Magic, but at his present state, there was nothing he could do about it.

Pelleohr Azedas

Priest/mage 12th /6th High-elf male
Heroe Of Banenbak And Member Of The Bright Ones

STR 13 , DEX 16 , CON 11 , INT 17 , WIS 18 , CHA 6 , COM 7 , PER

AC 3, hp 50, MV 12, MR AL N-G, Age 125, Height 5'3, Weight 113 lbs

Skin white, Hair silver, Beard - Eyes grey blue, Vision Infra (60`), Wealth ? ? ?

Pelleohr is a priest of mystra traveling with the hope of helping resolve good case. His face has a scar in the form of a X. He wear a white robe showing that he was once a mage. He quit his mage class because on a mission he almost killed his team with his wild magic curse. He is now in the north hoping to resolve the war a necromancer caused.

Weapons

Morningstar, quarterstaff, footman's flail.

Non-Weapons Proficiencies

Herbalism, reading/writing, spellcraft, survival-forest, healing, fire building, cooking, fishing.

Spell casting

MAJOR: elemental, necromantic, healing, animal MINOR: protection, divination, all.

Special abilities

Turn undead as a priest.

Possessions

White cloak(2), horse, 1 war dog, 1 hunting dog and some other things.

Notes and History

Pelleohr lived with his parent, trained by his father who was also a priest of mystra. his mother was a mage and she wanted him to be a mage also, but his father didn't. His mother secretly taught him magic. One day, he decided to go on adventure and left home. On his way, he made friend (one of his friend his a drow) and they did a lot of adventure together. They saved banenbak from an evil necromancer and made a life enemy with the necromancer. One day, Pelleohr engaged in combat with the student of the necromancer who made the scar on his face. Now, he is in a war against the necromancer.

Quarra Xiltyn

Priest of Azuth 12th Human Female
Magistrati

STR 17 , DEX 18 , CON 17 , INT 17 , WIS 18 , CHA 15 , COM , PER

AC 3, hp 80, MV 12, MR AL LN, Age 19, Height 6' 2", Weight 133 lbs

Skin White, Hair Blond, Beard - Eyes Ice Blue, Vision Normal, Wealth 10000 gp

Weapons

Quarterstaff, Club, Chain, Horseman's Mace, Horseman's Flail.

Non-Weapons Proficiencies

Religion (18), spellcraft (15), bureaucracy (17), law (18), healing (16), diagnostics (17), horse riding (21), knows the languages of common (c, l), thorsass (l), aelvar (c), espruar (l), dethek (l), high draconic (c).

Spell casting

Major Spheres: All, astral, charm, combat, creation, divination, guardian, healing, law, necromantic, protection, summoning, sun, thought, wards. Minor Spheres: Elemental, travelers, war. Casts spells as a 12th level priest. Casts priest spells at 3 segments less, minimum 1. Casts wizard spells as a 6th level wizard; school: evocation.

Special abilities

Can use wizard items, can identify by touch, can cast magic missile 1/day, can cast fireball or lightning bolt 1/day, can cast wall spell 1/day.

Possessions

Quarterstaff, club, chain, horseman's flail, horseman's mace, holy symbol of Azuth, robes.

Notes and History

Born in the city of Candlekeep, Quarra Xiltyn joined the priesthood of Azuth at the age of 15, and had a meteoric rise through the ranks. This lasted until she was sent to recover lost items of value from the red dragon Kossuth's Rage, and was turned to stone. She has been in stone for about 300 years now.

Ralf

Priest 12th Human, Male
Battel Guard of Tempus, Saver of Rashemen

STR 17 (Mus 17/Sta 17), DEX 16 (Aim 16/Bal 16), CON 12, INT 13 (Rea 13/Kno 13), WIS 18 (Inn 18/Wil 18), CHA 11 (Lea 11/App 11), COM 12, PER n/a

AC -1, hp 68, MV 12, MR n/a AL LG, Age 22, Height 5'11", Weight 166 lbs

Skin Sunbuernd, Hair Light Brown, Beard NO!!! Eyes Brown, Vision Normal, Wealth 26450 gp

Weapons

Footman's Flail: 3/2, Footman's Mace: 3/2, Punch: 5/1.

Non-Weapons Proficiencies

Religion: Wiz:+0, 18, Armorer: Int:-2, 11, Blind-Fighting: NA, Charioteering: Dex:+2: 18, Weaponsmithing: Int:-3, 10, Healing: Wiz:-2, 16, Reading/Writing: Int:+1, 14, Monster Lore: Wiz:+0/-8, 10-18, Endurance: Con:+0, 12, Baatezu: Int:+0, 13.

Spell casting

Major: Animal, Chaos, Combat, Divination, Elemental, Healing, Necromantic, Protection, War, Weather.
Minor: All, Guardian, Summoning, Sun, Wards. LVL1: 8, LVL2: 7, LVL3: 6, LVL4: 4, LVL5: 2, LVL6: 2.

Special abilities

Turning Undeads, Prayer 1/day, Create food and water 1/day, Create campsite or break campsite 1/day, Hero's Feast 1/3day.

Possessions

Adventurer's Kit

Magical Items

4th Extra Healing, Footman's Flail +3, Ring of Featherfalling, Elvenchainmail +3.

Rashka Tenwealth

Priestess of Lathander 9th Human female
Morninglord

STR 17, DEX 18, CON 16, INT 14, WIS 18, CHA 17, COM, PER

AC -5, hp 59, MV 12, MR AL NG, Age 18, Height 6'6", Weight 131 lbs

Skin White, Hair Blond, Beard What! On a woman? Eyes Sky Blue, Vision Normal, Wealth 20000 gp

Weapons

Chain, Footman's Flail, Quarterstaff, Morning Star

Non-Weapons Proficiencies

Religion (18), sculpture (20), musical instrument: bagpipes (19), appraising (16), cooking (16), spellcraft (12), juggling (18), pottery (18), carpentry (19), knows languages of Common (C, L), Aelvar (C), Espruar (L), Thorass (L).

Spell casting

Casts spells as a 9th level priest Major Spheres: All, astral, charm, creation, elemental, necromantic (restorative forms of reversible spells), plant, thought, sun, wards, weather; Minor Spheres: Combat, divination, guardian, time.

Special abilities

Turn Undead (at +4 to her level versus light-hating undead), can cast light 3/day, can cast faerie fire 1/day, can cast boon of Lathander 1/day, can cast false dawn 1/day, conveys +10% to resurrection survival (maximum 99%).

Possessions

Chain, footman's flail, quarterstaff, morning star, plate armor, medium shield, bagpipes, holy symbol of Lathander.

Magical Items

Ring of Protection +3, 5'

Notes and History

Was born in the city of Telpir. At age 12, joined the priesthood of Lathander and rose quickly through the ranks. About a hundred years ago, was turned into statuary by the red dragon Kossuth's Rage. She was recently freed by the mage Jhannifer, and is rediscovering the Realms (and destroying undead).

Rigel Lafirz

Priest of Rilni 16th

Khinasi (Human) male

STR 15 , DEX 17 , CON 11 , INT 19 , WIS 18 , CHA 15, COM , PER

AC 0, hp 63, MV 12, MR AL LN, Age 18, Height 6' 1", Weight 172 lbs

Skin Coffee, Hair Black, Beard none Eyes Black, Vision Normal, Wealth 20000 gp

Weapons

Sling, Quarterstaff, Spear, Javelin, Short Sword, Dagger

Non-Weapons Proficiencies

Religion (18), Spellcraft (17), Engineering (16), Etiquette (15), Healing (16), Astrology (19). Speaks Basarji, Anuirean, Low Brecht, Rjuven, & Vos. Reads Basarji, Anuirean, Low Brecht, & Rjuven.

Spell casting

Casts as a 16th level priest. Major Spheres: All, charm, divination, healing, sun, necromantic, animal. Minor Spheres: Combat, plant, protection. Spell abilities of a magician 1/2 the priest's level (round down)

Special abilities

Bloodline: Tainted Basaia 12, -2 to opponent's saving throws in moonlight, Turn Undead.

Possessions

2 sets of clothing, Sling, 16 Sling Bullets, Quarterstaff, Short Sword, Spear, Javelin, 12 Daggers

Magical Items

Ring of Protection +2, Bracers of Defence (AC 5)

Notes and History

Born in Mairada, Rigel grew up in the shadow of the large Temple of Rilni. He now works to further its aims throughout the continent of Cerilia.

Shandrath

*Priest of Shaundakul 15th
Lord High Windhand*

Half-Silver Dragon Male

STR 16 , DEX 14 , CON 14 , INT 18 , WIS 18 , CHA 16 , COM , PER

AC 7, hp 75, MV 12, MR 0 AL CN, Age 50, Height 5'5", Weight 100 lbs

Skin Pale grayish white, Hair Silvery white, Beard Short Eyes Silver irises, Vision Normal, Wealth 10,000 gp

Shandrath is a rather short and handsome half-silver dragon. He dresses in soft gray leather armor, along with a swirling dark gray cloak, and wears a leather gauntlet upon his left hand, which displays Shaundakul's symbol, a silver upright left hand with its wrists trailing off into rippling winds, on it.

Weapons

Sword of the Winds (p).

Non-Weapons Proficiencies

Direction sense, endurance (mountainous regions), healing, herbalism, religion, running, survival (mountainous regions), tracking.

Spell casting

Major Spheres: All, astral, combat. elemental air, healing, protection, travelers, weather; Minor Spheres: Animal, creation, divination, elemental earth, elemental water, guardian, necromantic, plant, sun.

Special abilities

Move silently and hide in shadows with a 75% chance each; cast helping hand, whispering wind, or unseen servant once a day; cast gust of wind or wind wall once a day; cast shield or wraithform once a day; cast find the path once a day; never become lost on Abeir-Toril; make two melee attacks per round; cast wind walk once a day; claw attacks (1d4/1d4); breath weapon (spray of cold 8 feet long, damage 4d4, usable twice a day); immune to cold based spells and attacks; feather fall (once a day); wall of fog (once a day); cloud walk (one hour per level per day).

Possessions

Nothing special of note.

Notes and History

Shandrath's mother, Cathree was a priestess of Shaundakul, and during her travels in the North, she met a young dashing ranger, whom she formed a deep relationship with. He revealed himself to be the guardian dragon of the North, Silverwing, as he took his inevitable leave. Cathree took the news calmly, and raised the child which resulted in their union, in the way of the Rider of the Winds. She named him, Shandrath, after the famous mage who lived and died hundreds of years ago. Shandrath fully embraced the teachings of Shaundakul, and became a full fledged priest at the age of fifteen. It was then that Shandrath bid his mother goodbye, and left to pursue an adventuring career. He traveled to the South, and gained a favorable reputation amongst the people of the Sword Coast. After ten years of wandering, he finally returned to Silverymoon, the place of his birth, and remained there for five more years until his mother's death. After that, he took the road once more, and met his father in his travels. Silverwing was saddened by the news of Cathree's death, but was glad to see what a fine young man his son turned out to be. He followed Shandrath of five years, traversing the North, in search of adventure, before taking his leave once again. Shandrath rose in power and status among the clergy of Shaundakul, and was given the title of Lord High Windhand, along with the Sword of Winds, by the Rider of the Winds himself, when he travelled to the fallen city of Myth Drannor. Shandrath returned to Silverymoon after ten more years of adventuring, and currently resides within the Shrine of Shaundakul there.

Relnar Yisborne

Priest 6th Human male
Specialty priest of Mystra

STR 8 , DEX 9 , CON 16 , INT 16 , WIS 18 , CHA 8 , COM , PER

AC 6, hp 10, MV 12, MR 0 AL NG, Age 19, Height 5'9", Weight 165 lbs

Skin white, Hair ash blond, Beard - Eyes blue, Vision normal, Wealth 180 gp

Although he appears to be weak, he has initiative to act quickly and effectively. He usually dresses in blue robes with brigandine hidden beneath.

Weapons

Footman's flail (specialized), staff sling.

Non-Weapons Proficiencies

Spellcraft, astrology, healing, herbalism, land-based riding, religion (Mystra).

Spell casting

Chance of spell failure is 0% MAJOR spheres: ALL, astral, chaos, charm, combat, creation, divination, elemental, guardian, healing, law, necromantic, numbers, protection, summoning, thought, time, travelers, wards. MINOR spheres: animal, plant, sun, weather.

Special abilities

Relnar has all the abilities for his class and level.

Possessions

Quarterstaff, staff sling, robes, riding boots, donkey, halter, backpack, brigandine.

Magical Items

5 potions of healing, scroll of protection from dragon breath, bracers of protection AC 2.

Notes and History

Relnar grew up in the outskirts of Shadowdale, where his kind parents taught him everything they knew, for they wanted him to be scholarly. They also routinely took him to services at the nearest Church of Mystra, where he attentively listened to the priest. His parents also taught him about the stars and how to ride. As he grew older, he concentrated greatly on his studies and on his faith, having little time for physical activities, and he asked his parents to send him to be schooled by the priests of Mystra. His parents had some reservations, for he was still young, so they told him that if he studied with the local priest for a year, they would consider it. He agreed, and the next time he went to church he asked the priest to tutor him. For a year Relnar devoted all of his time to studying with the priest, and grew very intelligent and wise. His parents saw his devotion, and agreed to send him to study at a far-off school of Mystra. But the school was very expensive, and they couldn't afford it. For two years, Relnar did various odd jobs to raise the money, and thanked his parents and the village, and with a donkey that the village gave to him as a farewell gift, he was off to study at the School of Mystra in Elturel. After five years, he graduated from the academy, and headed for Waterdeep to find fortune. He rode for over a month, travelling with various caravans, eventually arriving in Waterdeep, which is where he is now.

Ronglath Ulphor

Priest of Bane 11th Human male
Dreadmaster

STR 16 , DEX 14 , CON 16 , INT 15 , WIS 18 , CHA 14 , COM , PER

AC 0, hp 74, MV 12, MR AL LE, Age 31, Height 5' 11", Weight 172 lbs

Skin White, Hair Black, Beard Black Eyes Black, Vision Normal, Wealth 20000 gp

Weapons

Quarterstaff, javelin, warhammer, mace.

Non-Weapons Proficiencies

Religion (18), etiquette (14), spellcraft (13), bureaucracy (15), law (18), local history: zhentil keep (14), local history: thay (14), astrology (15), knows languages of common (c, l), beholder (c), minotaur (c), uncommon (c).

Spell casting

Casts as an 11th level priest Major Spheres: All, law, combat, divination, elemental, guardian, healing, necromantic, summoning, war Minor Spheres: Creation, numbers, sun (darkness-creating or detrimental effects only).

Special abilities

Unaffected by fear and fear spells gets increased effect from rods of terror, rods of rulership, and wands of fear, Generates aura of fear 1/day, can dispel good 1/day, can create mystic lash 1/day.

Possessions

Black Full Plate armor, Medium Shield, Warhammer, Quarterstaff, Javelin, Holy Symbol of Bane .

Notes and History

Was born in Zhentil Keep around 1325 DR. Rose to high ranks in the Zhenterim. Has been put in command of roving bands of Zhent troops and thieves. He is to track down the leaders of the Thayvian plot to ignite the world. Is currently searching in Thesk.

Rysanna Dontaele

Priest of Mask 10th Human female
Demarchess

STR 13 , DEX 14 , CON 15 , INT 14 , WIS 16 , CHA 14 , COM , PER

AC 7, hp 50, MV 12, MR AL NE, Age 28, Height 5' 9", Weight 134 lbs

Skin White, Hair Blond, Beard - Eyes Grey, Vision Normal, Wealth 200000 gp

Weapons

Warhammer, Quarterstaff, Hand Crossbow, Dagger.

Non-Weapons Proficiencies

Religion (16), forgery (13), reading lips (12), disguise (13), blind-fighting, appraising (14), spellcraft (12), oratory (14), bureaucracy (14), set snares (13), knows the languages of common (c, l), uncommon (c), thieves' cant (c), Minotaur (C).

Spell casting

Casts as a 10th level priest Major Spheres: All, astral, charm, sun, combat, divination, guardian, healing, protection, time Minor Spheres: Elemental, necromantic, summoning, thought, weather.

Special abilities

Thief Skills PP: 15%, OL: 30%, FRT: 35%, MS: 60%, HiS: 60%, DN: 30%, CW 60%, RL 30%, can cast darkness 1/day, can cast Lorloveim's creeping shadow & shadowcloak 1/tenday, can cast shadowdoor, shadow monsters, seeming or demi-shadow monsters, & shades 1/day.

Possessions

Dagger, Warhammer, Hand Crossbow, 5 Quarrels of 16 bolts, studded leather.

Notes and History

Was born in Scardale in the year 1328 DR. Rose quickly through the ranks of the priesthood of Mask in Zhentil Keep. Is subordinate to Ronglath in their attempt to find and destroy Thayvians. (Note to DMs: the PC party could be mistaken for Thayvians by the Zhents, and vice versa).

Sewil Seneca

Priest 9th

Human female

Battleguard

STR 17 , DEX 16 , CON 18 , INT 15 , WIS 18 , CHA 16, COM , PER

AC -2, hp 91, MV 12, MR AL CG, Age 26, Height 5' 3", Weight 140 lbs

Skin White, Hair Brown, Beard On a woman? Ugh! Eyes Green, Vision Normal, Wealth 50000 gp

Weapons

Horseman's Flail, Spiked Glove, Two-Handed Sword (Weapon of Choice), Quarterstaff.

Non-Weapons Proficiencies

Religion (18), Armorer (13), Blind-fighting, Charioteering (18), Weaponsmithing (12), Spellcraft (13), Blacksmithing (17), Horse Riding (21), Bureaucracy (15), Poetry (13). Can Speak Common and Aelvar. Reads Common, Espruar and Thorass.

Spell casting

Casts as a 9th level priest.

Major Spheres: Animal, chaos, combat, divination, elemental, healing, necromantic, protection, war, weather. Minor Spheres: All, guardian, summoning, sun, wards.

Special abilities

Can cast create food and water 1/day, can cast prayer 1/day at 1, can cast create campsite or break campsite 1/day, can create heroes feast 1/3 days. Can insite berserker rage for 10 rounds, can determine workmanship, potential magical ability, & actual pluses of any Weapons she's proficient in.

Possessions

50000gp King's Tear, Spiked Gauntlet, Quarterstaff, Horseman's Flail, Holy Symbol of Tempus.

Magical Items

Plate +3, Ring of Sheathing, Robe of Protection (AC 0), 200 Spellstones of Sphere of Ultimate Destruction, Two-Handed Sword +10.

Notes and History

Sewil was born in the city of Ormpetarr, where she grew up. Early on, she showed a large amount of interest in the art of warfare. One day, she gained the notice of a priestess of Tempus, who trained her in the faith. When she reached her current age, she was sent on a mission to kill the dragon Kossuth's Rage, where she had the misfortune to be turned into a statue by the Wyrms. Recently, she was released from her imprisonment by the mage Jhannifer and her party. She journeyed with them for a time, picking up her sword in the ruins of the city of Calirra. She fell in love with one of the party members a cleric of Tempus named Alan. They decided to settle down near the battlefields of Tethyr. However, Alan was killed soon afterwards. Sewil then travelled to Waterdeep, where Jhannifer said her party was heading, but got there too late, as Jhannifer's party had already moved on to Krynn. She then signed up with a crew of a mysterious vehicle, that said they were going exploring. She heard this vessel was called a spelljammer. Currently they are traveling through Wild Space, en route to parts unknown.

Silvermain

Priest 5th [Witch Doctor]

Wemic Male

STR 16 , DEX 11 , CON 11 , INT 15 , WIS 16 , CHA 8 , COM mildly, PER

AC 5, hp 29, MV 15, MR

AL NG, Age 20, Height 7'6", Weight 731 lbs

Skin Sandy Brown, Hair Light Tan, Beard 1' Main rifled throu w/silver streaks Eyes Golden, Vision Normal, Wealth 548 gp

Silvermain was the first of three, the other two female. He followed in the footsteps of his father and lead the life of a Witch Doctor. It is not an easy life. The first fifteen years are spent journeying afar, because the Plainswakers believe knowledge to be the greatest weapon of all. He has linked up with an Elven trader as a type of bodyguard, along with two dwarves who come along for the ride. He is currently on his 4th year, and is enjoying the trip. His curiosity gets his group into trouble. Why just last moon he was captured by a tribe of amazons and after befriending the leader(their two tribes were not that much unlike) when off in search of a holy artifact stolen by a powerfull mage in with the hope of becoming a god. All things turned out ok, after a thrashing and a sturn tounge lashing, he retrived the Gem of Godly Might. After returning it he was on his way to learn of things bigger than himself. How was he cought by the amazons, you may ask? A large pit trap, he thought he saw a shiny...

Weapons

Front paws (retractible claws), morning star, war hammer, Dual Weapon (-1 to first weapon, -2 to the second).

Non-Weapons Proficiencies

Healing, herbalism, observation, reading/writing, musical insterment(flute), speaks common with growling undertones , Wemic, and feline.

Spell casting

Major access to Elemental, Healing, Combat, All. Casts cleric spells as a 5th level cleric. Can learn from the Alteration school of magic. In spell book: Detec/Read Magic, Burning Hands, Shocking Grasp, Dancing lights, Spider Climb, and Color Spray. Casts mage spell as a 3rd level mage(1/2 normal lvl, rounded up).

Special abilities

Can attack with his front paws every round, in addition to his hand held weapons. Can leap 10' up and 30 feet forward

Possessions

Flute of the Plainswakers, Morning star, Kite shield, Spell book (68 pages), Holy symbol(a sun rising on a plain full of wemics w/ mountains in the background), backpck, varoius spell componants, 18 sheaf arrows Quiver, 10 sumac leaves(they smell nice), Ruby (500gp) Pretty Shiny..., 9 smooth stones, metal spoon, 12 brightly colored feathers of various birds, a bra with lace frillies , a pair of leather boots.

Magical Items

Scale mail +2 (holding for a friend), Ring of Protection +3, potion of extra healing, Amulet vs. Undead, Robe of usefull items.

Notes and History

He likes to be helpfull and is very nieve, therefor he gets into a LOT of trouble. He also assumes that every one else is like him and many times volenteers his companions wherte the would rather not go. He believes in doing the right thing, and will go to great lengths to. He is confused easily and doesn't understand many things about "civilised" culture. He is very superstitious and the things that scare him the most are being caged up, and undead. He love to look at the stars and seems to gain insights from them. He is easy to befriend be doesn't make true friends lightly, haveing only two on his journys so far.

Sir Hairy Grumplepuss of Tempus of Shadowdale

Priest [War] 7th Dwarven Male
Touched by his god

STR 19, DEX 13, CON 16, INT 13, WIS 20, CHA 12, COM , PER

AC -1, hp 50, MV 60, MR AL CG, Age 72, Height 4'2", Weight 157 lbs

Skin Ash, Hair white, Beard Dark,dark red (stained) Eyes Blue, Vision Norm,Infra 60', Wealth 10,890gp

A battle worn face with an aura of power around it. A brilliant helm upon his head with the symbol of Tempus upon it. Dark black plate mail encased in a dark red cloak cover his body. He carries a bulbous bag of holding and a mighty amount of weapons at his side.

Weapons

Weapon Pro: Bastard Sword, Longsword, Battle Axe. Weapons sp : Dagger, Battle Axe +1, Footmans Mace +5, 2 Handed Battle Axe (1d10/2d8).

Non-Weapons Proficiencies

Healing, blindfighting, animal training, animal handling, appraising, herbalism.

Spell casting

Major Sphere: Combat, Healing (Reverse), Protection, NecromanticLevel- 4 castable

Special abilities

Incite Berserker Rage, Inspire Fear, TURNING UNDEAD-1HD-DDTT471013161920

Possessions

Zombie Puss, Golden Horn, Can't Say's claws, Umber Hulk pinky toe, Beholder Eye, Hill Giant Nose, Red Dragon Horn, 30x40 sq.ft. of Red dragon skin. ANIMALS:Light and Heavy War horses, Chicken (Black Thunder)

Magical Items

Plate mail +1 of haste (usable twice a day at 17 level spell ability), gauntlets of hill giant strength, helm of wisdom (+4 to wis), red dragon cloak +2 to fire based attacks, 4 potions of extra healing, bag of holding, ring of animal friendship, rod of security, potion of invulnerability, 3 fucking cool rings, necklace of missiles.

Notes and History

Hairy is a powerful survivor. He takes everybody else's stuff when they die to remember them by, including their body parts if he defeated them. He is boisterous and fearless, but not stupid. To Tempus he gives his body and soul, to enemies he deals death.

Thorn

Priest of Lathander 10th Human Male

STR 18/00, DEX 13, CON 15, INT 12, WIS 20, CHA 9 COM 14, PER

AC -3, hp 66, MV 12, MR AL Good, Age 28, Height 5'-11", Weight 168

Skin Tanned, Hair White, Beard - Eyes Emerald green, Vision Normal, Wealth 1500 gp

Weapons

Mace of Limited Disruption (p). Alternate weapons: mace +1, morning star +1 (p); bolas (p).

Non-Weapons Proficiencies

Animal handling; Animal training (horses); Land-based riding; Religion; Healing; Herbalism.

Spell casting

Allowed standard clerical spheres as 2nd ed. PHb. Casting level: 10.

Special abilities

Turn undead as cleric.

Possessions

7 vials of holy water; 1 torch; flint and steel; small pouch (hangs from belt) filled with various herbs. Most importantly, Thorn's light war horse. Name: Rose. AC:5 (leather barding). HP: 34. Training: Combat; Combat Riding; Summoning; Detect Undead; Protect (Thorn).

Magical Items

2 scrolls: 1 - remove curse; 2 (written in elf) - cure disease, cure critical wounds. Staff of Curing - 2 charges remaining. Ring of Feather Fall. Potions: Climbing; Dimunition; Healing (2); Human Control; Water Breathing.

Notes and History

Born in Waterdeep. Now lives in Kilkenny (formerly the Ruins of Myth Drannor) with his adventuring party known as the Rugburns. His horse Rose is his most trusted companion; he raised her from the time she was born, and she will let no one else ride or command her without Thorn's consent. Thorn is fast becoming one of the most influential people in the Church of Lathander. As he and his friends reclaimed the Dawnspire and Dawnstone for his Church, and now that Thorn is running the Temple within Kilkenny, he has found that he has a lot more influence on the world than he realized. He is also the President of the Kilkenny Towne Council, and is the only known surviving member of the original band known as the Rugburns.

Torin Shayrik

Specialty Priest 15th of Myrkul Human Male

Most Holy Master of Death, Purveyor of Disease, Torturer of Living Souls

STR 16, DEX 15, CON 16, INT 14, WIS 19, CHA 9, COM 5, PER -

AC -7, hp 85, MV 12, MR 0 AL LE, Age 33, Height 6'2", Weight 190 lbs

Skin Grey, Hair Black, Beard - Eyes grey, Vision Normal, Wealth 130,000 gp

Torin is a dark tall man, whose flesh is painted ashen gray. He wears large black plate mail, decorated with spikes and white skulls.

Weapons

Morningstar-proficiency, mace-proficiency, flail, club, etc.-proficiency

Non-Weapons Proficiencies

Alot, most of which are unimportant.

Spell casting

He casts spells as a Myrkul specialty priest.

Special abilities

He can summon a minor death (i.e. deck of many things, to fight for him. He can set people on fire.

He gets a +1 save vs. Death Magic. Unaffected by Disease.

Possessions

Alot of useless junk.

Magical Items

Morningstar+3 of Hold Person(as if cast by a 15th level priest if struck -save at -2),Mace of Disruption, Shield+4, Full Plate+2, Ring of Vampiric Regeneration, Bag of holding, Gloves of Missile Snaring, Daern's Instant Fortress, Boots of the Elvenkind, cape of levitation, scarab of protection.

Notes and History

Torin is an extremely depraved maniac who is obsessed with Death and the dying. He joined Myrkul's faith at a young age, and unlike his weak clergyman, he still serves his "dead" god. He adventures often with Desmond Blackthorne. Torin is shrewd, and will use any means possible to get his way.

Untero of Lathander (Danitaria Arntex)

Specialty Priest of Lathander 11th

Human male

High Priest of Arn

STR 18/91 , DEX 16 , CON 17 , INT 16 , WIS 24 , CHA 12 , COM , PER

AC -6, hp 94, MV 12, MR AL CG, Age 18, Height 6, Weight 175 lbs

Skin Light, Hair Blonde, Beard - Eyes Green, Vision Normal, Wealth 1257 gp

Loyal Priest of Lathander the Morninglord. Recently father of twins. Wife Amber Treven specialty priest of Selune.

Weapons

Warhammer +4 Firestarter – Proficient.

Non-Weapons Proficiencies

Singing ,Lute playing, healing, herbalism, alchemy.

Spell casting

All spheres.

Special abilities

Turn undead--those affected by light turned as if 4 levels higher, light (3/day), faerie fire(1/day) .

Possessions

Normal equipment, 2 bottles holy water.

Magical Items

Warhammer +3, +4, platemail +2, Medium shield +2, amulet of Protection +2.

Notes and History

Once lonely cleric in Waterdeep. Now has own temple near shadowdale.

Weege

Cleric 1st Halfling Male

Master General, Cult of Shrimp

STR 9, DEX 12, CON 12, INT 7, WIS 15, CHA 10, COM , PER

AC 6, hp 7, MV , MR AL , Age 47, Height 3'7", Weight 84 lbs

Skin Ruddy, Hair Black, Beard - Eyes Salmon, Vision Infra (60'), Wealth 120 gp

Weege is a unique sort, a so-called cleric and self proclaimed Master General of the Cult of Shrimp, in charge of the entire Sword Coast of Faerun. He worships these creatures fervently, always searching for the Perfect Prawn. Obviously mad, the people of Alanon (a small city south of Waterdeep) pay him little heed but love him just the same.

Weapons

Club

Non-Weapons Proficiencies

Cheese-Making, cooking, acting.

Spell casting

Can summon shrimp of varying size, as per the Adventures(TM) rules on Beast Cult clerics.

Possessions

Net, Tattered Clothing, Burlap Sack.

Magical Items

Small stone with Continual Light cast upon it.

Notes and History

Is thinking of opening a seafood restaurant. Has been a permanent fixture in the bay area of Alanon for years. Weege is basically the town's village madman. Poses no threat, except maybe to himself.

Willmore of Mystra

Priest 14th Half-(high)elf male
Highpriest of Mystra in Waterdeep

STR 10 , DEX 17 , CON 15 , INT 15 , WIS 18 , CHA 11 , COM , PER

AC 2, hp 75, MV 12, MR 0 AL LG, Age 110, Height 5'8', Weight 180 lbs

Skin Pale skin, Hair Blond, Beard none Eyes Blue, Vision Infra 30', Wealth 2500 gp

Weapons

Long sword, Two-handed sword, Spear, long bow, Dagger.

Non-Weapons Proficiencies

Musical Instrument, Religion, Riding land based, Swimming, Healing, Heraldry, Herbalism, Reading/Writing(human), Engeneering, Riding air bone.

Spell casting

Major Sphere:All, Astral, Charm, Divination, Elemental, Healing, Protection, Summoning. Minor Sphere:Animal,Plant, Guardian, Necromantic, Sun, Weather.

Special abilities

Inspire Fear,Language/Communication,Turn Undead.

Wilma Schtauffen

Priestess of Sera 13th Brecht (Human) female

STR 10 , DEX 10 , CON 10 , INT 16 , WIS 17 , CHA 15, COM , PER

AC 0, hp 45, MV 12, MR AL LE, Age 19, Height 5' 11", Weight 134 lbs

Skin White, Hair Blond, Beard none Eyes Green, Vision Normal, Wealth 20000 gp

Weapons

Quarterstaff, Belaying Pin, Warhammer, Footman's Flail, Footman's Mace.

Non-Weapons Proficiencies

Religion (17), Spellcraft (14), Seamanship (11), Navigation (14), Bottled Shipbuilding (8), Blind-fighting. Speaks and reads Low Brecht, Anuirean, & Basarji.

Spell casting

Casts as a 13th level priest. Major Spheres: All, Chaos, Divination, Healing, Necromantic, Protection, Summoning.. Minor Spheres: Charm, Combat, Numbers

Special abilities

Bloodline: Tainted Vorynn 11. Invisibility, curse, fumble 1/day.

Possessions

3 sets of clothing, Footman's Mace, Footman's Flail, Quarterstaff, Warhammer.

Magical Items

Chain Mail +2, Ring of Protection +3, Belaying Pin +1, +2 vs. wizards, Ship in a bottle (Zebec), Ship in a bottle (Galleon), Ship in a bottle (Roundship).

Notes and History

Wilma was born in the fractured domain of Rohrmarch, and is one of the few priests in the domain that are still devoted to Sera, Goddess of Luck. She is currently planning to bring back the worship of Sera into prominence.

DRUIDS

Ahrion Gamaltiaides

Druid/Mage 10th /11th

Half-Elf Male

STR 12, DEX 14, CON 10, INT 18, WIS 17, CHA 15, COM , PER

AC 8, hp 41, MV 12, MR 0 AL CN, Age 52, Height 5'69", Weight 150 lbs

Skin Light brown, Hair White, Beard N/A Eyes Black, Vision Infra (60'), Wealth Pouch contains 10076 gp

Ahrion is a mysterious person. He listens impassively to the orders of his leader, then fight as he chooses. His fighting style is strange, eccentric, but startlingly effective. He can be counted to do the most unexpected... thus the very presece of Ahrion makes many NPC's feel uncomfortable. He carries a beautiful staff given to him by his father who got killed by evil adventures. His leather amroure gives him the protection needed, and his embroidered robe gives him the status...

Weapons

Quarterstaff of thunder & lightning, wand of fire, scimitar, spell blade, 5th level weapon proficiency: staff, scimitar, sickle, dagger, club, dart

Non-weapons prodiciencies

Reading and writing, navigation, ancient languages, riding, land-basedriding, airborne,direction sense, animal training, spellcraft, herbalisme, swimming

Spell casting

As druid: Effective casting Level=10 Major Sphere: all, animal, elemental, healing, plant & weather Minor Sphere: divinationAs Mage: No school specialized Effective casting Level=11 Access to all spells

Special abilities

90% resistance to sleep and charm spells-4 to opponents surprise. +2 saving throw vs. fire and electrical attacks, idetify plants, animals and pure water with perfect accuracy (3rd level), pass through overgrown areas (3rd level), learn the language of woodland creatures each 3rd level (falcon, eagle, horses), immune to charm spells cast by woodland creatures (7th Level), shapechange 3 times a day (7th level).

Possessions

Ring of personal seal, waterskin, flint & steel, wand of fire, staff of thunder & lighting, scimitar, spell blade 5th level, embroided robe, leather armour, wooden shield, iron rations, a horse called novas (ac 7, thac0 17, 14 hp, 2 attacks;1-2 & 1-2), leather boots, + some other stuff.

Magical items

Wand of Fire with 81 charges, Staff of Thunder & Lighting where information is N/A (His father never told him), Scimitar, Spell Blade 5th Level.

Notes and history

Hadn't enough time to write it down, but it will come later if that is possibly...

Alton Pharn "Zen"

Druid/Ranger 10th /8th

Half-Elf male

Protector of the Troll Marshes

STR 18/92, DEX 19, CON 16, INT 16, WIS 17, CHA 16, COM , PER

AC 0, hp 87, MV 12, MR Nil AL NG, Age 30, Height 5'7", Weight 170 lbs

Skin Tan, Hair Brown, Beard- Eyes Brown, Vision Infra (60'), Wealth Not needed

Weapons

Scimitar, Dagger, Staff, Sickle, Dart, Spear.

Non-weapons prodiciencies

Healing, Survival, Animal Lore, Riding (Land Based).

Spell casting

Effective casting level is 10th

Special abilities

HS 58%, MS 65%, Tracking , Resistance to sleep/charm 90%.

Possessions

Backpack, Survival Kit, Tinder Box, Breathing Tube, Healing Kit, Sleeping Bag.

Magical items

Jewel of Neverwinter, Aziza's Scimitar of Dancing +3, Cheetah cloak of Amedio (Dex +3), Dagger of Concealment +2, Boots of Striding and Springing, Dagger of Throwing +3.

Notes and history

Zen's life started bad. His father was a fighter that was constantly helping a community of elves from continuing attacks from orcish clans. On his 2nd winter, the orcs, with a large contingency of Trolls, made a final attack which killed off most of the elven village and both of his parents. He was somehow spared from the brutality of the orcs and the Trolls and was found days later, famished and dehydrated, by a wandering druid by the name of Ram. Ram raised him in the druid ways, but he had an inborn fear and hatred of trolls. He prayed to the gods Silvanus and Chauntea for guidance and Chauntea answered his call with a vision of the jewel of Neverwinter. On his 15th winter, he left the care of Ram to make a name for himself and search his vision. He met another loaner ranger by the name of Kymel who taught him how to fight and survive off of the land in more than the druid ways. Together they found the Jewel and he became a follower of Chauntea. From this, he continued his advancement, with the help of Chauntea as a druid/ranger. His further adventuring started when he found his way into the town Waterdeep and he hired on with a group called Might and Magic to explore Undermountain. After spending far too much time underground, he left the party to find the Heirophant of the land to learn more of the ways of Chauntea. He is presently adventuring with Kymel again, stopping the existing evil that lurks in the Troll Marshes searching for inner peace.

Bellasilvae

Druid/Ranger 10th /8th

Half-Elf

STR 15 , DEX 17 , CON 17 , INT 12 , WIS 15 , CHA 15 , COM , PER

AC 4, hp 44, MV 12, MR AL LG, Age 19, Height 5'9", Weight 120 lbs

Skin white, Hair black with red streaks, Beard Eyes violet, Vision 30' infra, Wealth 0

Weapons

Proficient with: quarterstaff, scimitar, sling, club, knife, dagger

Non-Weapons Proficiencies

Animal Training, Hunting, Ninjitsu, Blind Fighting,

Spell casting

as Druid

Special abilities

as druid/ranger

Possessions

just listed weapons and long green sleeveless dress

Magical Items

Staff of the Woodlands, Scimitar +1

Notes and History

Raised in the Jablonia forests outside of Daskapital in the Holy Javelinian Empire with the elves of the Silva clan; appears to be much older than she is, but acts much younger than he is.

Cion Aelfricson

Druid 6th Half-wood elven male

Protector of the avril forest

STR 14 , DEX 15 , CON 16 , INT 12 , WIS 17 , CHA 15 , COM 13, PER

AC 2, hp 49, MV , MR AL TN(G), Age 27, Height 5'9, Weight 149 lbs

Skin tanned, Hair deep red, Beard none Eyes green, Vision 60' infra, Wealth 100,000 gp

He is a well muscled, fit wild elf ... his torso, back and arms are covered with tatoos, and he usually wears baggy plaid trousers, a black cloak, and soft leather boots.

Weapons

He almost singularly uses a spear, but is also proficient with a bow

Non-Weapons Proficiencies

Tracking, wilderness survival, hunting, fishing, swimming, fire building, read/write, religion, local history

Spell casting

Standard druidical access for a 6th leval druid

Possessions

Buckler always worn in combat, and a spear of fine quality (+1 to hit) which was a gift from his father ...

Magical Items

Spear (+3) Bracers of def (AC5) Ring (+1) Ring of djini summoning potion of extra healing

Notes and History

Cion (pronounced Sean), was the son of a human mother, and wood elven father. he never knew his mother, who was ashamed of him, and was raised by his father in the jungle. however, the elve folk never fully accepted him since he ahd human blood in him, and when he was 13, he was sent to study with the druids. He soon learned to utilize the forces of nature, and filled with a sense of wanderlust went out to the human lands to learn more of his other side. His party recently killed a very old and powerful dragon after a long and deadly battle, and the survivors went their own ways, agreeing to meet again in two years time ... he is currently beginning and guarding over a grove, with his constant companion, Torgril, a male tiger (under the influence of an animal friendship spell)

Eugene Freshwater

Druid 1st Human male

STR 15 , DEX 18 , CON 13 , INT 18 , WIS 17 , CHA 14 , COM , PER

AC 5, hp 14, MV 12, MR 25 AL ng, Age 45, Height 5' 7", Weight 176 lbs

Skin tan, Hair brown, Beard - Eyes hazel, Vision Infra (75'), Wealth 2,250 gp

Eugene comes from a family of druids. he is smarter than he looks and he uses that to his advantage.

Weapons

Quarterstaff, dagger, knife

Non-weapons prodiciencies

Riding - land based, lang - ancient, etiquette.

Spell casting

lvl 1 - 1 he is able to cast from all spheres (explained in his history)

Special abilities

Detect ambush, animal friendship family, animal training, tanned leather bag, detect trail

Magical items

Spellbook , ring of animal kinship, family spellbooks, family necklace - makes him immune to charm, mind, sleep, and enchantment spells.

Notes and history

Eugene has lived on his own ever since he was a 13. he and his father returned home from hunting one night and found their town destroyed. they ran home, found their family dead and grabbed all magical things and what they needed, then left with 10 orcs after them. Eugene's father stopped and told him that he couldn't go on, gave Eugene the family ring, necklace and his parent's and sister's spellbooks. Eugene ran for his life and found refuge in an old ladies home, who was a druid. she taught him all she knew, and before he left, she chanted a divinity spell that allowed him to use any spells from any sphere.

Gallow Quith-pa

Druid 8th [kit: Nature's Revenge]
Steward of Darken Wood

Half-Elf (Qualinesti)

STR 13 (Mus 11/Sta 15), DEX 17 (Aim 16/Bal 18), CON 13 , INT 17 (Rea 18/Kno 16), WIS 15 (Inn 15/Wil 15),
CHA 15 (Lea 15/App 15), COM , PER

AC -2, hp 66, MV 14, MR 0 AL N, Age 58, Height 6'1", Weight 153 lbs

Skin Worn, very tanned, Hair Brown/Blonde, Beard none Eyes Brown, Vision Infra 60', Wealth 100 gp

Though a half-breed, Gallow's Human features are all but unrecognizable. As a stalwart and sturdy keeper of the wilderness, Gallow is quite lean and toned.

Weapons

Scimitar +1 (p), (sp), Expertice, Weapon of Choice, Staff of the Snake II (p), Buckle Knife +1 (p).

Non-weapons prodiciencies

Herbalism: (16), Appraising: (15), Read/Write: Common, Elven (Quilnesti, Silvanesti) (16), Languages: Common, Elven (Quilnesti, Silvanesti) Green Dragon, Sylvan Creatures (Nixie, Nymph, Dryad).

Spell casting

Effective Casting Level: Druid 8th LevelMajor - All, Animal, Elemental, Healing, Plants, Sun, Time,
WeatherMinor - Chaos, Charm, Combat, Guardian.

Special abilities

HS: 65%, MS: 65%. Identify: Plants, Animals, Pure Water. Shape Change: Bird, Reptile, Mammal (All 1/day). Animal Friendship: Cast 1/day in addition to regular spells.

Possessions

Spiked leather +1, medium hide shield +2, solamnic war horse (Cinnamon), large backpack, standard adventuring items.

Magical items

Staff of the Snake II, Ring of Protection +1, Bead of Accuracy, Ioun Stone of Regeneration.

Notes and history

Bastard Half-Elven Man taken in by the Forestmaster at infancy. Learned in the teachings of the Goddess Chislev to protect and tend to Darken Wood.

Gomur Colmwhite

Druid 6th

Human male

STR 18/00 , DEX 11 , CON 8 , INT 12 , WIS 18 , CHA 15 , COM , PER

AC 4, hp 41, MV 12, MR 0

AL TN, Age 25, Height 5'6", Weight 157 lbs

Skin Peach, Hair None, Beard Brown Eyes Blue, Vision Normal, Wealth 752gp

Highly well learned, Strong because of his gauntlets of ogre power. Head covered in Tattoos.

Weapons

Quarter Staff, Daggar, Club.

Non-Weapons Proficiencies

Animal Handling, Animal Lore, Elven, Dwarven, Halfling, Weaponsmithing, Armorer.

Spell casting

Major Spheres: All, animal, elemental, healing, plant and weather, Minor Sphere: Divination, Level=6.

Special abilities

Identify Animals, Plants and Pure Water, Pass without Trace, Learn Languages of Wood Languages of Woodland creatures.

Possessions

Leather Armor, Medium Shield, Large Sack: 5 Torches, 100ft of rope, shovel, Large Sack: 2 Clubs of Oak, Soft Boots, Soft gloves, Belt, Quarterstaff.

Magical Items

Potions: Healing, Flying, and Giant Strength, Ioun Stone (AC+1), Staff of Curing, Staff of the Serpent, Gauntlets of Ogre Power.

Notes and History

One morning at the age of 8 Gomur woke up to find himself in the middle of a forest, knowing nothing of his past. Only knowing his name, Gomur was taken in by the druids of the forest. After having two levels of experience he decided to explore the world. It was during this time that Gomur met Darrien Starbreeze, and they became friends. Darrien was a half-giant ranger, but was later found out to be a polymorph half-elf and was polymorphed back.

Griselda Fussen

Guilden 19th

Brecht (Human) female

STR 16 , DEX 18 , CON 16 , INT 18 , WIS 17 , CHA 15, COM , PER

AC -8/0, hp 77, MV 12, MR AL LE, Age 17, Height 6' 4", Weight 137 lbs

Skin White, Hair Red, Beard none Eyes Ice Blue, Vision Normal, Wealth 200000000 gp
She is beginning to take on a more scaly visage, as she is being changed by the Bloodform ability.

Weapons

Ambidexterity, Club, Dagger, Rapier, Main-Gauche, Black-Strike Fighting Style

Non-Weapons Proficiencies

Ancient History: Azrai (17), Appraising (18), Blind-fighting, Disguise (14), Forgery (17), Gaming (15), Gem Cutting (16), Juggling (17), Jumping (16), Local History: Mhowe (15), Musical Instrument: Bagpipes (17), Reading Lips (16), Set Snares (17), Intrigue (17), Leadership (14), Administration (16), Tightrope Walking (18), Tumbling (18), Ventriloquism (16), Law (17), Carpentry (16).

Speaks Low Brecht, Anuirean, Rjuven, and Vos. Reads Low Brecht, High Brecht, Anuirean, & Rjuven.

Special abilities

Bloodline: True Azrai 80, Iron Will (minor), Enhanced Sense (Major), Long Life (Great), Battlewise (Major), Wither Touch (Great), Bloodform (Great), Death Touch (Great); RL: 95%

Possessions

Studded Leather armor, 2 sets of clothing, Rapier, Club, 15 Daggers, Main-Gauche

Magical Items

Ring of Protection +2

Notes and History

Griselda was born in the domain of Grabentod around the year 100 HC. Her blood abilities began to show themselves at an early age, but it wasn't until recently that because of her sinister ways, that she gained the Bloodform, which is rapidly taking control over her, and her true evil nature is revealed.

James Talyn

Druid 10th Half-Elven male

STR 14, DEX 12, CON 17, INT 18, WIS 20, CHA 18, COM 16, PER 16

AC 3, hp 81, MV 15, MR 20 AL CG, Age 15, Height 07' 10, Weight 129 lbs

Skin white, Hair red, Beard - Eyes almost neon-blue, Vision Normal, Wealth 3 gp

A tall, slim, Elvish looking person with slightly pointed ears.

Weapons

Spears, darts, sickles, and also quarterstaves.

Non-weapons prodiciencies

Animal Training (chocobos (FF), squirrels, pigeons, winged-snakes, and falcons), Animal Lore, Animal Handling, Swimming, Artistic Ability, Riding (Land-Based), Herbalism, and Tracking.

Spell casting

MAJOR Animal sphere, minor All sphere, minor Divination sphere, minor Healing, sphere, and major Plant sphere.

Special abilities

+2 on all saving throws vs. fire/electricity, identify plants, animals, and clean water, pass through overgrown areas, immune to spells cast by woodland creatures, and change into a bird, reptile, or mammal three times a day.

Possessions

Spear, mistletoe-leaves, winged-snake, chocobo (FF), Elven-cat, black squirrel, flying-squirrel, falcon (tamed), and a saddle.

Notes and history

James was abandoned as a child, and was raised by woodland creatures. He knows the languages of squirrels and falcons. He was taught the way of the druids by the Grand-Druid's owl. He roams the forests looking for news of his parents.

Karptess

Druid 8th Half-Elf Male

Lord Karptess of Hissfar

STR 16 , DEX 13 , CON 15 (Hea +2), INT 17 , WIS 18 , CHA 17 , COM , PER

AC 0, hp 68, MV , MR 80 AL , Age 22, Height , Weight lbs

Skin , Hair Blue, Beard - Eyes Brown, Vision Infra, Wealth 1500 gp

Very fast and beautiful, he has charm. He is much s&mid dot;bio.

Weapons

Sp.bast.+5, arch range +20.

Non-weapons prodiciencies

Animal lore, animal healing, read write common, elf, speak all woodland creatures.

Spell casting

Normal druid spell.

Special abilities

As druid.

Possessions

Normal travelling gear.

Magical items

Cajado of conjuring, ring of regeneration ,, tiara of Karla +2 int, +1const, +3 wisdom.

Mad Man of the Ravenswood

Druid/Mage 13th /24th Human, Male

Slayer of the Hillsboro Hills Dragon (Black)

STR 15, DEX 16, CON 16, INT 20, WIS 21, CHA 14, COM , PER

AC -9, hp 65, MV 28, MR 0 AL CN(CG), Age Unkwown, Height 6'9", Weight 255 lbs

Skin White, Hair Black, Beard Black Eyes Blue, Vision Infra 120ft, Wealth None

Very tall muscled man wearing black robes that curl around his body. He carry's a staff in his hands at all times and always has his ferret at his side.

Weapons

Proficient Dagger +4 (throwing

Non-Weapons Proficiencies

Astronomy, Navigation, Ancient History, Local History, Ancient Runes and Rune Knowledge, Spellcraft, Herbalism, Healing, Reading/Writing.

Spell casting

Casts spells as a 13th level Druid and a 24th level mage

Special abilities

Psionic abilities of ESP and Telekinesis, Infra of 120ft

Possessions

Pouch, Backpack, Healing Herbs

Magical items

Staff of the woodlands, boots of speed (-3 to ac), scimitar of ice (see magic items page), robes of fire resistance, bracers of defense ac -1, ring of protection +3, girdle of many pouches, bag of holding, dagger +4 (throwing) giant rune magic, 1d4 ion stones, ring of shooting stars, wand of wonder, wand of lightning, ring of spell storing (dm's choice).

Notes and history

This is an NPC I created as a helper or information gatherer for the group I was playing with. He is not a very jolly man, but has a strange sense of humor. He plays a mad man who is very much as serious as possible. He is really a kind and gentle Druid/Mage who has found it better to help good than to stay in a neutral position.

Mark

Druid 5th Elf Male
Protector of The Woods

STR 16 (Mus Muscular/Sta Good), DEX 17 (Aim Excellent/Bal Good), CON 15, INT 12 (Rea You want to kill. Wanting revenge on dwarf./Kno Okay), WIS 13 (Inn Pathetic/Wil Poor), CHA 15 (Lea Poor/App Attractive), COM 17, PER Good

AC 4, hp 29, MV 18, MR 0 AL Lawful good, Age 18, Height 6', Weight 150 lbs

Skin light, Hair Brown, Beard none Eyes Blue, Vision Normal, Wealth 500 gp

Attractive, tall, dark-haired, and blue eyes. (Very Muscular.)

Weapons

Club 1d6 Scimitar 1d8+1

Possessions

Club Leather Boots Natural Armor Wooden Shield Clothes Belt Bag

Magical Items

Scimitar+1 Jewel of Some Sort

Notes and History

When he was young he wanted to rip off father's arm, but dwarf got their first. He was very unhappy, but then the dwarf beat his father over the head with his own arm.

Mendlin (Aka. Leaf, Sillantilaure, and Xantillar)

Druid/Mage 16th/19th Aasimaar
Former Grand Druid, Arch-Mage of the Kryptgarden forest.

STR 15 , DEX 12 , CON 10 , INT 20 , WIS 22 , CHA 19 , COM 18, PER 22

AC -2, hp 50, MV 12, MR 25 AL NG, Age 1851, Height 6'4", Weight 180 lbs

Skin Fair, Hair Silver, Beard Eyes Silver, Vision Infra 60', Wealth 1000 gp

Mendlin is tall and any animal that he takes the form of is silver; (ie a silver fox, wolf, falcon, etc.).

Weapons

Scimitar, Staff.

Non-Weapons Proficiencies

A lot...

Spell casting

As 16th level druid and a 19th level mage

Special abilities

May levitate 7x/day Never surprised Telepathy with any intelligent creature. Immune to gaze attacks from up to 20HD creatures

Magical Items

Robes: Light gray, continuous "Serten's spell immunity" and "Shapechange" spells; robes prot. as Full Plate +2 (AC 0 base) Staff: Combine the functions of a Staff of the Magi, Staff of the Woodlands +1, and a Staff of Curing. Scimitar of Speed +4

Notes and History

Mendlin is the offspring of an aasimon and a female human. He has been around since before the fall of Netheril. He currently lives in the High Forest although he also has a small cottage in the Kryptgarden forest.

Mourning

Druid 5th former Fighter 3rd Human female

STR 17, DEX 11, CON 15, INT 13, WIS 18, CHA 15 COM , PER

AC 4, hp 38, MV 9, MR 0 AL N (LNE), Age 22, Height 5'7", Weight 140 lbs

Skin dark, Hair light brown, Beard - Eyes blue, Vision normal, Wealth none

Weapons

Specialize with longsword, tight weapon group-long blades (long sword, scimitar, bastard sword, two handed sword, broad sword), dagger, staff, spear

Non-weapons prodiciencies

Riding, religion, spell craft(druidic), animal handling, weather sense, tracking, swimming, weapon maintenance, survival(forests), foraging,

Spell casting

Spells as of 1st edition AD&D druid subclass with a few additions of appropriate spells from 2nd edition.

Special abilities

Pass without trace, move at full movement through overgrown areas. Identify animals, plants, and clean water.

Possessions

Longsword, spear, dagger, leather armor, shield, backpack, other adventuring gear.

Magical items

Long sword+1 of special purpose some how relating to chaotic evil creatures-it occasionally will disintegrate them?, pipes of haunting, girdle of dwarven kind, scroll of know alignment, locate object, slow poison,

Notes and history

Mourning was born to adventuring parents, who soon separated as adventuring couples often do. She stayed with her father and took up his sword at a young age. At the age of 16 her father mysteriously disappeared. Emotionally shaken she sought out her mother, who studied the Druidic arts. Upon reaching the Grove she found her mother had recently passed away from natural causes. Having known where else to turn she sought refuge in the Grove and took up the mantle of Druid. She is determined to find her father and has set out into the world to find him. She has since renounced her past and taken the name of Mourning to signify her grief over her parents, her loneliness, and her general outlook on life. She's barely out of her teens, possess skills with the blade and spell, yet barely acknowledges that she's alive at all. While she may be searching for her father her real goal is to find a meaning for her life and somewhere to fit in.

Ovid

Druid 13th

Human Male

Archdruid of the Elven Court Forest and Protector of Cormanthor

STR 16 , DEX 14 , CON 15 , INT 12 , WIS 18 , CHA 17 , COM 15, PER

AC -2, hp 86, MV 12, MR 0 AL N, Age 27, Height 6'2, Weight 140 lbs

Skin Light and Fair, Hair Brown, Beard - Eyes Brown, Vision normal, Wealth 20,000 gp

Tall, thin, but still handsome. He has scars on his left shoulder from battling a werewolf. Was trained since he was 6 in druidical magic by a yet unnamed hierophant druid who dwells in northern Cormyr. Has run afoul of the cult of the dragon, (a dragon highlord of the cult of great power and his green dracolich were recently slain by Ovid's party in the great desert). Currently the druids primary opponents are the black network. After recently defeating Hillsfar in a vast destructive trade war for control of the Moonsea. The forces of Zhentil keep have decided to concentrate most of their military force.

Weapons

Staff of thunder and lightning, Sickle +1, +2 scimitar, Scimitar, Sickle, Staff.

Non-weapons proficiencies

Herbalism, animal lore, direction sense, fishing, navigation.

Spell casting

13th level druid.

Special abilities

Shapechange 3/day, 1/mammal, 1/reptile, 1/bird.

Possessions

Too many to list.

Magical items

Staff of woodland.

Shimorpicon Callfrea

Druid 14th Human male
Guardian of the Hullack Forest

STR 13 , DEX 17 , CON 12 , INT 15 , WIS 18 , CHA 18 , COM , PER

AC -9, hp 78, MV 12, MR 0 AL NG, Age 38, Height 5'7", Weight 158 lbs

Skin Scales, Hair Brown, Beard - Eyes Brown, Vision Normal, Wealth 204,665 gp

A short, stocky, simple man who lives the life of a druid. Wears no armor, but wears simple green clothing. His skin has been transformed to scales of a snake, but gives him a natural AC 0.

Weapons

Scimitar of Speed +2 and +4, Dagger of Venom +2, Sickle +2, Dagger +1.

Non-weapons prodiciencies

Armorer, tracking, religion, riding (horse), animal lore, animal handling, swimming, running, rope use, reading/writing, healing.

Spell casting

Any spells available to a 14th level Druid.

Special abilities

Standard Druidic abilities. Speaks Bear, Cat, Elephant, Squirrel, Dear, Falcon, Eagle, Hawk, Wolf.

Possessions

Normal adventuring gear.

Magical items

Ring of Pro. +3, Cloak of Pro. +2, Robe of Pro. +1.

Sla-Morenifh Pvaetherf

Druid/Mage 10th /11th Half-Elf Male

STR 12, DEX 14, CON 10, INT 18, WIS 17, CHA 12, COM , PER

AC 8, hp 41, MV , MR 0 AL CN, Age 170, Height 5'89", Weight 170 lbs

Skin , Hair White, Beard - Eyes Black, Vision Infra (60), Wealth 1400 gp

Notes and history

His parents were slain by a wizard who's name is unknown. However, the wizard rode a red dragon, the villagers that survived the attack, recognized the dragon by the name Raug. Since his teacher of magic died, vengeance has been his middle name. He has searched for Raug and the wizard for 7 years and the quest is nearly finished. His power are rising with the lust of revenge. Through several years he has made friends with several good dragons that also wishes to see Raug perish. They have provided him with valuable information. He has also sworn that when any type of evil dragons comes in his way, he seek to destroy them, to get to Raug and the evil wizard... After 7 years he discovers the ability to shapechange, another mysterium must be solved. Who in his family had this rare abiliy, neither his mother nor his father had any special ability, maybe are his source of this power still alive?

Stellan of Cormanthor Forest

Druid 14th

Human Male

Great Druid

STR 16 (Mus 18/Sta 14), DEX 17 (Aim 16/Bal 18), CON 16 (Hea 16/Fit 16), INT 13 (Rea 12/Kno 14), WIS 18 (Inn 18/Wil 18), CHA 15 (Lea 16/App 14)

AC 0, hp 126, MV 12, MR 0

AL True N, Age ?????, Height 5'8, Weight 176 lbs.

Skin Golden Brown Tan, Hair Brown, Beard Light Brown Eyes green, Vision Normal, Wealth doesn't care about.

Calm, and reserved. He watches the wilderness around him, keeping an eye out for anything out of the ordinary. He will protect the wilderness, even at the cost of his own life. He is self-sacrificing, healing his friends before himself, always making sure that they are well before worrying about himself. He is nonviolent up until the point where he must defend either the wilderness, his friends, or himself. He fights only when he has to, but when he does, those that are on his side are glad. Those who fight against him usually wish they weren't.

Weapons

Proficient in Staff: Wields the Staff of Sylvanus, Scimitar, Spear, Dagger, Weapon and Shield Style (Sp).

Non-weapons prodiciencies

Healing, herbalism, religion, spellcraft, veterinary healing, musical instrument: flute, orienteering, swimming, weather knowledge, appraising, read/write: common, languages: common, elven, firbolg (these are separate from the special languages given to him as a druid).

Spell casting

SPHERES: All, Animal, Elemental, Guardian, Healing, Necromantic, Plant, Sun, Weather (Using Skills and Powers). Effective Casting Level: 14.

Special abilities

Pass without trace, shapechange, speak with animals +2 to saves vs. Fire and electrical attacks, druid secret language, immunity to charms cast by woodland creatures, light sleeper (skills and powers), bruise easily (skills and powers), severe phobia of lycanthropes, speaks the languages: centaur, small woodland creatures, large woodland creatures (both are homemade categories allowed by dm), pixie, voadkin gnome, auld wyrmish, dryad, lizard man, treant, brass dragon, satyr.

Possessions

Scimitar, Spear, Backpack, Flint/Steel, Torch (5), Waterskin, Scabbard for Scimitar, Whetstone, Large Sack (2), Large Sack (2), Small Sack (3), Theriaca, Belt, Soft Boots, Breeches, Fine Fur Hooded Green Cloak, gloves, Leggings, Bones of a Dragon (small), Exceptionally crafted Daggers made from Dragon's teeth, Rations and Water for two weeks, Five vials of holy Water.

Magical items

Staff of Sylvanus: +2 Staff that acts as a Holy Symbol, Has the following powers: Purify Food and Drink (at will), Cure Light wounds (2/day), Neutralize Poison (1/day), Water Breathing (permanent), Polymorph Self (2/day with a command word) Sylvanus's Blessing (random effect 1/day with a command word).

Notes and history

Is stricken with amnesia. He has found out parts of his background. He was at one time a Hierophant Druid (at least 17th level). He was somehow blessed with long life, and is roughly 2000 years old. He also travelled with Jothanas Silverbow, the father of Khalathas Silverbow, and Khalathas is one of Stellan's closest friends, and a member of the Brotherhood of the Blade.

Talyn

Druid [kit:Animal Master] 5th Hybrid (Griffon and Human), male

STR 13, DEX 18, CON 16, INT 14, WIS 18, CHA 11, COM 17, PER 10

AC 9, hp 20, MV 23, MR 24 AL CG, Age 18, Height 07'11", Weight 60 lbs

Skin white, Hair brown feathers , Beard - Eyes yellow with black slit, Vision Ultra (130'), Wealth 12 gp

He looks like a human, but has a griffon-like appearance. He has feathers instead of hair, and two very large wigs, which can be used to fly. His hands are like talons, but are thin enough to use like hands. What would be feet, are talons also. His four talons can be used as weapons in a pinch. He can fly 40' into the air and dive at an enemy. This doubles his attack damage.

Weapons

Talyn doesn't use weapons, but is pt Natural Fighting with his bare 4 talons.

Non-weapons prodiciencies

Animal Training (any), Animal Handling, Herbalism.

Spell casting

MAJOR Animal sphere, minor All sphere.

Special abilities

Talyn has a true empathy with animals, and can understand them without even knowing their language. He knows the language of the griffon, and can return to any griffon's den and get healed. He has only one spell, which despite the rules, can cast it any number of times in one day. It is the Animal Friendship spell. He uses this to recruit furry, or feathered friends, but must protect them over any other player.

Possessions

His only possession is his falcon.

Notes and history

Talyn was thought to be a monster at birth, and was thrown off a nearby cliff to do away with him. On the way down, he fell into a griffon's nest. Due to his griffon-like appearance, the griffon family thought him as one of their own cubs, and raised him. Because of this, he has a slight fear of humans, and will not take orders well, unless given by a non-human character. People shun him from towns because people think of him as a monster, although he is not, because his mother was a human, but his father was a griffon.

The Great Gatsby

Druid 14th Half-Elf, Male

Company of the Sparrow, Great Druid of Savage North

STR 13, DEX 18, CON 14, INT 17, WIS 19, CHA 18, COM , PER

AC -6, hp 89, MV 14, MR 0 AL N, Age 39, Height 5'10", Weight 169 lbs

Skin White, tan complction, Hair Black, Beard none Eyes Blue, Vision Infra 60', Wealth 3000gp

Tall very serious looking man in grey robes with a black cloak. He wears black boots and carries a staff in his hand and a scimitar at either side of his hip.

Weapons

Staff of the Woodlands (p), Scimitar of Souls (p), and Scimitar Frostbrand. Blow gun (p) (darts with sleep).

Non-weapons prodiciencies

Herbalism, healing, ancient lore, local lore, swimming, animal handling, spellcraft.

Spell casting

Casts Spells as a 14th level Druid.

Possessions

Pouch, Scabbards, 25 gp.

Magical items

Scimitar of souls(artifact)+3, scimitar frostbrand +3(+6), staff of the woodlands, cloak of protection +3, robe of protection +4, ring of protection +3, boots of speed (-2 to ac), boots of levitation in his bag of holding, bag of holding, bucknard's everful purse, wand of wonder, figurine of wondrous power (centaur).

Notes and history

Gatsby was one of the slaves that Silas rescued from the Yartar slavers. He always had some sort of calling to the wood so he made his home there. He traveled to Maztica with Silas and the rest of the company that made the company of the sparrow. He undoubtedly used his skills many times in the jungles and helped them much. He is also responsible for saving Raven's life numerous amounts of times. Gatsby then returned home to rid the slavers of the land. He and the rest of the group drove out the slavers and destroyed nearly all of them as they fled through the forest. Gatsby is no longer with the group for he has achieved the one of the highest statuses of all Druids. He still advises them from time to time and often still adventures with them.

Tristann Franscottio

Druid/Assassin 9th/12th

Human male

STR 23, DEX 22, CON 17, INT 18, WIS 19, CHA 17 COM , PER

AC 0, hp 70, MV 12, MR 20 AL N, Age 23, Height 6'1", Weight 162

Skin pale, Hair Blond, Beard - Eyes blue, Vision normal, Wealth 70,000 gp

Weapons

Two intelligent scimitars +3 each: Trollsbane and Deadly White Daggers Silver-Shod Quarterstaff +5.

Non-weapons prodiciencies

Healing, Herbalism:Basic Druid stuff, now adapted for Assassination, also many rogue ones.

Spell casting

Major spheres: all, animal, plant. Minor: combat, healing, sun

Special abilities

Thief skills

Possessions

Complete wardrobe,Own townhouse,assorted weapons, poisons, disguise, and other equipment.

Magical items

3 bags of holding, assorted magic daggers,ring of protection +5,cloak and boots of elvenkind, gauntlets of strom giant strength, bracers of the ranger (special made for him to use two weapons w/o penalty) and plenty more.

Notes and history

Lives two lives:Tristan and John Smith, the assassin uses his powers to maintain the perfect balance of good/evil, chaos/law in his city very rich and very powerful about sums it up. He comes from a wealthy,

influential family of Vineyard owners Has own turf in Silverton w/ influence and connections. Reputation is his deadliest weapon.

MONK

Fadrath 'Rumblehill'

Monk 17th (AD&D 1st ed.)
Grand Master of Flowers

Human Male

STR 16 , DEX 15 , CON 15 , INT 15 , WIS 15 , CHA 12, COM 13, PER

AC -5, hp 93, MV 32, MR 0

AL LG, Age 58, Height 5'2, Weight 120 lbs

Skin tanned, Hair none, Beard none

Eyes green, Vision normal, Wealth 0 gp

Fadrath is kind of like those humble Hong Kong-movie types... He looks like a poor monk - or a peasant - which he is, but woe to those who try to exploit him or other good people in his presence. He has all the abilities given in AD&D 1st edition Players Handbook, and practices every day. Long ago he had a mage friend, Wayn, with whom he adventured for a long time, but then Fadrath received a call from the monastery.. they begged him to help in solving the mysterious death of the former Grand Master of Flowers. Well, Fadrath solved the mystery and the grateful monks unanimously voted for him in the next election. Fadrath was only too happy to stay and teach the ways of aesthetics to younger brothers. But now he has served for 5 years in the monastery and sometimes he meditates on the rooftop as the sun rises.. he then thinks about Wayn and their adventures together. He could resign his post in favor of adventure if a VERY good cause presents itself..

Weapons

Open hand #att 4 dam 8-32, Falchion +3 #att 1 dam 2-7/2-8 +3.

Non-Weapons Proficiencies

Any that might be deemed appropriate..

Special abilities

All monk Special abilities as in 1st edition Players Handbook.

Possessions

Robes, maybe a few gems, a couple hundred gold pieces

Magical Items

Falchion +3, ring of protection +2.

Sevicra Mahrud

Celestine Monk 5th

Human Male

STR 15, DEX 16, CON 17, INT 14, WIS 15, CHA 11 COM , PER

AC 8(3), hp 36, MV 19, MR 0

AL Lawful Neuatral, Age 24, Height 5'4", Weight 146

Skin Fair, Hair Black, Beard

Eyes Black, Vision Normal, Wealth 2sp

Weapons

Martial Art. Called the Weirding Way focuses on Vital Areas and is a soft martial art. Created using the oriental adventures guide.

Non-Weapons Proficiencies

Singing, Songwriting,Pottery, Rope use, Endurance, Swimming, Herbalism.

Spell casting

Limited Psionics:All around vision, Danger sense, Aura sight, Adrenaline control

Special abilities

Movement starts at 15 and increases by one per level. Limited Psionics as stated above starting at third level. Move silently, Hide in shadows, hear noise, read languages. Gains a fighters constitution bonus. Martial Arts.Climb Walls.

Possessions

Plain Black Robe, Sack full of fresh veggies(only thing he can eat.)Black sandals.A 50' length of rope.

Notes and History

Sevihcra is a celestine monk a character class made up by my DM and I based on the book the Celistine prophecy and Dune. He is a spiritualist with an honourable oriental Flare. He left his monestary to wander the world. His current mission is to slay in one on one combat Lareth the beatiful, ruler of the Moathouse near the temple of Elemental Evil. Sevihcra is quite rash and thinks very highly of his abilities in combat. He feels as though he can defeat any foe in one on one combat, and this Lareth fellow declined to fight him, using a priest command spell on him. Many people in Sevihcra's company seem to keep dying off, a very curious phenomena. After resting in the town of Homlet for a week or so sevihcra plans on becoming quite the thorn in the side of this Lareth fellow.

Shadowil

Monk of Anthraxsus 17th Female Drow

Member of the Deathbringers, DEAD, Boatwoman of the River Styx

STR 19 , DEX 22 , CON 17 , INT 18 , WIS 19 , CHA 17 , COM , PER

AC -12, hp 111, MV 12, MR 70 AL N/E, Age 335, Height 5'7", Weight 120 lbs

Skin Black, Hair White, Beard Eyes Amber, Vision Infra 120', Wealth 100,000 gp

Always cloaked in black, most times can't even tell what her race is. Looks as if in constant shifting of Shadows.

Weapons

Double Dagger Combat Specialization +4/+5

Non-Weapons Proficiencies

Rope Use, Slow Beathing, Blind Fighting x2, Navigation Water, Languages, Drow, Drow Sign, Realms Common, Elven, Minotaur, Dwarven, Nightmare.

Special abilities

Psionics PSP:100, Shadow Form, Complete Healing, Enhance Strength, Intellect Fortress, MS 99%, HS 99%, Fearie Fire 1/day, Globe of Darkness 1/day, Detect Magic 1/day, Dispel Magic 1/day, Detect Good/Evil 1/day, Dimension Door 2/day, Heal (1d4+1) 1/day, Shapechange into a Nightmare at Will, Call on a Nightmare at Will, Pilot a Boat Over the River Styx at Will.

Possessions

Rope

Magical Items

Elven Chainmail +5, Rings:Protection +5, Lightning Resistance, Free Action, Swiftess (+2 to Dex), Invisiblity, Regeneration, Dagger of Vampiric Touch +4, 2 Daggers +5, Bag of Holding, Boots of Speed, 5 Total Heal Potions, Potion of Blue Dragon Control, Mask of Appearance Alteration, Crystal Ball

Notes and History

Shadowil's history is unknown even to her. Her last known memory was when she was brought to a monastary of Anthraxsus in the underdark, by then she was already a 100 years old. In the monastary she

was taught the ways of becoming a Monk of Anthraxsus. After a time she left to find a way to bring the word of the Deamon Lord to the Realms. This happened when she joined up with the Deathbringers. She traveled with them through the planes, and learned the secret of piloting a boat over the River Styx. She died in the battle with Cyric when the mountain came crashing down upon her. She was taken to the Gray Waste and is now one of the Boatwomen of the River Styx.

Nordag Elbereth of Neverwinter also known as The Wanderer

Monk 21th (modified Best of dragon Vol 3), weretiger 22 HD

Human male

STR 18 (returned to prime youth with potions), DEX 16 (returned to prime youth with potions), CON 16 (returned to prime youth with potions), INT 18 (with age), WIS 18 (with age), CHA 11

AC -3, ring +5 and thus AC -8. AC -12 when using psionic invisibility. In WERETIGER form, AC 3 (-2 with ring), and Hit only by Ag and +1 or better weapons. Hp 174, Recover 66% lost hp when polymorphing from human to weretiger, once per day. MV 35, MR nil, AL LN, Age 121 (21 physical: potions of longeviy and monk ability), Height 6' 7" (originally 5'11": see Star of Arzaar below), Weight 240 pounds (originally 200 pounds: see Star of Arzaar below), Skin Tanned, light brown, Hair Brown, Beard Yes, EyesPurple (originally brown), Vision : Weretiger night vision + special (see magical items), Wealth : Irrelevant.

Weapons

Weapon always at hand: Silver Scimitar with jewels on the pommel and Wyrmsbane (see below)Attack as a Cleric, or as 22HD monster. Two-fisted fighting with 2 scimitars: right hand / left hand : -1/-3. Martial arts. Non-Proficiency penalty: -3Battle Axe, Crosbow of speed, +1/+1, heavy, Halberd, Hands& feet (Martial arts), Scimitar, Two-handed sword, Warhammer, Dagger.Claw/claw/bite in WERETIGER form: d4/d4/d12. Rake with rear claws (d4+1/d4+1) when both front claws hit at the same time. Can hit creatures hit only by +4 or better weapons (in weretiger form).

Non-Weapons Proficiencies

Ancient History, Animal Lore, Blind Fighting, Herbalism, Languages, Ancient, Mountaineering, Reading/Writing, Religion, Swimming, Tracking, and some more...

Spell casting

Monk psionic like powers.

Special abilities

Lycanthropy, MS : 95%,F/RT : 95%, HS : 5%, HN : 65%, CW : 85%.

Possessions

Neverwinter's monastery. Back pack: Sap, lockpicking tools, garrot, diary, quarrels (10), tinderbox, 1 balls & 2 steel fists with continual light. Portable Hole: Warhammer, Battle Axe, Halberd, Crosbow of Speed, 100 crosbow quarrels, tent, provisions, 2 tinderbox, Another violet silk cloth, 12 Mythryll dragon brooch (serve as a ritual gift to his god), Scimitar +1 with no light, lockpicking tools (2 kits), 4 balls with continual light.Pouch: enough money for a monk.

Magical Items

12th star of Arzaar (see below), Adamantite ring +5, forged by the dwarves of Durbin-Natar,InnissithEye of the Eagle, Book of the Silver Lance (see below), Portable Hole, Crosbow of Speed, Scimitar +1 with no light, 4 balls with continual light.

Notes

Spoken languages: common, Faerun Sword Coast common, dragons, elf, dwarf, thief cant, all languages of his own world (Innissith). Understand languages: All with Medalion of comprehending languages (90%) & writings and reading magic (80%). Violet silk clothes with golden thread broderie representing a dragon on chest, blue trousers, Grey cloak from the dwarves of Durbin-Natar (a mark of recognition and honor), soft brown boots, medallions under shirt, 2 belts, purse. 1 Mythryll dragon brooch with diamond eyes and ruby

claws, serving as a fastening to cloak. Mythryll necklace with 5 teeth of black, blue, green, red and white dragon and violet amethysts.

History

The Wanderer is Nordag Elbereth of Mirmir (not to be confused with Myrmyr east of Var the Golden on the shore of the confluent of the Great Sea and The Golden Water, see FR16).

He is a monk (slightly modified Best of Dragon Vol 3 version) born on the World of Innissith. It was the campaign world of my former DM, where we played for 5 years and that we quit because he has finished his Master degree in Medieval history (you can imagine the kind of campaign we had...) (*You must take a look at The Book of Ages for details regarding Innissith and Drogon*). It is my own PC rolled with 4d6 where you keep the best 3 for each ability and rolled it in front of the DM. He acquired an artifact (detailed later) during his travels that help explain some of his abilities. He is now 121 years old, but because he took 8 potions of longevity, and because of his retarded aging as a monk, look like a 21 years old guy. The Wanderer is foremost a traveller; a Spelljamming and Plane traveler. He travel the planes to increase his science, and shed the enlightenment of Drogon. He is also a teacher, and by its chronicles and the Book of Ages, give knowledge to the worlds. He is a very secretive man, afraid of nothing (maybe that help explain why he died 4 times) and never disguise himself. Unfortunately, the years have put a burden on his soul. Now, whenever he transform into a tiger, he becomes the beast itself and forget about his human heritage altogether; this is effect of being a lycanthrope for more than 85 years). This is why he refrains himself to use the transformation anymore, except in cases of dire needs. Dragons of all kind know who and what he is. They respect him and even fear him, because he is one of the most known messenger of Drogon, and the last thing a dragon wants to do is draw the attention of the One. He used to travel a lot by spelljamming when he was 'only' level 9 to 13. He is now 21st level and knows how to plane travel, and, after traveling the planes from his home World (Innissith), has retired as the emissary of the Purple «(Drogon, see the Book of Ages)» on Faerun where he build the Neverwinter monastery on Faerun, and where he became the Abbott. You can treat him as a sage with major knowledge in SPELLJAMMING, MAGICAL (MONK) PLANE TRAVEL and DRAGONS (ANY). Feel free to use him as so, but with one restriction: the person looking for him MUST travel to Neverwinter and find him in the woods there (when he is not in the Herald Holdfast exchanging informations with Old Knight (which incidentaly looks exactly like Albert Einstein) or at Candle Keep). The monastery is located 10 miles in the wood, up the Neverwinter river on the southern shore, east of neverwinter itself. You should note that the Neverwinter Wood is also the location of one of the Dungeon adventure that feature a landed spelljamming ship that can be rescued and restored.

Book of the Silver Lance Book of the Silver Lance: infinite number of pages, that open where the user wants to. That book also create permanent maps of the location the user traveled. Contains all the Wanderer's Chronicles and the story of its life, and the original work of the Book of Ages, and more (to come)...

Wyrmshane Wyrmshane: Scimitar +5, +6 vs dragons, 3x DAM vs aquatic, blue, green, red, undead. Detect invisibility 10' radius. I=12, Ego=23, Pers=35. AL=LN. Adamantite, no light, forged during the Awakening as a byproduct of the creation of the Seven Swords of Wayland (see Book of Ages). This has become a sacred artifact of Drogon's worshipper, and an emblem of his chosen messenger.

12th star of Arzaar 12th star of Arzaar: an emerald on a mythryll chain, with place for the other 11. Allow the possessor to see and ear on Concordant Opposition (other planes for the other Stars). AL=N, I=12, Ego=8, Pers=20. A morbid pleasure force the possessor not to separate itself from the Star for more than one day or become progressively insane. The possessor is afflicted by a controlled lycanthropy (as a natural lyvanthrope), with the type determined by the alignment of the Star (This particular one transform its owner in a weretiger. Other types and alignments for the other Stars). The Star give the following abilities, at the possessor level of efficiency:

Detect Invisibility at will: as the wizard spell. Allow to see invisible, astral, ethereal, hidden, out of phase creatures (very powerful when combined with Eyes of the Eagle)

Fire Shield at choice 2/day: as the wizard spell.

Shield 3/day: as the wizard spell.

Can transform the bones and cartilages of a creature in jelly 1/week [+1"/usage], with a temperature drop of 10 degree C in a 30 feet radius.

Modified Monk from *Best of Dragon Vol 3* (Sylvain Robert)

XP	Level	#HD(d6)	AC	DAM	Title (# in guild)
0	1	2	8	1d4	Novice
1 500	2	3	7	1d6	Initiate of the Rudiments
3 000	3	4	6	1d6+1	Initiate of the Elements
6 000	4	5	5	1d6+2	Initiate of the Principles
12 000	5	6	5	2d4	Brother
25 000	6	7	4	2d4+1	Disciple
40 000	7	8	4	2d4+2	Disciple of the Secrets
70 000	8	9	3	2d6	Disciple of the Mysteries
110 000	9	10	3	3d4	Immaculate
160 000	10	11	2	3d4	Master (3)
220 000	11	12	2	3d4+2	Superior master (3)
400 000	12	13	1	4d4	Master of the Dragons (1)
650 000	13	14	1	4d4	Master of the North Wind (1)
900 000	14	15	0	4d4+2	Master of the West Wind (1)
1 150 000	15	16	0	5d4	Master of the South Wind (1)
1 400 000	16	17	-1	4d6	Master of the East Wind (1)
1 650 000	17	18	-1	4d6	Master of Winter (1)
1 900 000	18	19	-2	6d4	Master of Autumn (1)
2 200 000	19	20	-2	5d6	Master of Summer (1)
2 500 000	20	21	-3	8d4	Master of Spring (1)
2 800 000	21	22	-3	6d6	Grand Master of Nature (1)
3 100 000	+	22	-4	6d6	Grand Master of Nature (RET)

** (RET) In LG guilds the Grand Master of nature remains as a figurehead, but is no longer a leader of the guild. A Grand Master of nature reigns for one year in a LG guild then retires. In LN and LE guilds The Grand Master of Nature may reign until overthrown or until retirement.

Abilities scores needed: S=15, I=6, W=15, D=15, CO=11, CH=6, P=9. NO Prime requisites. Monks must maintain a lawful alignment at all time. Only Humans and half-elf (max level=10) may be monks. Attack as PRIESTS, Saving Throws as Warrior/Rogue Proficiencies: 1/4+1/1 per 2 Level. Warrior, Rogue, Priest, Psionicist, General. Non-Proficiency penalty: -3 Armor: None. Shield: None. Weapons: Monks may use any martial art weapon, bo stick, caltrop, club, any crossbow, pole arms, staves, quarterstaves, short sword, long sword, dagger, bo stick, jo stick, garrot, but at higher levels monks are more potent with unarmed attacks. MOVE = 14 + Level SURPRISED ON : 33 - 2 x Level % STR: Adjust DAM, DEX: Adjust AC, CO: Adjust hp as fighter. STR bonus also apply to weapons with an additional 0,5 hp/Level for weapons. Half open hand DAM if against creature with NATURAL AC 0 or size L-H-G.

MS = 10 (95% max) Find Traps = 15 (95% max) HS = 5 (95% max) DN = 5 (95% max) CW = 85 (99% max) + 25 pts at Level 1 and 10 more pts at each Level as a thief, max of 10 at any level for any given ability

In any guild there may only be a certain number of members in a given rank. When a character obtains the experience necessary to obtain the tenth level (Master), he gains the abilities thereof but must defeat one of the members of that rank within two months. If he loses the challenge, he also loses enough experience to drop him one level, or when challenge for the position of superior master and higher, a loss of 100,000 exp, and the loss of all new abilities. All challenge in LG and LN monestaries are not to the death, but usually until a certain condition is met, usually until blood is shed (usually 1/4 of a persons hit points). In LE monestaries, the challenge is always to the death.

Monks must also maintain a lawful alignment and MUST NOT stray from it. Penalties usually amount to banishment from the order. Monkish orders also follow taboos. A list of common taboos: Must not eat meat, Must fast during certain periods, Must always wear a certain color, Honesty, Must eat fish, Silence...

Monks may only keep enough money to maintain simple standard such as food, clothing, and shelter (not castles!) Monks may keep only 4 magic items, one of which must be a weapon. And one must be a miscellaneous magic item, potion, scroll, or ring. Monks can use magic items limited to thieves and those items available to everyone. Starting cash: 5d6 gold.

LEVEL SPECIAL ABILITIES

- 1 - Feign Death, once per day, for 20 min x Level
 - Block away non-magical missiles if ST vs paralyzation made.
 - If ST made against an attack form, NO DAM sustained.
 - Stun an opponent if roll \geq to hit needed by 5 or more. Stun opponent for 1d6 rnd. Maximum height & weight of opponent: $6'4" + 3" \times \text{level}$, $250 + 70 \text{ lbs} \times \text{Level}$. If roll is not ≥ 5 to hit, there is a flat 10% chance to stun. IF THE STUN IS SUCCESSFUL, the monk can KILL with open hands with a chance of $(\text{Opponent AC}) + \text{Level} \%$.
- 2 - Mind-masking ability, Resistance to ESP, with $70 + 2 \times \text{level} \%$ chance of success. 'ON' all the time.
- 3 - Speak with animals, at will, as druids, once per day.
- 4 - Self-ealing ability for 1 hp/hour of intense meditation.
 - Immunity to natural diseases of any sort.
 - Immunity to haste and slow spells.
 - Can fall up to 20' if within 1' of a wall.
- 5 - Body equilibrium, as psionic, once per day for 1 min x level.
 - Mind over body for 1 day/Level. For Mind over body, must spend the same number of day before do it again.
- 6 - Empathy, as psionic, once per day, for 10 minutes, AE=30' wide, R=30'x level.
 - Can fall up to 30' if within 4' of a wall.
- 7 - Psionic Invisibility, once per day, for 10 x level minutes.
- 8 - Molecular Manipulation, as psionic, once per day, 1 min/four levels.
- 9 - Magic Resistance to charms, hypnosis, beguiling and suggestion of $5 + 5 \times \text{level} \%$. Effective intelligence of 18 for purposes of telepathic and mind blast attacks.
 - If ST against an attack form missed, HALF-DAM only.
- 10 - Retarded aging as though using a phylactery of long years, that is aging is one third the normal rate.
 - Total immunity to all natural poisons of any type.
 - Total immunity to geas and quest.
 - EQUIVALENT TO A +1 WEAPON TO HIT.11
 - Body Control, as psionic, once per day for 10 x [Level-10] minutes, with [Level-10] Level of Mastery.
- 12 - Quivering palm. Attempted once per week, and the victim must be touched within 30 seconds. NO EFFECT on undead or creatures that need magical weapons to be hit. Victim cannot have more HD than monk, and in any event more than twice his hp. The command to die must be given within 1 day x level.
- 13 - Dimension Door, once per day, as MU spell, R=90' x [Level-12]
 - Can fall any distance if within 8' of a wall.
- 14 - Shape Alteration, as psionic, once per day.
 - Speak with plants, once per day per 3 levels
- 15 - Mind Bar, as psionic, 100% chance of success, once per week, for 1 hour x level.
- 16 - Object Reading, as psionic, once per day.
- 17 - Dimension Walk, as psionic, once per day, [Level/2] hour.
- 18 - Astral Projection, once per week, as CL spell, but only the monk can so travel.
 - EQUIVALENT TO A +2 WEAPON TO HIT.
- 19 - Teleport without error on the same plane, once per week.
 - Premonition of death or serious harm 10-40 minutes before the harmful event, 90% of the time.
- 20 - Tower of Iron Will, Intellect Fortress, as psionic, once per day, Level minutes. The monk must concentrate intensely and cannot do anything besides walking slowly.
- 21 - Plane Shift, twice per day, as CL spell. - EQUIVALENT TO A +3 WEAPON TO HIT.
 - + - Infravision, ultravision and true seeing at will

Tatsuhiko Yamantaka (a.k.a. Tony Martel; Tatsu; Moku Kahu)

Monk / Druid 14th /19th

Human Male

Hierophant Master; Master of Autumn; Kahuna Nui

STR 17 , DEX 18 , CON 13 , INT 15 , WIS 20 , CHA 18 , COM 09, PER

AC -3, hp 73, MV 28", MR AL N, Age 96, Height 5'6", Weight 148 lbs

Skin , Hair Black, Beard Black w/Some Grey Eyes Brown, Vision Normal, Infra 60', and ultra 30' (permanency spell and wish respectively), Wealth 50 gp

A short man from Kara-Tur (the "Orient")with broad shoulders, powerful arms, and a narrow waist. Tatsu has a broad face with cheekbones so high they draw his eyes into narrow slits. His pupils are black and appear as though they were stones in a mountain stream. His face is pock marked, his ears cauliflowered, and many small scars appear on his face and body. Note: Tatsu is able to alter his appearance at will (see special abilities) and usually travels in an altered form.

Weapons

Proficient in the following weapons: Club, Dagger, Daikyu (Long Bow), Scimitar,Spear, Staff, Trident.

Non-Weapons Proficiencies

Acupuncture, Animal Training, Dog, Calligraphy, Endurance, Herbalism, Painting (Ink Drawings), Religion, Running, Survival, Jungle, Survival, Swamp, Swimming.

Spell casting

Tatsu casts spells as a 19th level Hierophant Druid (1st edition). He also has a number of unique spells from sources outside of the Player's Handbook (such as "Dragon" magazine) and one spell of his own creation.

Special abilities

Tatsu has all the special abilities granted to a Monk (Oriental Adventures) and a Hierophant Druid (Players Handbook & Unearthed Arcana) of his respective levels. Some of the more important ones are: Mental training helps protect against slow, geas, quest, charm, hypnosis, and suggestion spells; Chi Power (half or no damage from magical attacks that cause damage); Immunity to all diseases and poisons; Shape change into bird, reptile or mammal 3x/day; Extra longevity and vigorous health, equivalent to being in the prime of life; Ability to enter most elemental planes and to summon elementals from those planes. Tatsu also has the following Martial arts special maneuvers: Iron Fist, Circle Kick, Feint, Paralyzing Touch, Leap, Choke Hold, Instant Stand, Immobilizing, Crushing Drop (a level 5 throw), and Ironskin.

Possessions

Ruck sack containing: Extra clothing (including cold weather gear), thief's picks and tools, whetstone and file for sharpening arrows and knives, large hunting knife, ink, inkstone & brush, and a thick leather bound journal.Large Belt Pouch containing: Spell components.Small Belt pouch containing: Acupuncture needles, Darts carved from an ironwood tree and coated with a venom from the poison-arrow frog ("Phyllobates terribilis"), and ten 15' lengths of vine.Leather Quiver (Hip)containing: 30 leaf head arrows.Cloak of Elvenkind; Daikyu +2; Girdle of Fire Giant Strength; Ring of Animal Friendship; Ring of Spell Turning; Scimitar +2, of speed; Staff of the Teak Serpent +3.

Notes and History

This character's adventuring career spans 78 game years (and 13 real years). Tatsu was born on the island of Kanshu, which is not part of Kozakura but falls in its sphere of influence (Forgotten Realms; Kara-Tur). When Tatsu was seven his father was either killed in battle or abandoned him. As his mother had died of pneumonia the year before, Tatsu was let in the care of a maternal aunt. Being too Boisterous and strong-willed for his aunt to handle, Tatsu was given to the care of his paternal grandfather. His grandfather, Shokan Yamantaka, was a monk in the service of the Seibukan monastery. Shokan urged his young grandson to also seek education and martial arts training from the spirit folk of the Seibukan monastery. By the age of eighteen Tatsu had mastered the basics of Seibukan Shorin Ryu Karate, Kyujutsu (archery), Konjo 95

meditation (similar to Zen), and the reverence of Nature Spirits practiced by the spiritfolk of the Island. He began to travel frequently to the Ama River Basin and the island of Machukara with groups of adventurers. Here he honed his mind and combat skills on the beguiling hu-hsien, fanged yuan-ti, cold-loving kala, and shape-changing manguss. By the time he was 26 he had attained the title of Master of Dragons and was sent to the city of Renkyu in Kozakura to study under a famous jujutsu master there. By the age of 33 Tatsu had become master of the South Wind and was reknowned among jujutsu/judo practitioners as the foremost expert on shimewaza (strangling techniques). It was at this time that he was invited by a group of adventurers from the west (Faerun) to join them on an adventure that was to occupy Tatsu for the next four years. It started with a raid on a hill giant chieftain's fortress and ended up with the party slaying Lolth herself. After this Tatsu spent most of his time traveling much of Kara-tur and lands further west seeking contests with other martial arts experts or undertaking small missions. At the age of 42 Tatsu traveled back to the Ama River Basin and led an adventuring party into the Palace of Balinaikal. Balinaikal was an ogre-magi warrior/mage of great power and he and his troops proved worthy opponents for Tatsu and his friends. By the age of 44 Tatsu was spending more and more time in the west, particularly the Rawlingwood and lethyr Forest area. Here he came into contact with many druids. Their teachings and respect for nature had a profound effect on Tatsu. The druids in turn were impressed by his ability to speak with plants and animals and his knowledge of nature spirits not known in the west. Soon Tatsu had resigned from his position at the monastery, changing his alignment to true neutral (from lawful neutral, and losing a level in the process), and becoming a druid. As a druid he traveled Shalhoond Forest, Chandalwood, The Forest of Amalar, and the especially the Jungles of Chult extensively. He adventured on "The Isle of the Ape" and helped an adventuring group to kill Tiamat. At the age of 83 Tatsu became a Hierophant druid and is now semi-retired on Puni Moku Makua (the undescribed group of islands east of Bawa that in this campaign have a polynesian flavor and lots of exotic wildlife). On this island he is the religious leader and sometimes engages a "lua" (the art of bone breaking) expert from the island in a match. Tatsu is married to Kyung-mi "Julia" Ravensblood (to be posted later) and has 19 children (most from two previous marriages). Though most of his children have died in adventuring careers. Tatsu is known for thinking his way out of most situations rather than fighting. He always has plans and counter plans and uses his high charisma (as well as spells) to charm and influence those around him. Besides "his" island, Tatsu can be found roaming the forests and wetlands of the Ama River Basin, the Shalhoond Forest, the city of Renkyu, or sometimes the Lethyr Forest. he usually travels with an animal retinue, his wife, or both.

BARDS

Alladin the Great

Bard 16th Half-Elf, Male
Company of the Sparrow, Lord of Bloodstone, Man of the Giants

STR 20(14), DEX 18, CON 13, INT 17, WIS 13, CHA 18, COM , PER

AC -4, hp 76, MV 12, MR 0 AL NG, Age 52, Height 5'8", Weight 170 lbs

Skin Tanned white, Hair Brown, Beard - Eyes Blue, Vision Infra 60ft, Wealth Kingly Riches

Average heighth man wearing fancy red clothes with a Blue Hat, Blue Cloak, and Black low cut boots. All his clothes are set with jeweled embroidery and he wears a red vest.

Weapons

Longsword +2 (p) glows bright blue (of wounding). 2 daggers of homing +2 (p). Enchanter Longbow +2 (p).

Non-Weapons Proficiencies

Local History, Ancient History, Astrology, Navigation, Swimming, Set Snares, Blind-Fighting, Tumbling, Juggling.

Spell casting

Cast spells as a 16th level Bard(mostly Illusions)

Special abilities

PP 95%, CW 95%, RL 95%, Backstab x5.

Possessions

Vest with many pockets built inside of it, Tunic and Trousers with gem embroidery worth 8,000gp.

Magical Items

Hat of Disguise, Winged Boots, Cloak of Elvenkind, Sword of Wounding, Dagger of Homing, Enchanter Bow, Ring of Jumping and Springing, Girdle of Stone Giant Strength, Wand of Fire.

Notes and History

Alladin was a poor boy in the streets of a small village. He knew his father and he was the greatest story teller in all of Fauren. He died when Alladin was seven and from there he had to fend on his own. He learned to make money by telling stories in the local tavern and then he went to Waterdeep where he was paid quite a bit of money for his stories. Silas and the rest of the company saw him as a good asset for their company since he knew ancient stories of lore and helped them find a great many of treasures. Alladin is now a Lord of Bloodstone and has his own tavern Alladins Palace of Expectations. It was one of the first taverns ever to encourage bar fights, but they are all regulated in the boxing ring in the center of the huge complex. Alladin has a bit of smart elic streak in him and no situation ever unerves him. He is cool and calm all in all and shows no sign of weakness considering he is one of the strongest men in Bloodstone. His strength is not known to be magical only his closest friends know how he possesses his great strength. Nystul's Magical Aura is cast over all his belonging to make them appear magical. Alladin has also preserved himself with Oil of Timelessness so his age is not very showing.

Alvy Sarantyr-Falconbridge

Bard [Kit: Shadowdale rogue] 12th Half-Elf Male
Sha'Quessir (Elf Friend), Harper

STR 14, DEX 18, CON 13, INT 16, WIS 12, CHA 18, COM 20, PER 15

AC -6, hp 42, MV 12, MR 0 AL NG, Age 23, Height 5'11", Weight 134 lbs

Skin Fair, Hair Brown, Beard - Eyes Blue, Vision Normal, Infra 70', Wealth 4590.15 gp

Looks like the bard on the cover of the ADND trivia game. (Clothes and all).

Weapons

Dagger +3, Dagger +2 (two weapons style). Prof's: Dagger, Longsword

Non-Weapons Proficiencies

Instrument +4 slots (Flute, Stringed), Ancient History (Dales) , Etiquette , Local History (Tilverton), Appraising, Riding, Land, Dancing, Crowd Working, Swimming, Spellcraft, Singing +1 slot, Artistic-Ability (Composition).

Spell casting

Cast spells as Bard

Special abilities

Legend Lore (60%), Pick Pocket (110%) , Open Lock (57%) , F/R Traps (110%) , DN (70%), Read Lang (40%), CW (95%), MS (95-100%), .Has cast Gem Jump

Possessions

Wedding Ring (Elven crafted, 5000gp), Electrum Belt Buckle (50gp), Fine clothes x2 (200gp), Thieves Picks x2, Map case, Lge Belt Pouch, Gold and Ruby Pin (1000gp), Crystal Flagon (150gp), Music Book, Wheel of Silverymoon Nut cheese, Tinderbox, 2 Candles, 2 Flasks Holy Water, Bag of Marbles, Excellent Quality Mithral Dagger, 5 Excellent Quality Daggers, Mirror, small metal, Holy Symbol of Milil, 10 sheets parchment, 1 galss vial of wine, Antique elven mirror, Nchaser's Glowing Globe, 3 Silver Throwing knives, Silver Longsword, House in Shadowdale, Silver and glass chandelier (4,000gp), Small pieces of Jewellery, totaling 676gp.

Magical Items

Bracers AC4, Cloak of Protection +5, Harper Pin, Jannyl's Wristlet, Boots of Elvenkind, Zither of Speed (Damaged), Dagger +3, Dagger +2, Ioun Stone of +1 level, Pendant of Azurel, Gauntlet's of dexterity, Ring of Invisibility, Ring of Projection, Ring of Mind Shielding, Rod of Alertness (faint charges), Lyre of Building, Bag of Holding (500 pd), Potion of healing, Potion of magical poison, Oil of Elemental invulnerability, Everflowing Quill pen, Continual light stone

Ariel Goldenhair

Bard (Charlatin) 23th Human Female

STR 14(20) (Mus 14(20)/Sta 14(20)), DEX 18 (Aim 18/Bal 18), CON 14 , INT 16 (Rea 16/Kno 16), WIS 13 (Inn 14/Wil 12), CHA 17(18) (Lea 16(17)/ App 18 (19)), COM , PER

AC -10, hp 123, MV 12, MR 40%-110% AL True N, Age 29, Height 5' 10", Weight 120 lbs

Skin white, Hair blonde, Beard Eyes blue, Vision , Wealth 25,000gp

Ariel is a tall beautiful women. See belongs to the group known has the champions of Elmwood. She's very self-centered and vain and a very smart mouth. She's not very fond of elves. Originally from Hillsfar. Has a tendency to make people very mad.

Weapons

Profences-long/short/broad swords, heavy crossbow, dagger, staff, trident longsword +5/-1 to nonhumans; longsword +4 of disruption; Sunblade; Two +4 shortsword called fang blades(special), A +4 triple bladed broad sword name godslayer(Special), And Fflarrs triple crossbow +4/+6 (special),dagger

Non-Weapons Proficiencies

Acting, Disguise, Gambling, Singing, Dancing, Musical Instrument/Harp, Leatherworking, musical instrument/lyre, Spellcraft, Ambidexterity, tumbling.

Spell casting

Casts as a 23 level Bard spell levels available 1-7

Special abilities

Can feather fall at will once a day. Immune to lightning and magic missiles and scrying due to a pendant she wears. Has a Dragon mount named Lipo that when in contact gives her a bonus 70% magic resistance. Immune to gases, spores, clouds, magical curses & diseases, chronomancy spells don't function within 30' of her, magical darkness does not function around her. Can fire six magic missile pulse a round (as well as performing other actions) for seven continuous rounds (from a stone she carries-not enchanted it's called a ziose stone-look it up in All things magical) Then stone falls inert for two turns. 95% climbwalls, hear noise, read language, hide in shadows

Magical Items

Weapons- Godslayer, Fangblades, Longsword +4 of disruption, Longsword +5/-1 to nonhumans, sunblade, Fflars triple crossbow, 10 +5 bolts Rings- fire resistance, shooting stars, of protection +6/+1, Ring of Morlak(special), Ring of telekenisis 250 max, human influence wands- Wonder, fireballs, Wizard wand (Rolf-see Pages from the Mages), Potions-1 extra healing, 1 fire breathing, 1 green slime(has monster), Other- Girdle of stone giant strength, Cli lyre, harp of Charming, Nymphs briar, Lighting bomb, Ice bomb, terrancea's Talismen of Exalted protection, Ironguard garment(as spell), cloak of protection +4, bracers of defence ac4, bracers of Archery, Elven chain +1, Bag of holding second largest kind. Boots of levitation, Carpet of flying speed 24 holds 1 person

Notes and History

Has a tiger familiar a pet dog named Anstruth and rides a war dragon. The dragon's name is Lipo she bought it from some western barbarians she is bonded with it allowing her to communicate with it telepathically, also when she is in contact with it she gains its 70% magic resistance thus under MR% she has listed 40%-110% due to the Nymph's briar(10%) the ring of Morlok(30%) and the dragon(70%). The Champions of Elmwood can be found in Elmwood (our homebase is hidden and protected) so ask about us at the Gray Orc Inn. While you're in Elmwood visit The Champions of Elmwood's Museum of Myth Drannor. (oddities of stuff we recovered from our frequent trips to Myth Drannor) The Champions of Elmwood have brought down such foes as the Arch Necromancer Hygelac, The Conjuror Bluestar, and the deadly crimson assassins. Ariel has now retired from the adventuring business and is now devoting all her time to barding. This has come about with a devastating fight against the high interceptor of Cyric the Vampire Bella Donna with the God Cyric there himself, along with several red wizards. We got help from Mystra, Selune, and Eldath but both Mystra's and Selune's avatars were killed along with several members of the Champions of Elmwood. Only four members remain. All are now retired. Ariel very nearly lost her life in this battle. For stats on the dragon or any of the items e-mail me.

Briareos the Bard

Bard 16th Human male/female
Harper

STR 11/10 , DEX 15/17 , CON 10/9 , INT 13 , WIS 8 , CHA 15/17, COM , PER

AC 10, hp 55/40, MV 12, MR AL CN, Age 23, Height 6'/5'7", Weight 130/110 lbs

Skin white, Hair Black/Red, Beard Yes/No Eyes Brown/Blue, Vision , Wealth ca. 5000 gm and House gp

Wears mostly foppish clothes (plumed hat), scarlet red pants and a white shirt, red cape, silver ornaments. Soft leather boots reach up to his knees

Weapons

Proficient: Rapier +2 (Magical Bonus +1) Main-Gauche +4 (Magical Bonus +2) Dagger (1 in each boot)
Long Bow (Residing in Bag of Holding) Unarmed Combat.

Non-Weapons Proficiencies

Singing Reading/Writing Musical Instruments: Harps/Lyres, Fiddle-Flutes, MandolineLocal History
(Waterdeep) Poetry Tumbling Spellcraft Swimming Set Snares

Spell casting

Normal Spellcasting Abilities for a Bard of Level 16

Spells:

1st :Cantrip (1), Charm Person (1), Color Spray (1), Comprehend Languages (1), Featherfall (1), Magic Missile (1), Read Magic (1), Shield (1), Wall of Fog (1).

2nd : Continual Light (2), Darkness 15' (2), Invisibility (2), Knock (2), Magic Mouth (2), Mirror Image (2)

3rd : Blink (3), Dispel Magic (3), Fireball (3), Lightning Bolt (3).

4th : Minor Spell Turning (4), Polymorph Other (4), Polymorph Self (4).

5th : Cone of Cold (5), Conjure Elemental (5), Teleport (5).

6th : Stone to Flesh (6)

Special abilities

Special Abilities: Legend Lore : 80% Counter Song, Influence Reactions, Rally Allies. Thieving Skills:
(All Without Armor) CW : 105 %, DN : 70 %, PP : 100%, RL : 70 %. Special Curse: Turns into a woman when
doused with cold water. Hot water changes him back. (See stats for changes in attributes and hp) (Note: If
you enter a valley filled with springs that reminds you of Jusenkyo, watch your step and don't get hit by an
orcish Bowman with a natural twenty...)

Possessions

Lyre, Mandoline, Longbow, Book about Weather, Umbrella, Teapot, several sets of spare clothes, good wine,
and food, ropes and other standard adventuring gear, all stored in a Bag of Holding. Purse with Magic
Mouth cast on it, Harper Pin.

Magical Items

Bag of Holding with Magic Mouth cast on it, Harp of Charming, Flute of Sleeping (Anyone hearing it
played has to save or falls asleep), Folding Boat with a capacity of five people, Ring of Protection (Saving
Throws only) +1, Rapier +2, Main-Gauche +4, At least two little iron pieces with Continual Light cast on
them. Stoneharp (Lets user communicate telepathically with animals.), Amulet of Eternal Youth, Ring of
Sustenance, 5 Potions of X-tra healing, 6 doses each for 3d8+3 hp.

Notes and History

Briareos started his adventuring career in Waterdeep when he was transported to Ravenloft. He acquired his
curse there when the party was attacked by Lizard men and orcs in the Valley of the cursed springs. The
party managed to get out of Ravenloft and back to Faerun with a Special Ritual that activated a Gate. Back
in Faerun he joined the Harpers, getting into trouble ever since. Adventures include trips to Cult, Icewind
Dale, Cormyr, and numerous other Locations, some of them thanks to the Wild Mage Rashmegidan (em) of
the Party casting some not-quite finished spells. Visits to Harpels also made for entertaining quests. So far,
he hasn't been able to get a cure for his curse.

Cermak Gwintroc

Bard (Blade) 10th Svifneblin (Deep Gnome) Male
The masked Assassin, Part owner of Hovergill Imports and Exports

STR 16, DEX 20, CON 17, INT 13, WIS 15, CHA 15, COM 8, PER

AC 0 (-6), hp 75, MV 6, MR 55 AL NE, Age 62, Height 3'2", Weight 80 lbs

Skin Dark Grey, Hair Bald, Beard - Eyes Black, Vision 60'Ultra 120' infra, Wealth 50000 gp

Always wears his dark cloak (Cloak of the Hornet), and keeps his weapons shiny and in view.

Weapons

Elkehar :+1 short sword that allows him to change the weapon into any form of knife he wants, it also allows him to alter shape, and feather fall. Dagger of vengeance, vampiric dagger, mini crossbow, throwing daggers.

Non-Weapons Proficiencies

Juggling, jumping, dancing, local history, blind fighting, weapon smithing, reading/writing, bower/fletcher, herbalism.

Spell casting

Being a bard, he can cast certain spells that he has learned at 10th level ability. He can also cast blindness, blur, and change self innately.

Special abilities

Can shoot with thrown or shot weapons defensive spin and offensive spin with weapons.

+60% chance to freeze in place to make him hide in shadows, radiates non-detection, detect underground features, surprise 90% of the time, surprised only 10% of the time, pick pocket 95%, CW 95%, DN 90%, read language (non magical) 30%, 55% magic resistance (goes up 5% every level past 3rd), ac drops by one every level past 3rd. Languages: Deep & common gnome, underdark, drow, kuo-toan, earth elemental, common, goblin, dwarf, orc.

Possessions

Climbing daggers, black body suite, belt pouch, mini (palm) blades, acid to open locks, thieving gear, Normal adventuring gear (rope, tinder box, candles, etc...).

Magical Items

Elkehar :+1 sword that will transform into any type of knife or sword. It allows Cermak to levitate, mirror image, alter shape, featherfall, mind shield and will turn polymorphed or were creatures to their natural form with a hit. Dagger of vengeance--acts as a dagger of venom all the time. Vampiric dagger--+2 dagger that heals Cermak for the damage that it does. It must be fed at least once a day, or Cermak becomes very dangerous to anything around him. Cloak of the hornet--allows him to fly at 36', can turn invisible for 1 Turn, shoots up to three magic missiles per round, and gives a +2 to ac. Brooch of shielding, amulet of protection from alignment detection--makes him appear neutral to scans, amulet of dramatic death, boots of balance--drops ac plus gives a tight rope walking proficiency. Ring of the dart--shoots a dart that will poison someone to die in 2 days, (save vs poison), ring of x-ray vision. Wand of the drow--given to him by a friend. Allows him to cast darkness in a 30' radius and detect magic. Earring of protection +1, hand harp--charms all who listen to it. (save vs. spell).

Notes and History

Cermak lived in the city of Twylleenimor where his father was the weapon master for the small military. He learned quickly to master the dagger and short sword. Unfortunately, his greed for money outweighed his need for family values, so he left the city. A small raiding band of Drow met with him and he convinced them to let him live long enough to talk to their matron mother. He hired on as a spy for the drow community on the city. He then went back to the elders of the city and told them of the drow activity for money. He played both sides of the coin until he was caught giving information to a drow party in the tunnels. He escaped to the surface where he lives today. He met up with other adventurers in the Realm of Ravenloft. He decided to stay with them, safety in numbers. They were taken in by doppelgangers that were posing as the tradesman of the Hovergill estate. They attacked the party and the doppelgangers met a quick end. Now Cermak and the others own and operate out of the Hovergill estate as Import and exporters. They also adventure and take on small missions to further their holdings. Cermak has also started a small assassins guild and a thieves guild. He uses the Hovergill name and holding for his own benefits.

Crell Driser

Bard 1st Hafling male

STR 15 , DEX 18 , CON 13 , INT 17 , WIS 14 , CHA 16 , COM , PER

AC 4, hp 10, MV 12, MR 25% AL ng, Age 45, Height 4' 5", Weight 134 lbs

Skin white, Hair brown, Beard - Eyes green, Vision infra 75', Wealth 235 gp

Quick, smart, likes to do things his way.

Weapons

Dagger +3, knife.

Non-Weapons Proficiencies

Appraising, etiquette, riding - land based, disguise.

Spell casting

None at the moment.

Special abilities

DN-25%, RL-10%, CW-30%, MS-15%, BS-X2, darkness 15' radius, telepathy, find traps.

Possessions

Backpack, thief's picks, merchant's scale, torches.

Magical Items

Spellbook (no spells yet), dagger +3.

Cylander Euphoric

Bard 11th Human Male
Court Jester

STR 18 , DEX 18 , CON 15 , INT 13 , WIS 15 , CHA 18

AC -8, hp 77, MV 12, MR 5 AL TN, Age 30, Height 5'9", Weight 170 lbs

Skin Tanned, Hair Cold Black, Beard None Eyes Blue, Vision Normal, Wealth 1,000,000, gp

Cylander is a sneaky fellow who plays the loot. While playing he has his buddies loot money for him from the audience. He seems very trustworthy and has a +10 loyalty BAs

Weapons

Loot Of Charming, dagger +4\ +5 vs neutrals, BAg of Holding, Boots of speed.

Non-Weapons Proficiencies

Juggling, Dancing, Appraising. Musical Instrument, Singing

Spell casting

Minor Spells (FRom 1st to 4th)

Special abilities

PP=95% MS=65% HS=80% DN=90% Backstab x4.

Possessions

Quill, seal, rings, garments, candle.

Magical Items

Boots Of Speed, Dagger+4\ +5 vs Neutrals, Loot of Charming, BAgnets of Holding, GAunlets of Dexterity
PORTable Hole.

Notes and History

For ten years Cylander was entrapped in a portable hole by Elrich. When he turned 15 the owner opened the hole and he popped out and killed the owner Now he travels freely around the Realms and can be met in Shadowdale or Waterdeep playing in a variety of bars and making money. But watch out he has friends in low places. HAHAAHAHAHAH

Dante

Bard 8th Human Male
Poet Laureate of Tuscalania

STR 16 , DEX 12 , CON 15 , INT 13 , WIS 10 , CHA 15, COM , PER

AC 7, hp 37, MV 12, MR AL LN, Age 27, Height 5'6", Weight 156 lbs

Skin fair, Hair brown, Beard Eyes gray, Vision normal, Wealth 3000 gp gp

Bard and writer; most famous work describes his concept of The Land Below, The Land in-between and The Land Above

Weapons

Only small, stabbing Weapons for personal protection

Non-Weapons Proficiencies

Any bard or writer like proficiencies

Special abilities

As bard and also spell casting as bard.

Possessions

Clothing, quill pen and book, armor, gilded crucifix

Magical Items

Dante's quill pen (allows double speed writing on all papers and allows him to transfer images directly to paper as illustrations)

Notes and History

Poet; used Magical Items to further career; works still respected, but he was exiled from Tuscalania; member of the Order of Ten

Dartanel Carvanian

Bard/Fighter(swashbuckler) 8th /6th Human Male

STR 18/76, DEX 17, CON 17, INT 12, WIS 9, CHA 16, COM , PER

AC 2, hp 72, MV 12, MR AL NG, Age 26, Height 6' 2", Weight 210

Skin Tan, Hair Black, Beard - Eyes Blue, Vision normal, Wealth 5600 gp

Weapons

Is skilled in all blades and bows. He is specialized in sabre, rapier, and main-gauche. In combat he uses paired main-gauche and sabre. And a composite bow when necessary. He is ambidextrous and trained in two-weapon style.

Non-Weapons Proficiencies

His is trained in fighting blind, tumbling, and jumping from his days as a fighter. As a bard he learned to play the lute, guitar, and piano. He also learned etiquette and other social skills.

Spell casting

As a bard he's picked up several spells in his travels. Most notably a modified version of magic missile he calls "cervanian's far-reaching strike" It works by the caster slashing with a weapon through the air and the wounds appearing on the target.

Special abilities

He has the standard bard abilities of legend lore, influence reactions, climb walls, detect noise, pick pockets, and move silently. He also has the swashbuckler abilities of charm and agility.

Possessions

For the most part he carries a selection of blade weapons, arrows, and instruments with him at all times. He prefers to wear his stylish costumes wherever he goes, and is particularly fond of his hat. He acquires other equipment as necessary. He also has a custom-built composite longbow made to take advantage of his strength bonuses.

Magical Items

His favored magic weapons are a sabre +1 a main-gauche +2, and a supply of +2 arrows. Aside from that he only own a suit of leather armor +1

Notes and History

This character began as a tournament character in a local tournament. He began his career as a swashbuckler. After several adventures he met up with a bard of some renown while involved in a conspiracy to assassinate a prominent member of the city council. He found an appeal in the bard trade and forswore his old profession to take up study under the bard. After many adventures in his new career, he came to reconcile his old and new callings, combining them into a formidable combination. Fortunately, it came in time for his greatest adventure. He found himself trapped in a pocket dimension created by a wizard's experiment gone awry. He and some newfound companions fought their way out of the dimension and have joined together for greater quests.

Derian 'The Pure' Tasavalynne

Bard[kit:Gallant]/Fighter 14th /13th Half Elf Male

STR 16 , DEX 16 , CON 14 , INT 15 , WIS 13 , CHA 16(18) (Lea/App), COM 17 (18), PER

AC Varies, hp 73, MV 12, MR 5 AL NG, Age 39, Height 6'2', Weight 138 lbs

Skin Tan, Hair Raven Black, Beard Raven Black Eyes Silver Blue, Vision Infra 60', Wealth 83,333 gp

Derian always dresses in the most expensive clothing he can buy, and usually tries to match local tastes. He sometimes wears a beard, especially when traveling to northern climes. Though not noted above, he was given the honorary title of Prince by the King of Cormir, but he keeps that a secret in most cases.

Weapons

Warbaze's Doom(Red Dragon Slayer +3 Bastard Sword), Pure Light (Holy Defender +4), Longsword +3, Shortsword +1 (empty Luck Blade), Bastard Sword +1, Strength Bow. Profs. Single Weapon Style x2, Two Weapon Style x2, Two Hander Style, Bastard Sword, Longsword, Shortsword, Long Bow, Jousting Lance.

Non-Weapons Proficiencies

Dancing, Etiquette, Poetry, Flute, Singing, Animal Training Dog, Animal Training Monkey, Spellcraft, Composition, Riding Horse, Tumbling, Blind Fighting.

Spell casting

Wizard Spells as Bard: 3/3/3/3/1. Casting Level: 14.

Special abilities

Race: Infravision, Secret Door Detection, 30% resistance Sleep/Charm

Class: Poetic Charm, +2 Purity, CW: 99(85)%, DN: 30%, PP: 95%, RL: 90%, Influence, Reactions.

Magical Items

Bracers AC 2, Chain Mail +2, Field Plate +2, Ring of Free Action, Boots of Springing and Striding, Rod of Splendor (This is what Raises Cha and Com to 18), Ring of Mind Shielding, Sheath of Resistance 5%, Gauntlets of Swimming and Climbing, Ring of Spell Storing (Fireball, Fly, Polymorph Other, Polymorph Self)

Notes and History

Derian is the result of an in game joke by my DM. Derian was created when my 11/10 level FEMALE gallant/fighter got reincarnated as a man. Derian is a very confused man. He is filled with a mixture of the memories of the life he supposedly had before Rose's death, and the memories that came with her death into him through the spell. He is a traveler who wanders the world of Toril looking for evidence to prove that the life he remembers before Rose became part of him is real, and not created by the spell. In addition he is helping the sword known as Pure Light (a Holy Avenger with the powers of a +4 Defender) find a paladin worthy enough to wield him. (As a note, even though he began as a joke, Derian is my favorite character of all time. It was a real challenge to figure out how to play a man who was starting to believe that he may in fact have actually once been a woman).

Diarmuid Greymantle

Bard 20th Llewyr Elf, Male

The Wandering Bard

STR 15 , DEX 19 , CON 16 , INT 18 , WIS 10 , CHA 15 , COM 15, PER 17

AC - 5, hp 98, MV 15', MR AL cg, Age 142, Height 5'8", Weight 145 lbs

Skin pale white, Hair Auburn, Beard clean shaven Eyes deep emerald, Vision 60' Infra, Wealth 28,600 gp

Diarmuid is a tall, fair-skinned Llewyr(Grugach) elf. He is of medium build and is rakishly handsome. His auburn hair is worn just off his shoulders and his eyes are like deep emerald pools that harbour an intense spirit. He dresses in seasonal woodland clothing, kilt, tam cap, and lastly a grey elven cloak. Diarmuid suffers from a strong urge of wanderlust and is never comfortable in any urban surroundings. He prefers the open country or comforts of a roadside inn. Diarmuid is the prototype celtic bard who relies heavily on his quick wits, silver tongue, and the charms of his charismatic personality.

Weapons

Longsword (Bladesong), Short Bow, Dirk (short narrow sword), and Mace.

Non-Weapons Proficiencies

Harp playing, Singing, Brewing, Animal handling, Land based riding(Horse), Air based riding(Mercury Dragon), Tumbling, Swimming, Endurance, and Local History(Inner Sea).

Spell casting

As a 20th level Bard. Specialized in School of Illusion. Bladesong powers. Spellcasting through the power of his harp.

Special abilities

All Bardic skills, PP 95%, MS 99%, HS 99%, DN 95%, CW 95%, RL 95%, Grugach Elf racial abilities.

Possessions

Clothing (see above), Backpack and sleep roll, map case, spyglass, silver mirror, 30 arrows, short bow, 3 vials of holy water, elfin chain mail, 3 bone scroll tubes, bullseye lantern, 2 weeks of rations, waterskin of honey mead, 50' thin but strong rope, 2 flasks of oil, and tinderbox. *He recently acquired a juvenile mercury dragon named Capri, which he keeps in a hidden lair near the city of Westgate.

Magical Items

Gamorha-Bronzewood Harp; Magical powers; Three Strands of Joy, Sorrow, and Hoplessness. +3 Bard's Blade longsword, Bracers AC 2, Silver Coranet of Physical Mirror, Bag of holding, Amulet of non-detection, ring of free action, ring of protection from lightning, torc of warmth, +2 elven cloak of protection, luck stone, Gem of true sight, and a decanter of endless water.

Notes and History

Diarmuid was born in the wilds of the Moonshaes. His parents were of the Llewyr elven clans, who adopted much of the human Ffolk culture. Not much is known of his early life until he began adventuring along the Dragon Coast with various adventuring parties. His continual bouts of wanderlust prevented him from any staying power within the confines of a structure group. Throughout his travels Diarmuid has seen much of the western realms, in particular the Inner Sea and Old Empires regions. Soon his fame and bardic mastery had become legendary in these parts of the realms. While adventuring with a powerful group of heroes in the fabled elven ruins of Myth Drannor, Diarmuid found the magical harp Gamorha, his most prized treasure and only constant traveling companion. The heroes battled many of the foul and fiendish inhabitants of the lost city and but in the end were forced to flee. The party disbanded afterwards and Diarmuid returned to the Dragon Coast. He met the grey elf rogue Gabriel Stife while adventuring in the slums of Westgate. They banded together to challenge the local thief guild for the valued possessions of the city's wealthy nobility. Over time they developed a stormy on and off again romantic affair. The thief guild soon grew alarmed over the success of these freelancers and mounted a serious campaign to eliminate them. Separately they fled and Diarmuid now wanders alone in the city of Sigil.

Dorion

Bard 4th Human male

STR 11 , DEX 14 , CON 12 , INT 14 , WIS 13 , CHA 16 , COM , PER

AC 10, hp 16, MV 12, MR AL neutral good, Age 14, Height 5', Weight 121 lbs

Skin , Hair black, Beard- Eyes brown, Vision , Wealth 40 gp

Dorion is an up and coming bard. He believes the common man is more worthy of song than most adventurers. This bluntly honest young man has curly black hair, a face full of freckles, and a great sense of humor. He has mastered the art of satire much to the chagrin of many boisterous adventurers. He has a crush on the fighter Brunhilda of the Daughters of Battle.

Weapons

Shortsword, dagger, proficient in both.

Non-Weapons Proficiencies

Singing (8), harp (10), reading/ writing (9), waterdhavian history (11), craft instrument (7), crowdworking (9), poetry (7), information gathering (7), storytelling (8), observation (7), dancing (9), juggling (10), flute (10), mandolin (10), drum (10), lute (10).

Spell casting

Mage spells

Special abilities

Empathy, artistic ability, music/singing, music/instrument, CW 60%, DN 20%, PP 55%, RL 45% rally allies, counter magical music/ poetry, shift reaction one column (-2 save) 20% chance general information.

Possessions

Holy symbols (Milil, Eldath, Selune) harp 10 bamsmacks and smokers, juggleables: 3 balls, 3 bean bags, 3 stars of brass, money belt (40 coins maximum, breeches, chemise, thieves picks and tools.

Magical Items

Spellbook, silver miniature statues of Selune Eldath and Milil that sing. Magical waterskin that produces enough for 24 people every day

Notes and History

Dorion was born to a bardic couple. there is some evidence that his parents may have been Harpers. They died when Dorion was but five winters old. The lad was raised by a trio of priestesses of Milil, Selune, and Eldath respectively. He gained a great knowledge of music and has shown great skill. He left his three caretakers by stowing away in a caravan carrying priestesses of Sune. His voice and charm managed to enthrall their hearts (and convince them not to send him back). He has been thinking of asking the Sunites for aid in wooing Brunhilda. He currently has 6500 xp and 12 character points.

Duskweep

Bard [Riddlemaster]/Mage 9th /9th

Half-elven male

STR 10 , DEX 17 , CON 13 , INT 17 , WIS 12 , CHA 15 , COM , PER

AC 2/-2, hp 36, MV 12, MR 10%

AL CN, Age 45, Height 5'4", Weight 115 lbs

Skin pale, Hair none, Beard brown florentine Eyes green, Vision infra, 60', Wealth 7,000 gp

Long thin fingers, very slightly pointed ears, little body hair, tattoo of a snake biting it's tail around left wrist, both ears pierced several times, lobes by magic items (see above), high up on ears by rosin faces and scrimshaw hoops with iron studs. Features are very rounded for a half-elf, looks human to all but very close scrutiny. Changes facial and head hair often (absence or profusion, length and coloring), but nearly always keeps hair long enough to cover ears (though did sport a bald pate when adventuring in elven lands). Since acquiring eye of charming, has taken to wearing it in right eye with a patch over his left. Commonly wears loose tunic belted at waist, monocolored tights or multicolored pantaloons, pocketed vest, nearly always wears custom-made bracers (with secret pouches; see below), thin kidskin gloves, and headscarf. Prefers white, black, tan, and maroon. Has excellent distance vision, but poor close vision, and must squint when reading. Devout worshipper of dead god Lleira, though often also says prayers to Sharess and Mask, especially when in trouble. Prefers Luiren stout or Zzar or Rivengut to ales or beers. Eats his meat nearly raw, and prefers lamb and deer to beef. Loves pistacchio nuts, hates boiled vegetables.

Weapons

Shortsword, dagger, longbow, darts, chain, two-weapon style specialization, ambidexterity.

Non-Weapons Proficiencies

Poetry, artistic ability (riddles), spellcraft, appraising, observation, healing, set snares, acting, information gathering, looting, swimming, tumbling, musical instrument (lyre, harp, mandolin).

Spell casting

Mage spells: 4/3/3/2/1 and Bard spells: 3/3/3/2 *Spells commonly memorized:* (bard) color spray, reduce, sound bubble; mirror image, knock, web; vampiric touch, monster summoning I; (mage) unseen servant, hypnotism, chromatic orb, protection from evil; rope trick, invisibility, levitate; suggestion, dispel magic, wraithform; polymorph self, charm monster; teleport. Duskweep commonly keeps the following spells precast on himself: Protection from hunger and thirst (duration 9 days); Invisible mail (makes AC:3,

absorbs 9 points of physical damage, has no effect on magic or magical weapons); Stoneskin (absorbs first 1d4 + 4 successful attacks).

Special abilities

Psionic wild talent: probe, (also gives mindlink, ESP, contact). PSPs: 92 Infravision, 60'; 30% resistance to charms and sleep; detect secret and concealed doors; surprise. Use Scrolls of Any Type: 90%, PP: 70%; DN: 55%; CW: 95%; RL: 55%. Riddling/Rhyming (influence reactions); Probable Path; Common Sense (+1 or +5% to all rolls, +10% to learn spells); Riddles/Puzzles (two chances for every one normally given) [see Complete Bard's Handbook].

Possessions

Backpack, gloves, longbow, quiver, grappel, folding, with case, tinder box, 3 waterskins, 50' silk rope, chain, 8', 2 silver daggers, knife, club, garotte (mithral), 6 spell books, 4 small pouches, 2 large pouches (one w/ false bottom), chalk (pieces and dust), lockable metal box, hinged wooden box containing twenty caltrops, 30 sheaf arrows, 6 silver-tipped sheaf arrows, darts, 24, marbles, 100, flasks greek fire, 3, flasks holy water, 3, vial giant wasp venom, 2 vials lock lurker venom.

Notes and History

Born Carnelian Chrysoberyl to a herbalist human mother in the Cormanthor. Father unknown. Mother was married to a human farmer when Duskweep was born, remains so. Stepfather threw him out as soon as he could. He has two human half-brothers, both farmers who dislike him. By the time he was ten, he was living in an abandoned barn, and riddling village members for spare change while studying spellcraft with a Hedge Wizard mongrelman who lived on the outskirts of the village. When a priestess of Lleira came through on a tour, nobody was sorry when the superior-acting 15 year old fell in love with her and followed her away. Travelled with the Lleiran, who viewed him with mild amusement, until her death at the hands of bandits. Duskweep followed them to their camp, and using his mother's herbalism, found Nightshade berries and put them in the bandit's stew, then slew the rest by stealth. Discovered he was pretty good at it. Found his way to the streets of Waterdeep's Dock Ward, and joined the Thieve's Guild. He made his living by a combination of killing and conning people with riddles, the first career eventually panning out into bounty hunting, just before the fledgling guild was destroyed and absorbed into the Eye's organization. Took ticket on a member of an adventuring group, but while stalking her, fell in love again, and ended up joining. The group was called the Men with No Name, and consisted of Allyr, the enchantress who was to be his victim; Hob, a Peasent Hero fighter; Aurelias, a priest of Mask; Somersby Longdagger, a halfling Swashbuckler thief; and Cherilmar of Asbravn, a ranger. Adventured with them until all perished in an encounter with a pyrolisk, which Duskweep managed to charm (it remains charmed to this day) from a scroll. Adventured with various groups from then on, several times going it alone, as in the case of his exploration of a haunted island where from he acquired much of his magic. Encountered a sorceress who had found the key to immortality, and agreed to take care of her intelligent telepathic tiger companion when she died. Saved a surly psionist from death at the hands of a rival employing an assassin with trained intellect devourers. Became known on the Sword Coast as a ruthless Armsmaster (one who puts together, funds and leads adventurers for a specific purpose), hiring and firing quickly and sending many foot soldiers to their doom in the sack of the dwarven mines at Cerr Bryr. While fleeing undead dwarves determined to keep him out, ran afoul of a lock lurker and managed to charm it. One of it's descendants remain with him, guarding his purse. Traced down and found the crypt of a Harper wizard of great power, battled the lich it had become, and from it recovered several potion formulae and magic items. Returned several items he had no use for to the Harpers in Shadowdale, and upon returning to the road, was set upon by several Harpers from Berdusk who thought he should return the remainder. Duskweep endeavored to convince them otherwise, and several deaths resulted. Accepted a mission to get a man's family out of the Ruins of Zhentil Keep, where they were held in dominated servitude by a Zhentling mage. Killed the mage and his servants and apprentices and caused the destruction of his home with a necklace of missiles. Wandered the South, is still sought after by several Dambraii for slaughtering several underlings (and their horses) with a fireball, when they tried to kill off a family of winged cats. Encountered the machinations of the illithilich Craniamaw, and throughout the next year, defeated several of it's schemes, many of which involved stealing powerful magical items from those who did not know they had them. Finally put together an adventuring group and followed it and it's servant creatures to Myth Drannor, where Craniamaw was trying to break into a crypt guarded by Yelhirae, a baelnorn of exceptional power, to 112

gain the spellbooks he'd discovered were hidden there. The encounter, with the baelnorn and Duskweep's group one on one side and Craniamaw and his henchdemons and servant illithids, left only Yelhirae and Duskweep standing after the baelnorn threw a delayed blast fireball. Duskweep went back to the illithilich's lair and cleaned it out, taking the creature's spellbooks and destroying the notes of the baelnorn's tomb. The friendship continues to this day, and Duskweep has several times returned to hide from enemies.

Eltarriss Sonofisher

Bard [kit:Whistler] 18th

Hairfoot Halfling Male

Heropsychodreamer of Lurien

STR 12 , DEX 19 , CON 16 , INT 18 , WIS 13 , CHA 18 , COM , PER

AC -1, hp 52, MV 9, MR

AL CN, Age 25, Height 3'6", Weight 62 lbs

Skin , Hair Brown, Beard

Eyes Varies(Change with mood), Vision Normal, Wealth 500,000 gp

Eltar is a normal, nondescript-looking halfling, but he is a little on the looney side. His reason for living is summed up in the following phrase: " Leap, do not look for the spring is death." Every time that he comes to a situation that calls for some extraordinary feat he forgets what his name actually is. The following is a list of names that he remembers: Pip, Gondegal, Ovo, Frodo, Bilbo, Lotho, Smeagol, Ralph, Edward, Eddie, and Skeeter.

Weapons

Dagger, Pebbles-proficient

Spell casting

Counterspell tunes only

Special abilities

PP-80%, MS-80%, HS-80%, DN-70%, CW-90%, Read Languages-50%, Backstab-*3.

Possessions

Has just about everything listed in the PHB.

Magical Items

Bag of Holding, Amulet of the Planes, Ring of Projection, Ring of Protection+4/+2, Cloak of Protection+3.

Notes and History

Very little is known about Eltar. He just seems to show up when the party is in dire need of help or comedy relief.

Esmeriadnor Lefollet

Bard [Jongleur] 4th

Halfling (Pale) female

STR 8 , DEX 17 , CON 15 , INT 13 , WIS 8 , CHA 15 ,COM , PER

AC 4, hp 22, MV 6, MR 0

AL CN, Age 38, Height 1m18, Weight 60 lbs

Skin white, Hair Red-blond, Beard N/A

Eyes Brown, Vision normal, Wealth 44.2 gp

Esmeriadnor is a cute young halfling girl who likes singing, smoking, good food, and Patrick, her pony. She cannot keep her mouth shut when there's a good joke to make, has a real phobia for mages, and is also slightly mad. When she's not adventuring, she wears a bright blue and green tutu, and sings limericks.

Weapons

Throwing daggers, Whip, Stick.

Non-Weapons Proficiencies

Juggling, Jumping, Tightrope walking, Tumbling, Spellcraft, Luth, Cooking, Pony training, Halfling, Elven, Common.

Spell casting

None, but has learned to resist 7 (she can go up to 9) first-level mage spells.

Special abilities

PP 70%, DN 40%, CW 50%, RL 0%, Standard abilities of her kind.

Possessions

6 daggers, Whip, Luth, Pipe & good tobacco, Rare spices, Perfume, Soap, Cooking pans, Blankets, 15m-long silk rope, 2l of good wine, Clothes, Spectacle clothes (tutu!), Leather studded armor, Patrick the pony (who now knows how to 'ask' for money at the end of the spectacle).

Notes and History

Esmeriadnor was born in a family of carpet makers, which wasn't of great interest for her. Using her natural abilities for tumbling and singing, she soon became a bard, and left home for the lights of Ten'Rau, where she became quite well-known. After a strange adventure involving two dragons (kinda playing checks) and a strange labyrinth, she 'made friends' with Opale, a female samurai who was in her team during the dragons' challenge. She also was temporarily turned into a donkey when she picked the pockets of a ~#{[[@ grey elf mage (PC) who happened to be a friend of Mimin (aka Elminster). She's now back to Ten'Rau (thanks Brandobaris!) and is planing a representation with Opale and Patrick the pony.

Evan de Lyon

Bard 10th Human male

A Member of the Adventuring party Hereos of Bloody Dawn

STR 13 , DEX 17 , CON 9 , INT 14 , WIS 13 , CHA 17, COM , PER

AC -1, hp 42, MV 11, MR 0

AL CG, Age 22, Height 5'11', Weight 157 lbs

Skin White, Hair Brown, Beard None Eyes Green, Vision Normal, Wealth 7,195 gp

A young bard with a zest for life in his eyes. Never seen without his harp or his friends

Weapons

Short Sword +1/+2 vs ghouls; x2 damage to ghouls; detect ghouls in 50 foot radius; immune to paralyzation. Specialize in short sword Long Sword-standard; proficient Dagger (2)-Standard; proficient Long Bow-Standard, use only flight arrows; proficient One weapon Fighting style; proficient.

Non-Weapons Proficiencies

Riding, land-based-1 proficiency Musical Instrument(harp)-3Proficiencies Appraising- 1 proficiency Reading/writing- 1 proficiency Tumbling-1 proficiency Singing- 1 proficiency Local History- 1 proficiency Blind-fighting- 2 Proficiencies Etiquette- 1 proficiency.

Spell casting

Effective casting level=4 Spells- grease, spiderclimb, colorspray, freezing hands, maggic missile, mirror Image, Web, Alter Self, Evan's minute meteorss (same as Melf's), polymorph self.

Special abilities

CW :80% DN:60% Pick Pockets:60% RL:35%

Possessions

Leather armor, chain mail armor, 50' rope, Harp.

Magical Items

Ring of Protection +4, +2 to sv; 3 potions of anti-vermin; Harp of Building; griddle of Hill giant strength.

Notes and History

Evan de Lyon grew up in a small town of Selourne. He was the son of a merchant, and had an easy up bringing. he worked at the local ale house before he and his friends set off. Evan has adventured with his friends for some time. As they investigating the tomb of a vampire lord, Evan was possessed. He left the tomb and has not been seen yet. But he is not fully dead yet because he has left songs behind; here our there names: Pallor of Darkness, Twist of Fate, Haunted Halls, Tree of Life, The Battle of the Bloody Dawn, Streets of Cayl, The House of Nieder, Wrrm's Wrath, Dragon's Wrath. I will not give any words to these songs because I don't have words to any of them, and even if I did, I doubt any sane person would like to hear them. I would like say that my travels with Amergin, Arcamine, and Adamane have been the best adventures in my role playing career. Also, a personnal thanks to Josh for having so over to his house, and letting us mess it up and talk bad about his fiancée. Even though you are old, don't stop writing adventures!

Gailynn Moonglamear

Bard (Loremaster) 12th

High Elf female

STR 17, DEX 19, CON 15, INT 18, WIS 17, CHA 18, COM 20, PER

AC 6, hp 60, MV , MR

AL LG, Age 144, Height 5'5", Weight 117 lbs

Skin White, Hair Coal Black, Beard - Eyes Light Purple, Vision Infra 90ft, Wealth She dosen't care

She's a very attractive young lady, trying to hide her Elven attributes from the human's eyes. Always dressing in white silk, a white lute in her back and a white bag containing all her belongings. Innocent faced and angelous voice. Smiles a lot, very kind and tender with everyone.

Weapons

Blow gun (her favorite), Long Bow, Long Sword, Daggers, Quaterstaff.

Non-Weapons Proficiencies

Ancient history, Local history, Ancient languages (Elf, Human, Dwarf), Singing, Musical Instrument (Lute and soprano recorder), Heraldry, Etiquette.

Spell casting

Cast as a 13th level Bard.

Special abilities

Telepathic link with her twin brother (and with anyone possessing the thelepathic skill). Cw 60%, DN 80%, PP 80%, RL 95%. Loremaster's abilities. Normal Elves Abilities.

Possessions

Clothes (all in white silk), 40 poisoned blowgun darts (10 pts of dammage is save vs poison failed), white lute, golden soprano recorder, white sack, several empty pouches, parchemin (10 sheets), ink and writing feathers.

Magical Items

Dust of dryness (enough for ten uses), Potion of healing, Chimes of Hungriness (which she never used), Spell Book.

Notes and History

At 104 years old, Gaelynn and her twin brother, Galadriel (yep, a guy), were "thrown out" of Evermeet (The elven Island in Forgotten Realms) because of a prophecy. They walked through the realms until they found a little town in which they met a party of adventurers planning to go to Myth Drannor's ruins. Gaelynn joined them for the pleasure of learning what's in Myth Drannor, and her brother (a blade, kit of bard) followed to protect her. Before leaving, they met a Half-Elf who fell in love with Gaelynn and followed them. She also fell in love with him when his ghost (yep, he died) saved the party from their worst enemy. Later on, he resurrected, then died again, then lived again, then finally died (don't try to understand, it's a long story, post me for the details) Then she learned that her lover was in fact an avatar and did anything to be worthy of his love.

Jaroon Silversong

Bard/Fighter – 16th /17th Half-Elf Male

Lord Jaroon

STR 15 , DEX 12 , CON 18 , INT 17 , WIS 9 , CHA 18 , COM , PER

AC -10, hp 113, MV , MR AL Neutral Evil, Age 23, Height 6'1, Weight 210 lbs

Skin Dark, Hair Brown, Beard N/A Eyes Brown, Vision Standard Elf Vision Mods, Wealth 317,365 gp

A weak looking person when first encountered, this is probably one of the most dangerous fighters your characters are to meet in (demi)human terms. This is due to the amount of magic items he has accumulated in his past. Please note his style of combat, the first round of combat, he MUST spend it beginning to juggle his 5 (or less) axes. Should he be hit between then and his second action, he must make a proficiency check with a +4 bonus due to his Advanced Juggling Proficiency. When it is his turn to go, he IS able to throw all 5 axes at the same time and same round, however he then must skip his next turn, otherwise the standard attacks per turn applies.

Weapons

Proficiencies : Hand Axe (Sp) (Any other specialization needed)

Weapons

Axe of Hurling +1, Axe of Hurling +2, Axe of Hurling +3, Axe of Hurling +4, Axe of Hurling +5.

Non-Weapons Proficiencies

Juggling, Juggling Advanced, Juggling Combat (Most important proficiency), Two Weapon Combat, Ambidexterity, Riding (Land) - Riding Horse, Riding (Air) - Carpet, Dancing, Brewing - Draconian Ale, Spellcasting, Weaponsmithing, Lyre, Drums, Flute.

Spell casting

(Spells can be whatever the DM desires)

Special abilities

All Bard Abilities = 95%.

Possessions

(Anything the DM deem appropriate)

Magical Items

Ring of Regeneration, Flying Carpet (4 People), Necklace of Adeptation, Ring of Vampiric Regeneration, Girdle of Giant Strength (Frost), Deck of Many Things, Periapt of Wound Closure, Ring of Spell Turning, Ring of Elemental Command (Air), Ring of Elemental Command (Fire), Eyes of Charming, Hat of Disguise, Cloak of the Bat Ring of Elemental Command (Water) Bracers of Defence AC 2, Ring of Protection +6, Gauntlets of Ogre Power, Ring of Elemental Command (Earth).

Notes and History

This character was PC till he turned, well, as you can see, too powerful for any game. Since I did not have the honor of playing him, I do not know his history, and do not want to disgrace him by making a false one up, if anyone knows his history, please e-mail me.

Kalimar the Silver

Bard 4th /Song Mage 2nd Human male
Harper, Defender of Goldenfields

STR 14 , DEX 11 , CON 10 , INT 14 , WIS 7 , CHA 15, COM , PER

AC 6, hp 20, MV 12, MR AL CG, Age 22, Height 5'10", Weight 185 lbs

Skin Tanned, Hair Blonde, Beard None Eyes Silver, Vision Normal, Wealth 70 gp

Kalimar the Silver is a robust young man with a ready grin and a thirst for adventure. He always wears clothing that brings attention to his nearly white hair and his startling silver eyes. He is always willing to put on an impromptu performance, one never knows who is in the audience.

Weapons

Quarterstaff Darts

Non-Weapons Proficiencies

Musical Instruments Singing Reading/Writing Spellcraft Ancient History:Music of the Elves Etiquette
Tumbling Voice Imitation Local History:Amphail and area

Spell casting

Level 2 Song mage. Kalimar can cast 3 1st level spells of the school of song. He specializes in the effects of charm and illusion.

Special abilities

Pick Locks 20% CW 60% DN 50% PP 20% RL 20%

Possessions

Several suits of fine clothing in colors that highlight his features Lute and spare strings Music/spell books and parchment scrolls for composing 9 darts Metal Quarterstaff (Deals 1d6+1 damage) Signet ring (Musical note with eagle wings)

Magical Items

Mask of Illusion: A mask of silver that possesses stylized features and lacks eye and mouth holes. Through some unknown enchantment the wearer can both see and speak as normal through the mask. Three times each day, the wearer can will the mask to assume the appearance of anyone the wearer has seen. Once each month, the wearer may alter his form into any humanoid creature he has ever seen. This transformation lasts for 24 hours or until cancelled by the wearer. The wearer does not gain any of the creatures abilities, only its appearance. Lately, Kalimar has been troubled because his mask seems to draw his nightmares into the waking world. He has begun removing it in highly stressful situations not involving combat. Ring of Shielding: A magical silver ring of elvish make, the ring of shielding reduces damage from slashing and piercing Weapons by 2.

Notes and History

Kalimar has not revealed the lands of his birth, but has instead claimed the area around the village of Amphail as his new home. Here he met the wanderers who would become known as The Seekers of Justice and embarked on his career as chronicler of adventures in the North of Faerun. Kalimar was instrumental (pardon the pun) in negotiating with the Uthgardt barbarians who wished to raze Goldenfields. His magicks charmed the griffons sent by the barbarian chieftain and helped turn the tide of battle when the shamans of the tribe sent their warriors against the town. Since that day, Kalimar has competed in the annual musical

festival in Waterdeep (placing 2nd in his class), and even dared to enter the realms of Undermountain. His adventures continue...

Katrina McDonough

Bard [Kit: True] 16th

Human Female

Maestro Of The Dales

STR 15 (Mus 15/Sta 15), DEX 16 (Aim 16/Bal 16), CON 12, INT 17 (Rea 17/Kno 17), WIS 13 (Inn 13/Wil 13), CHA 18 (Lea 18/App 18), COM 20, PER 16

AC -2, hp 64, MV 12, MR AL NG, Age 32, Height 5' 8", Weight 135 lbs

Skin WHITE, Hair READ, Beard NEVER Eyes green, Vision normal, Wealth 1,675,832.13+ gp

This wandering lass of stunning beauty has worked with numerous adventuring parties over the years. Although she is 'drop dead gorgeous', she prefers to be remembered for her performances more than her looks. A virtuoso in flute and voice, she has indeed won the affection of many as a musician, playing for the 'royal' courts in Cormyr, Calimshan, and Sembia.

Weapons

(S) Short Sword, (P) Long Sword, (P) Dagger, (P) Short Bow, Two Weapon Style.

Kohan Chanuur

Bard [kit:swashbuckler] 8th

Rakasta female

The flower of Bellayne, lady of Joy, Fachankiller

STR 16, DEX 20, CON 14, INT 17, WIS 4, CHA 18, COM, PER

AC 0, hp 31, MV 12, MR AL CN, Age 21, Height 182 cm., Weight 180 lbs

Skin wonderfull, Hair dark, Beard Eyes green, Vision infra 60, Wealth 300 gp

She is the most beautifull of the rakastas and humans on the Savage Coast.

Weapons

Rapier, stiletto, main gauche, wheellock pistol, handcrossbow, bola, short sword, axe

Non-Weapons Proficiencies

Tumbling, panache, two weapon style, domingues secret passes[all to heavy], ballancing,

Special abilities

Standard rakasta and bard abilities

Possessions

Main gauche, wheellock pistol [does not function in Realms], kythara, 9 stiletos, Sambraal-a male feliquine,

Magical Items

Gauntlets of fachanpower, SCALPEL red steel rapier+2, ring of waterbreathing

Notes and History

Born on Savage Coast at Mystara, she fought the fachans, because they killed her parents. When she killed the vermillion dragon Pyre, she was teleported to the Realms. Now she will go back to Mystara, but nobody is able to transport her and her companions back [one famous mage from Shadowdale tried it but nothing happen, maybe it is a curse of Pyre]. In Realms she lives in Shadowdale in Castle Grimstead, which is now

known as "IL Ciudad el Mystara". She loves her companion-the human honourbound paladin Pedro Mendoza, but he will live in celibat.

Madrine Coral

Bard 8th , 9th Level Casting Ability

Sea Elven Female (wereshark)

STR 12, DEX 19, CON 17, INT 18, WIS 12, CHA 17, COM , PER

AC 0, hp 60, MV , MR 25

AL NE, Age 45, Height 5', Weight

Skin Very Pale, Hair Deep Black, Beard - Eyes Black with a red tint, Vision 120' infa, Wealth 10000 gp

Weapons

She is profiecient in the use of two long swords, and the light crossbow. The two long swords she's using are an Intelligent Frost Brand, and a normal Flame Tongue. She Carries with her at all time a net for catching enemies. Frost Brand Intelligence 16 Ego 17; Speaks Fire Giant, Red Dragon, Salamander Detects Evil, Magic, and shifting walls; Major Power of Levitation 1tn 3time/daily

Non-Weapons Proficiencies

Jumping, Climbing, and Running. Along with playing musical instruments, mainly the Conch Horn.

Spell casting

She has an Quasit Imp named Kriitch that raises her spell casting ability one level. She likes to memorize spells that are good for entertaining an audiance, such as illusions. She also memorizes prank spells such as Tasha's uncontrollable hideous laughter, and Irritation. She has innate spell casting abilities, which can be used once per day. These are Color Spray, Dancing Lights, Blur, Darkness 15' Radius, and Mirror Image.

Special abilities

She has thieving abilities as follows. PP of 80%, RL of 85%, DN's of 15%, CW of 20%. She's a wereshark like her mother before her. She also has a quasit familar that gives her 25% MR and regeneration of a hp per round. She has legend lore of 40%.

Possessions

She doesn't carry very much, and alot of what she does carry isn't worth mentioning. But one special position that she has aquired from her ancestors is a special suit of armor. It is made from specially treated shells, which make them as hard as steel, attached to some skin of a shark. This armor is quite valuable and very rare among the surface dwellers, and it gives her an armor class of 4. Note that she never wears this armor except on ceremonial occasions. Another item she always has on her is holy water, which I will tell why later.

Magical Items

Elven Chain Mail, a cloak of Elven Kind, an iron Horn of Valhalla, a ring of protection +1, a periapt of proof against poison +3, Scroll of Protection of undead (all), and a potion of Controlling Undead.

Notes and History

She is a Mahkwahb, a deep elf. The renegade elves of the sea elves. She is very evil as her father, the head of the black robed mages (in the deep). Unknown to all except for Madrine, her father is the one who set them upon this evil path, with the death of the speaker of the Waves, Drudarch. He came a long time ago and corrupted the sea elves into doing his evil bidding, and is a character not to be tangled with.

Madrine's mother was the head of the Order of the Shark, a special order of dark paladines, similar to the Order of Tahkisis (the Next Generation, the Dragonlance Series). She died in an assault on the Lacedons of the deep, and became an undead herself. She came back to murder all her living relatives so that they could join her, but was put to rest by Madrine's father. This is why she has such intense hatred of the undead, as well as a fear, to a phobia.

Oberon

Bard [kit:skald] 13th Human male
Biggest Liar in Sembia

STR 14 , DEX 18 , CON 12 , INT 15 , WIS 14 , CHA 17 , COM , PER

AC -4, hp 73, MV , MR AL ng, Age 36, Height 6'0", Weight 186 lbs

Skin sunburnt,cacausion, Hair red, Beard red Eyes green, Vision normal, Wealth 35,000gp

Medium Height,Spare Tire, Always belching. Oberon is your typical redneck Damarian. He has a gift for storytelling which allows him to get away with telling enormous lies. He also is quite a heavy drinker. Some believe this makes him dangerous to have in an adventuring company but his skill with many strange (but effective weapons) and his spellcasting abilities plus his knowledge of ancient lore and languages makes him quite an acceptable choice for journeys into ancient ruins.

Weapons

Glaive, short sword, battle axe , crossbow.

Non-Weapons Proficiencies

Ancient languages, ancient lore, weaponsmithing, brewing, cooking, blind-fighting, musical instrument: pipes.

Spell casting

Standard 13th level bard spellcasting abilities.

Special abilities

Legend lore:36%, CW:99%, DN:90%, PP:65%, heroic chants:war chants add +1 to morale checks.

Possessions

Flint and steel, riding horse, saddle, gallon jug of ale, 2 weeks rations(always), leather armor, short sword, battle axe, heavy crossbow, 20 quarrels, pipes.

Magical Items

Bag of holding, basin for summoning water elementals, boots of speed, boots of the north, throwing glaive+2 (ever watch Krull) returns to hand unerringly but cannot control it in mid-flight like in the movie.

Notes and History

Born in the country of Damara in the Forgotten Realms, Oberon came from a family of high standing, but all that changed when Zhengyi the Witch King invaded Damara with a horde of undead and goblinoid creatures. At the epic battle of Goliad the Witch-King saw final victory and Oberon was forced to flee Damara to survive the purge of Damarian nobility. 5-years later working as a sell-sword in Sembia. He saved a prominent Harpers life and was indoctrinated into the Order of the Harpers. Oberon is a boisterous party animal and very outspoken in the least, but that has not prevented from battling The Cult of the Dragon and their dracoliches or from thwarting the plans of the Zhentarim. Lord Manshoon has taken a particular dislike of Oberon. Also many Harpers dislike his company considering him a loud mouth braggart and troublemaker. Elminster has said Oberon will probably die soon because of his three glaring weaknesses:his overconfidence,his drinking problem or his foolhardy attack strategy's where he throws caution to wind and charges at his foes. His strengths are his great understanding of ancient history and languages,and his creative spellcasting abilities.

Onyx

Bard 9th

Human/Werejaguar Male

STR 19 , DEX 21 , CON 17 , INT 20 , WIS 16 , CHA 20, COM 18, PER 18

AC 1, hp 46, MV 12, MR AL CN, Age 23, Height 6'9", Weight 200 lbs

Skin Pale, Hair Black, Beard Black Goatee Eyes Black, Vision Normal, Wealth Misplaced

Tall Dark and Handsome!

Weapons

Whip [prof];Dirk[prof];Sickle[prof];Long sword[prof]

Non-Weapons Proficiencies

Seamanship, Blindfighting, Singing, Disguise, tightrope walking, Etiquette, Snare, Tumbling, Read & write

Spell casting

Cast as 9th lvl Mage-Favors Tasha's Uncontrollable Hideous Laughter, and Leomund's Lamentable Belaborment

Special abilities

Lycanthropy, 85% PP, 95% CW, 85% DN, 95% RL, Psionic Wild Talent:Send Thought

Possessions

Nothing worth mentioning

Magical Items

Dirk +4, Boots of striding, Murlynd's Spoon (Twice had Deck of Many Things, both now used)

Notes and History

Affairs of the heart: he came, he saw, he conquered.

Perceval Gabriel Snowraven

Bard 6th

Elf Male

STR 17 , DEX 13 , CON 10, INT 13 , WIS 10, CHA 15, COM 17, PER

AC 5, hp 30, MV 12, MR AL Lawful Good, Age 125, Height 5' 10", Weight 145 lbs

Skin Fair, Hair White, with a black forelock, Beard - Eyes Deep Blue, Vision Infra 120', Wealth 3100 gp

Percy is well built and handsome. He has noble features, and long white hair tied back, with an anomalously black forelock, which is clipped short. He wears chain mail, and a blue and white tunic over his armor. He is vocal, energetic, good-natured, and polite, if absent-minded. Percy is easily distracted by examples of beauty around him, and will often stop whatever he is doing to attempt to compose a poem to the object of his distraction, though he often has difficulty rhyming, in which case he disappointedly resorts to blank verse. He also greatly enjoys a good scholarly discussion, and is on the other hand a great romantic. Perceval is an elf of the highest moral character, and will not stand for any evil, criminal, immoral deeds of any kind. Note that he is not, however, "Lawful Stupid," and understands the values of stealth and of restraint. His large white raven is always flying or perching nearby, sometimes even resting on his shoulder.

Weapons

Long Sword (Expert), Long Bow (P).

Non-Weapons Proficiencies

Common, Elvish, Reading/Writing, Local History, Singing, Dancing, Harp, Heraldry, Etiquette, Poetry, Animal Lore, Hunting.

Spell casting

Wizard Spells : 1st/3, 2nd/2. *Spellbook*: Read Magic, Detect Magic, Cantrip, Comprehend Languages, Wizard Mark, Change Self, Charm Person, Fist of Stone, Metamorphose Liquids, Chromatic Orb2nd: Protection From Cantrips, Wizard Lock, Improved Phantasmal Force, Alter Self.

Special abilities

Attacks 3/2 per round with Long Sword due to ExpertiseElven Abilities: +1 to hit with sword and bow, 90% MR versus Sleep and Charm, Find Secret DoorsBard Abilities: Influence Reactions, Rally Allies, Counter SongThieving Skills: CW 50%, DN 55%, PP 30%, RL 55%.

Possessions

Long Sword, Short Sword, Long Bow with 12 flight and 12 sheaf arrows, Chain Mail, Elven Harp, Writing Supplies, 1 lb. Raisins, 1 lb. Soap, Signet Ring, Wineskin, Waterskin, 5 pcs. Chalk.

Notes and History

Perceval was born in the elven court in Cormanthor, in the Forgotten Realms. A natural poet, upon coming of age, Percy left home to travel the realms in search of subjects for his writing. One day, while admiring the old dwarven fountain in the village square of High Horn, he happened to notice the human ranger Faelan, and was transfixed by her striking appearance. Upon striking a conversation with her, he was soon offered employment by her companion, the mage Gavin of Abatuere, as a guide. Lacking in money, Perceval quickly signed on, and later learned that they originated in the realm of Cerilia (Birthright) and were drawn into the realms by the goddess Mystra as part of a complex design to prevent the breaking down of the inter-planar barriers. Perceval has been travelling with the two, as well as the mage's servant, the Grey Elven priets, Darius of Azuth, and the party's "acquisitions specialist," the gypsy thief Esmarelda, acting as a general factotum. Percy's travels have most recently led him to the jungles of Chult, where his employers seek the strange and rare magics possessed by the natives, and he himself, as always, searches for new subject matter for his literary efforts.

The Magnificent Pyraties El'coania

Bard 8th Human male

STR 8 , DEX 12 , CON 7 , INT 16 , WIS 7 , CHA 16(18) , COM , PER

AC 6, hp 38, MV 12, MR 0 AL NG, Age 22, Height 5'4", Weight 162 lbs

Skin Pale, Hair Blond-Gold, Beard Trimmed Blond Eyes Blue, Vision Normal, Wealth 3000 gp

On the short side for a human, but Pyraties is all charms and smiles, able to dazzle any with his looks and words. Dresses in rich and expensive clothing, and also has an elaborately decorated lute with him.

Weapons

Quality Steel Longsword (P), Hand Crossbow (P), Dagger (P), Quarterstaff (P).

Non-Weapons Proficiencies

Singing (16/18)- a beautiful singer, one of the best in the land, Lute Playing (11) - Decent, but luckily he has a good voice, Anc. History - Pirates (15) - Source of many a ballad, Artistic Ability - Composition (7) - Who has time to write ballads anyway?, Read/Write (17), Dancing (12), Etiquette(16/18), Local History (16/18), Heraldry(15), Riding - L Based (10), Religion (7), Engineering (13).

Spell casting

Can cast 3 1st, 3 2nd and 1 3rd level Wizards spells a day. *Spell book contains :*

Cantrip, Change Self, Read Magic, Magic Missile, Charm Person, Sleep, Friends, Taunt, Spook, Armour (all 1st), Mirror Image, Continual Light, Flaming Sphere, Scare (all 2nd) Leomund's Tiny hut and Tongues (3rd).

Special abilities

Pyraties has the following Bard abilities - CW 70%, DN 35%, PP 25% and RL 80%, as well as the influence adjustments and item knowledge skill common to all Bards.

Possessions

Riding Horse with fancy riding gear. Fancy lute, and spare lute. Fancy Hand crossbow and fancy bolt case. Fancy Longsword. Fine quality clothes, including silk jacket. Parchment and ink. Adventures gear.

Magical Items

Lyre of Building, ring of Beauty (+2 to Cha - paid 12000 gp for it to get off another PC), wand of fire (79 charges), robe of AC 6, rat Charm (Charms rats, like the name implies. Should play a pipe instead of a lute), book of freaks.

Notes and History

Pyraties El'coania 'The Golden' is, in the words of another member of the party, a 'pretentious git'. He prefers not to get involved in the dirty work, and is quite happy to tag along, playing his lute quietly, minding his own business, and not getting dirty. Handsome and charming, he found the bard's way of life appealing, whereas his younger brother took up as a swashbuckler, and witty and elegant duo. Unfortunately his brother, and most of the party with him died at the hands of a pirate raid at sea, leaving a wall full of dead about them...Pyraties has been in a number of scaps, always able to come out alive and usually on top. His most memorable feat was slaying a wanted fighter and his mage follower by himself, after the pair fought and almost killed a fighter and thief who had attempted to capture them. He was quite proud of this, and even composed a ballad of the event to spread around...

Sasha Goldenhair

Bard [True-Bard] 8th Human, Female

In love with Seiron, Slayeress of Bathezu

STR 16 , DEX 17 , CON 17 , INT 16 , WIS 14 , CHA 16, COM 16, PER

AC 1/3, hp 51, MV 12, MR 0

AL NG, Age 21, Height 5'8", Weight 138 lbs

Skin Beige, Hair Goldenblond, Beard n/a

Eyes Green, Vision Normal, Wealth 20500 gp

A beautiful looking bard who dresses in expensive clothes (600gp) and moves with elegance on the town squares. She has a very nice hair and her body is wellshaped for seduction. She is a little foolish and a little like a young teenager when she has fun. Loves to play music and sing for her friends.

Weapons

Rapier (prof), Shortbow (prof), Dagger (prof), Longsword (prof).

Non-Weapons Proficiencies

Dancing, Singing, Play Instruments (2 slots), Etiquette, Local History, Spellcraft, Artistic Ability (composing), Riding, 1-handed Weapon style.

Spell casting

Effective Casting Level 0 3. 1st Level 3. 2nd Level 3. 3rd Level 1.

Special abilities

Legend Lore 40%, RL 45%, PP 80%, CW 50%, DN 60%.

Possessions

Weapons, Backpack, Normal Clothing, Adventure Equipment, Silvernecklace with Topaz, Hairband , of silver, Cloak of Black silk with silvery stripes in it, Lavendellblue silkjacket, Silvershoes, Special-Made Shortbow.

Magical Items

Leather-Armor +2, Travelling-Spellbook (Full).

Notes and History

Sasha joined her friends in The Company of the Singing Sword at level 2. The first thing she did was to open a chest in a dungeon they were in. The chest was trapped with a Death-Cloud spell, but Sasha made the save and was not killed the first thing she did (lucky me). Some levels later a member in the party were killed by a Fireball and Zeiron the Helm-Paladin joined the group in his place. Sasha falled in love with Zeiron at first sight, but has not yet made any move to get married with him. This is largely because we are on a quest for his God Helm. I think this quest will lead to that he will get his Holy sword and his Holy armor. The quest got a little delayed when Zeiron got his left arm cut of by some monster, and Gwyn a fighter in the same party got the name SLAVE tattued on her chest by Drow-elves. Our search for a priest with the Regeneration spell has for the moment got us to the town of Sasispur in Tethyr. Sasha's and the others hometowns are Waterdeep and Silverymoon in the North, so the quest has lead us all a long way from home and Sasha has her thinkings of entering down to the first levels of Undermountain and she know that some other partymembers think likewise. Sasha is in love with the party-paladin Seiron since the first time she saw him. She and her friends are currently on the paladins quest for his Holy sword and Holy armor. At the end they shall probably fight against a Demon of some kind. The party are at the moment on the journey to Khalimshan to get some reference on the location where an Anti-Paladin shall have his fortress, this paladin is the one who has Seiron's Holy sword and Holy armor. The other Partymembers of The Company of the Singing Sword are: Gwyn, Fighter (7) Seiron, Helm-Paladin (7) Ralph, Tempus-Cleric (8) Eron, Envoker (8) Marco, Mage (7) Corin, Fighter-Thief (6/7).

Slainthe Merrillin

Bard 7th Human male

STR 13, DEX 18, CON 12, INT 15, WIS 8, CHA 17, COM , PER

AC 2, hp 24, MV 12, MR AL N, Age 21, Height 5'6", Weight 69 Kg

Skin Fair, Hair Black, Beard cleanshaved Eyes Green, Vision Normal, Wealth 2000 Gp

Weapons

He's proficient with longswords, Glaive guisarmes and longbows His favourite weapon is 'Fleshbiter', a magical +1 longsword, which he inherited from his father. Slainthe's got the habit of calling it after whatever he's fighting i.e. against Skeletons its name sudenly becomes 'Bonebiter' and against dragons it's called 'Wyrm-biter' etc.

Non-Weapons Proficiencies

Slainthe speaks Common. His non-weapon profs are: juggling 17, tumbling 18, disguise 16, artistic ability (poetry) 8, gaming 17, ventriloquism 13, musical instrument (lute/flute) 17.

Spell casting

Spellcasting: 3 / 1 lvl, 2 / 2 lvl, 1 / 3 lvl.

First lvl: cantrip charm person detect magic read magic magic missile wall of fog enlarge audible glammer phantasmal force find familiar

Second lvl: cont.light flaming sphere imp.phantasmal force invisibility pyrotechnics web lightning strike (from a Dragon article)

Third lvl: flame arrow

Special abilities

Influence reactions: -1/+1 /3 lvls

Inspire people through poetry/music: +1 to hit or +1 to save or +2 to morale Immune from magic song/poetry based spells while reciting/playing music Local history. Read/write local tongue, 5% per lvl chance to indentify magic items

Possessions

Slainthe's got the following items on him: fine fur cloak,swordscabbard,lute,embroidered tunic,soft leather boots, belt,electrum dagger scab.backpack,belt pouch,bandages,hooded lantern,lamp oil,scrollcase,pottery book,pen,ink,juggling balls,soft hemp rope (20 feet) blanket,flint+steel,silver inlaid flute on a silver chain,golden flute,ring with a black opal.

Magical Items

Slainthe's got a charm of control undead,Gulp the singing cup (a talking cup that is hard to shut up,but quite funny), a brooch of Emor with command word "globe",which protects the wearer just like a minor globe of invulnerability for 10 rounds,bracers of AC 6,2 not yet indentified potions and his magic tome bound in leopard skin and he wears an golden earring which shows the wearers alignment trough the color of the saphire set in it, in Slainthe case it's brown.

Notes and History

Slainthe is a good looking fellow,and he know's it. He's very idle and always wears beautifull and expensive clothes. That's why he's very populair by women. He's every bit of a preformer,always taking opportunity to preform his music and poetry during which he uses a lot of magic to impress the people. Slainthe was born in Cormyr. His mother died at birth,and his father Ashure,also a Bard,wasn't much at home,so his aunt raised him like the son she never had. Young Slainthe was fascinated by stories about heroes,dragons and wizards, and his great dream was to become a famous hero to. So when he was old enough he left his elderly home in search for adventure. Things didn't quite turn out the way he hoped. When adventuring with his party they where taken to the Demi-plane of Dread,also known to some as Ravenloft. Here Slainthe experienced many horrible things,and his psyche was almost broken. He came out of that plane alive,but changed:many times his escape was alcohol. Right now he's adventuring again in the forgotten realms,in a not yet discovered continent called Tyr.

Snikle Wiffleberry

Bard 7th Halfling male
Haginfock (dwarf slayer)

STR 15 , DEX 18 , CON 13 , INT 16 , WIS 13 , CHA 17, COM , PER

AC , hp , MV , MR AL , Age , Height , Weight lbs

Skin , Hair , Beard Eyes , Vision , Wealth gp

Weapons

Snikle is a wild little fella who loves to entertain and party. He developed a (semi-)hatred for dwarves after one stiffed him on a voyage and left him penniless (thus, the name Haginfock). He learned to play the magical sounding bagpipes (specially fitted for his small size) and now tours the realms gaining fame and happiness as he spends nearly every gp he earns on the next party. DM's Note- I know you can't have a halfling bard, they have to be one of those stupid whistlers, but on a whim I created this little guy and he's stuck with my core gaming group since. I love 'im.

Non-Weapons Proficiencies

Bag-pipes Animal handling (his donkey Lokiton) Brewing Cooking Singing Hand drums Mandolin

Spell casting

Mostly minor cantrips that enable him to annoy people to generate an interesting outcome (belch, trip, hair growth, smell, etc.)

Possessions

Iron cobra's skull used as a helmet (only in extreme combat situations.)

Xandre Ashberry

Bard 7th [kit: true bard] Half-elf female

Lady Ashberry

STR 13 , DEX 18 , CON 16 , INT 15 , WIS 12 , CHA 15, COM good, PER

AC -2, hp 34, MV 12, MR 30

AL NG, Age 37, Height 5'8", Weight 110 lbs

Skin very fair, Hair blond, Beard none

Eyes Sea Blue-purple, Vision Infra, Wealth 50 plp 0 gp

Xandre with her Light blond hair and blue-purple eyes looks to both elves and humans as a elf, no one would guess she was half-elven.

Weapons

Saber (sp), Short bow (p), Dagger (p) and magic

Non-Weapons Proficiencies

Reading/writing elven, picalow (music), singing, History (elf), herbolism, healing, blind fighting, Armorer, Bowyer/flecher, swimming, spellcraft, (lang) common, drow sign, dwarven, goblin.

Spell casting

12 first level wisard spells, 6 second, 2 third, 6 bonus (by items)

Special abilities

True Bard abilities, half-elven abilities, Move silantly +5, 30%, resistances to sleep and charm spells.

Possessions

Cloak, gloves, soft boots, tunic, belt, flint & steel, whetstone, belt pouches, backpack, knife sherth, stone Hightingale braslet, silver picalow flute, quiver of Ehonna, ring of Invisibilty g. of org power, ring of shocking grasp, ring of shooting stars, P. of healing.

Magical Items

Quiver of Ehlonna, ring of invisibility, g. of org power, ring of shocking grasp, ring of shooting stars, p. of Healing.

Notes and History

Xandre's mother was a Elven Bard and father a human Armorer. She lived her child life with the elves. Her father lived with the elves and teached her about armorer. When she left the village her father gave her Elven Chain +1q and from her mother the ring of Invisibility. Spends her time now adverturing with new found friends.

Zanara Heartslasher

Bard [kit: Blade] 15th

Drow female

Mistress of Cyric

STR 18/76 , DEX 18 , CON 6 , INT 18 , WIS 18 , CHA 18, COM , PER

AC 1, hp 55, MV 12, MR 80

AL CE, Age 35, Height 5'8, Weight dunno lbs

Skin ebony, Hair white, Beard none

Eyes black, Vision 6'0, Wealth Cyric's favor gp

Zanara is a beautiful and sensual female drow.

Weapons

One non-magical sword and a non-magical scimitar. proficiency level: proficient

Non-Weapons Proficiencies

Ignored

Spell casting

Ignored

Special abilities

+2 attack and +4 damage, regenerates 3 points per round, can assume gaseous form, use spider climb, summon minor creatures, uses two Weapons with only a -2 penalty on the second and makes a called shot at -1.

Possessions

Cloak of the bat

Notes and History

Zanara is a drow female who had been one of my main characters' nemesis. Twice was she slain by him, the last time, she was favored by Cyric, who took her to his dark realm. He liked her and he thought she had the spirit to be his servant. Planning the other god's downfall, Cyric turned Zanara into his servant. She became a powerful vampire, a favorite of Cyric, whose agenda is, besides serving her master, to utterly destroy my main PC and his friends.

THIEVES

Aarilyn

Thief 4th

Human female

Shadow of Espar

STR 14 , DEX 15, CON 12 , INT 10, WIS 9, CHA 16, COM, PER

AC -2, hp 43, MV n/a, MR 10

AL N, Age 22, Height 5'6", Weight 130 lbs

Skin light tan, Hair long auburn, Beard none Eyes gray-blue, Vision normal, Wealth 375 gp

Carries herself with feminine grace. Flirts with men to acquire meals, items, ect. Enchanting beauty and scant clothing makes her popular with menfolk. Elven hinting in facial features.

Weapons

Shortsword +2

Non-Weapons Proficiencies

Ettiquite, tracking

Special abilities

Thief abilities, backstab

Possessions

Tight-fitting and daringly revealing garments. Common hip pouch. Soft boots.

Notes and History

Aarilyn was born in Espar and she left her drunken father at the age of 14. She was left to the streets, where she found her natural beauty and shapely figure made her desired by men and used it to her advantage. Almost regularly she visits taverns, where she finds a wealthy man and returns to his home. She will wake in the morning and make off with many valuable goods. Upon one occasion she was caught and later released because she was only 17. Since she has continued her promiscuous style of thieving and hopes to one day travel beyond the small kingdom of her birth.

Alaysia

Thief 3rd

Elf female

Former Protector of Ysaebel Village

STR 5, DEX 19, CON 16, INT 17, WIS 12, CHA 18, COM 17, PER

AC 4, hp 19, MV , MR AL CN, Age 113, Height 4'7", Weight 74 lbs

Skin white, Hair blonde, Beard - Eyes green, Vision Infra (60'), Wealth 620 gp

Very beautiful and charismatic young elf. Uses her charm and good looks to seduce unwary young nobles, then robs them blind. She'll run from any true fight she gets in, unless she can place a well timed kick to the groin or throw blinding powder in her opponets eyes. Then she usually gets in a cheap shot before running away. She loves jewels, and will never pass up any ability to steal them if available.

Weapons

Shortsword (p), Short Bow (p)

Non-Weapons Proficiencies

Disguise, tumbling, tightrope walking, riding (land/based), rope use, gambling, appraisal, reading/writing.

Special abilities

PP : 40, OL : 40, F/RT : 40, MS : 45, HS : 45, DN : 40, CW : 75, RL : 15.

Possessions

Backpack, 100 ft silk rope, Small locked, bowl full of gems and jewelry, a few extremely expensive gowns
Dagger, quill, pen, Ink, Papyrus.

Notes and History

Sister of the somewhat famous elf, Greenie. They were separated a few years ago and she has been wondering from adventuring party to adventuring party, taking what she likes, and participating in a few quests. Although she never fights enemies up close, she will back away and rain arrows on her foes. Although she lives a pretty easy life, she does wish to be back with her brother soon, robbing the foolish people of the world, just like the old days. About a month ago, she was wandering around with a party of adventurers, when they came upon the village of Ysaebel. The village people were being harassed and beaten by a particularly evil group of warriors, who served some king bent on taking over the countryside. While other members of the party went to investigate a cave in the west, she and a half-giant stayed behind to rest. Events with the evil warriors occurred, and the half-giant cornered the leader of the warriors in an empty tavern. Alaysia tied up the warrior after he had been badly beaten by the half-giant, and killed him. The warrior cursed the town with the threat of invasion by an army of the undead. The people surrounded Alaysia and made her protector of the town for killing the warrior's leader. After a few days of easy living, the undead army attacked and Alaysia ran from town as fast as she could, leaving the townspeople to fight for themselves. Her excuse? "Well if they were stupid enough to trust me in the first place, they deserved that."

Annicus

Thief 6th Half-elf male

STR 13 , DEX 17 , CON 10 , INT 18 , WIS 10 , CHA 17 , COM , PER

AC 1, hp 27, MV 12, MR AL CG, Age 12, Height 4' 3", Weight 86 lbs

Skin White, Hair Blond, Beard- Eyes Green, Vision Infraavision (30'), Wealth 13000 gp

Weapons

Dagger, Sling, Short Bow, Hand Crossbow (non-proficient).

Non-Weapons Proficiencies

Musical Instrument: Lute, Lyre, Flute, Violin, Psaltry, Harp (13), Juggling (11), Appraising (13), Dancing (15), Swimming (9), Knows language of Common (C, L).

Special abilities

Thief Skills: F/RT: 55%, DN: 15%, Escape Bonds: 65%, Scroll Use: 30%, HS 80%, MS: 80%, CW: 70%, Backstab *3, Detect Secret Doors, 30% Sleep/Charm Resistance, Stealth Bonus, Deefence Bonus +2, Glibness, Light Sleeper, Music Talent: Instrumental.

Possessions

Clothes, Short Bow, Sling, Flute, Psaltry, 5 Sling Bullets, large purse, 5 wooden balls, 5 books of sheet music, Dagger, Quiver w/12 flight arrows, Cleaning supplies, Flint & steel, 20' Silk Cord.

Notes and History

Not much is known. At age 8, was saved by the bard Brandy (exhibitionist). Recently, was captured by a group of rowing bandits, who were themselves captured and eaten by the minotaur Sargerass. Annicus has managed to escape with Brandy, and have fallen in with a good party presently heading to stop the Thayvain plot to burn the world.

Archemedes

Thief 4th Gnome, male

STR 10, DEX 17, CON 16, INT 17, WIS 11, CHA 16, COM , PER

AC 7, hp 29, MV 6, MR AL N/G, Age 20, Height 3'5", Weight 85 lbs

Skin tanned and weathered, Hair white, Beard white Eyes black, Vision Infra 60 ft, Wealth 60 gp

Normal sized with big grin on his face constantly. No one knows why.

Weapons

Shortsword (P), dagger (P), sling (P).

Non-Weapons Proficiencies

Ventriloquism Voice Mimicry Tumbling Juggling.

Special abilities

Backstab X 2, PP 40, OL 80, F/RT 80, MS 40, HS 35, DN 35, CW 45, RL 0.

Possessions

Tunic breeches boots rope 60ft. compass (he made) backpack thieves pick gem cutting tools

Notes and History

He is from Taladas on the world of Krynn, but is being played in a made up generic world. His greatest accomplishment is the defeat of an evil witch and her broomstick of striking. He did this with a pot cover and a burning log.

Arken Shadowcloak

Assassin 7th Human
Slayer of Horses

STR 12 , DEX 15 , CON 12 , INT 14 , WIS 13 , CHA 14 , COM , PER

AC 5, hp 36, MV 12, MR 0 AL CN, Age 21, Height 05'11", Weight 160 lbs

Skin white, Hair Black, Beard none Eyes brown, Vision normal, Wealth 360 gp

Average size person. Dressed in black pretends to be a Swashbuckler. And looks the part by dressing foppishly.

Weapons

Rapier Sabre Dagger Blowgun

Non-Weapons Proficiencies

Disguise tumbling herbalism blind fighting heraldry fishing

Special abilities

Pp:30% F/RT:35% MS:75% HS:80% HN: 40% RL:0%. Backstab Assassination: 50%

Possessions

Large assortment of poisons types a through e 100ft silk rope dark lantern backpack continual light rock antidotes for poison grappling hook black silk clothes

Magical Items

Dagger of venom dagger+3

Notes and History

Born to a simple family in Waterdeep was transported to Shu Lung as a merchant. Best known for killing the horses of people who attempted to capture a friend of his who escaped prison.

Asinius The Demented

Thief 15th Human Male

King of random acts of senseless violence, Beater of peasants

STR 13, DEX 18, CON 16, INT 14, WIS 12, CHA 15, COM -, PER -

AC -2, hp 52, MV 12, MR - AL CE, Age 29, Height 5'9", Weight 150 lbs

Skin white, Hair green, Beard - Eyes hazel, Vision normal, Wealth 126,000 gp

The bloodthirsty cutthroat Asinius is known and feared by all he meets, save his bigger and stronger companions. He is a lean, wiry man with a large mohawk that rises about a foot from his head. He has forest green hair, and calculating hazel eyes. He dresses in tattered black cloaks and often carries a large blunt object, such as a wooden table leg, which he uses to bash in the skulls of innocent people.

Weapons

2 Daggers +3 (p), long sword +2 (p), table leg (club) (p), short bow +1 (p).

Non-Weapons Proficiencies

Tumbling, set snares, gaming, rope use, cooking, fire-building.

Spell casting

Asinius cannot cast them.

Special abilities

Thief abilities : HS 85%, MS 85%, PP 80%, FT 70%, DN 50%, OL 75%, CW 80%, RL 20%, backstab(x 4).

Possessions

Bits of useless trinkets, tattered cloaks, 4 torches, flint and steel, human flesh cookbook, rations, 1 week, 5 wineskins.

Magical Items

2 daggers +3, longsword +2, short bow +1, bracers of defence, AC 2, gauntlets of dexterity, 3 potions of extra healing, 1 vial type E poison, 3 vials type F poison, 5 vials type D poison.

Notes and History

Asinius grew up in the dark city of Dagron, living off whatever money he could make by killing and mugging. Killing was an art he learned early in life from his father, Kamul the Hand, an assassin for hire. As soon he turned 16, he went and joined a group of adventurers. After a disagreement with them early, on he killed them all in their sleep and ate them. Then he went on a drunk rampage and killed 16 peasants with a pitchfork. That was how he developed a penchant for killing. Finally, with the help of Zinjian the Dark, the authorities brought him under control. But when they entrusted Asinius to Zinjian, Zinjian let him live under the condition that he would be Zinjian's "right hand". So Asinius fights for Zinjian knowing that if he does not, he will be hanged by the authorities.

Bartholomew Mudfoot

Thief 11th Halfling, Hairfoot (Mutant) Male

Knight of Undermountain, Emancipators of the Oppressed

STR 19 , DEX 18 , CON 15 , INT 11 , WIS 11 , CHA 8 , COM , PER

AC 1, hp 56, MV 6/18, MR 0 AL NG, Age 64, Height 3', Weight 95 lbs

Skin Olive, Hair White, Beard Sometimes Eyes Brown, Vision Normal, Wealth Indeterminate

Allright, bear with me. He has a shock of white hair that hangs to his shoulder that he usually wears in a ponytail. Normal size for a halfling, he is much stouter and lacks the typical halfling paunch. He has a more chiseled face now than he did as a halfling, but still retains much of the roundness of features. He usually dresses in dark colors, rarely wearing armor. When he is tending bar at his residence, he can be found wearing an apron that says "Kiss the Halfling" along with a pair of sandals, much to his Dwarf friends chagrin.

Weapons

Daggers. Just Daggers.

Non-Weapons Proficiencies

Alertness, Looting, Gather Int., Observation, Tumbling, Jumping, Juggling, Reading/Writing.

Special abilities

Thief Skills : pp :65%, ol :50%, frt :50%, ms :95%, hs :95%, dn :35%, cw :50%, rl :65%, x4 Backstab *Mutant Powers* : heal 2d8 hp per day, bonus to saving throws, protection from cold.

Possessions

Normal thieving equipment, Knights of Undermountain Uniform, Plethora of Daggers (innumerable), Various sacks and bags to hold loot.

Magical Items

Ring of Flight -- enables wearing to fly at 18 speed length of time dependent upon wearers Con, Blessed Dagger +2, Longtooth Dagger +2, Dagger +2 (various other daggers of same or lesser value).

Notes and History

He was born in a small halfling village in the Forgotten Realms, Corm Orp. He was taken in at an early age by a band of thieves. After honing his skills as an "expert treasure hunter", he fell into the company of Natasha, a human priestess of Selune. While witnessing a battle of avatars, he and the priestess were sucked into Ravenloft. His nerves were quite shot. He soon developed the habit of jumping at everyone's shadow (including his own). The poor little fellow traveled through many parts of Ravenloft before discovering two things that would change his life, a ring of flight, and a failed powers check. Suddenly Bart was changed into a flying hairy halfling with incredible strength. His altered appearance was a source of great shame for Bart, people suddenly reacted quite differently to him. After waylaying Adam, Bart escaped Ravenloft but was separated from Natasha for many years. The mists deposited the changed halfling in Undermountain. A party of misfits, Grumble the dwarf, Dagon the addled elven wizard, Randall the elven thief, and Caramon, elven warrior, stumbled upon our poor Bart. He was welcomed into the group, and they embarked together upon many adventures in Undermountain. During these adventures, the rag-tag party gained much fame and became known as the Knights of Undermountain, emancipators of the oppressed. The party went it's separate ways, and Bart settled down with his new wife Lana in Waterdeep. Through an act of fate, and Dagon's magic, Bart and Grumble were enveloped in the mists, only to find themselves in Falkovnia in the company of Dagon, Gredlik, a human priest of Tymora, Rob, a thief, and Talis, another elven wizard. Bart and company found Ladislav Sintesti and defeated him, thus escaping back to the Realms.

Blackblood

Thief 6th Fighter 19th Human male
Leader of the Darkheart Assassins, Nemesis of Valkaun Dain

STR 18(01) , DEX 18 , CON 18 , INT 14 , WIS 17 , CHA 15, COM , PER

AC -9, hp 126, MV 12, MR AL NE, Age 45, Height 6'5', Weight 205 lbs

Skin pale, Hair red, dyed black, Beard red Eyes grey, Vision Normal, Wealth unknown gp

An imposing presence, yet can blend into any crowd. Even though he is past his prime, Blackblood is still able bodied.

Weapons

Five throwing daggers +2, Five throwing daggers +1 (master specialization), 10 darts +1 (specialist) Short sword +2 (proficient)

Non-Weapons Proficiencies

Ambidexterity, alertness, tracking, disguise, forgery, tumbling, herbalism

Spell casting

Ring of spell storing contains Stoneskin, Dimension door, and Miscalculation.

Special abilities

Backstab x3, PP 45%, OL70%, MS85%, HS70%, DN30%, CW 100%, identify poison 100%, defense bonus +2 for no armor, poison resistance +2 saves.

Possessions

Leather vest with outer and inner knife/dart pockets, thieves tools, white doublet, false short sword scabbard compartment for poisons.

Magical Items

Jewelled armbands of defense AC1, periapt vs. poison, amulet vs. detection, brown cloak of protection +3, boots of striding and springing, ring of spell storing.

Notes and History

Not much is known about the assassin Blackblood save that he is of Northern blood, yet he lives in the warm Sultanate of Zeif or the hidden halls of the Scarlet Brotherhood. He has always been one to work for the highest bidder, thus he is trusted by neither good nor evil. The great hero Valkaun Dain has fought him on a few occasions with no clear victor, since their styles are so different. Blackblood was last seen in the sewers of Lopolla attacked by a younger assassin group.

Brandon A. Burrowwarden

Thief [kit: Investigator] 7th Halfling male

Owner and operator, B&B Detective Agency

STR 12, DEX 16, CON 13, INT 13, WIS 10, CHA 12, COM , PER

AC 8, hp 28, MV 6, MR 0 AL LN, Age 40, Height 3'8", Weight 69 lbs

Skin Very light nutmeg, Hair Brown, Beard unshaven Eyes Brown, Vision Normal, Wealth 117 gp

A relatively typical-appearing halfling male, save that he wears a leather coat that reaches the ground, a wide-brimmed hat, and a hand crossbow usually hangs from his belt. As a halfling, he cannot grow a beard, but still manages to convey the image of being unshaven, almost as though he had a five-o'clock shadow.

Weapons

Brandon is proficient with the dagger (both thrown and in melee), but prefers his fists (he is specialized in punching) or the hand crossbow that he almost always carries at his side. It should be noted that he NEVER

fires without warning. He is also proficient in the short sword but almost never uses this weapon (he doesn't even carry one).

Non-Weapons Proficiencies

Alertness, disguise, information gathering, intimidation, observation, reading/writing Common, reading/writing Halfling script. He speaks both Common and Halfling.

Special abilities

As a thief, Brandon has the usual abilities at the following levels: pp - 20%, ol - 50%, f/rt - 35%, ms - 80%, hs - 75%, dn- 60%, cw- 70%, rl- 15%, and backstabbing at +4 on the attack roll and triple damage.

As a hairfoot halfling, he gains a +1 bonus to attack rolls with thrown weapons or slings, can surprise opponents (as an elf), and gets a +3 bonus to saves versus poison, rods, staves, wands, and spells. He is empowered, by virtue of his title and the warrant that he carries at all times, to legally pursue the boundaries of any investigation into crimes committed within the city of Ravens Bluff.

Possessions

Basic criminology equipment: magnifying lens, charcoal, glass cutter, a journal, hand crossbow, 20 bolts (w/quiver), wineskin, two large belt pouches, thieves' tools, key-making set, large sack, grapple, and 50' silk rope. If expecting big trouble, he carries a short sword.

Magical Items

Two (2) well-balanced throwing daggers +3 (one kept in each boot). These items gain a +3 bonus to attacks and damage when thrown, but no bonus when used in melee. Glove and Dagger +1: This unique pair of items allows the dagger to be used remotely when the wearer has the glove on. With the glove in place, the wearer can attack with the dagger at normal THAC0 and damage (including Strength bonuses) up to 30' distant. For the first round of combat, the wearer is at -2 on attacks while he or she adapts to the odd feeling. After that, all attacks are made normally. Ring of Silver: Brandon has a unique ring that he knows little of. The last time it functioned (of its own accord), it coated his entire body in a flexible, liquid-metal silver that acted as incredible armor and allowed him to create weapons out of his arms. He does not understand or know how to use the ring, but cannot remove it. Magical Fist: Another item that Brandon knows little about. He has never managed to make this seemingly-disembodied fist do much of anything.

Notes and History

"This is the city. Every day, 10,000 people go about their daily tasks here. It's my job to protect them. My name is Burrowwarden. I carry a badge..." "Okay, so it isn't really a badge. But it is a charter, and it's signed by Lord Mayor Oliver O'Kane himself! See there? And it allows me to pursue investigations within the city limits. This is my partner, Brandywine. How can we help you today?" The B&B (Brandon and Brandywine) Detective Agency operates out of Ravens Bluff in the area known as the Vast, on the continent of Faerun in the Forgotten Realms. Brandon has been officially chartered by, as he proudly tells any who listen, by Lord Mayor Oliver O'Kane himself. And he is actually privileged to assist the Watch with any and all ongoing investigations (of course, the Watch doesn't quite see the honor in this). Together with Brandywine (whose stats should be available soon), the two try their best to keep peace within the walls of the city. Brandon currently rents a very small office space and living quarters for himself and Brandywine from one Duralok, a local crimelord. Rent is a mere 20 gp weekly, but business has been slow lately and Brandon is currently 2000 gp in debt to Mr. Duralok, who isn't being either understanding or cooperative about Brandon's efforts to pay him back. Thus, in addition to having to try to drum up business (people tend not to take a halfling wearing a trenchcoat seriously), Brandon and Brandywine also have to avoid Duralok's enforcers. Ah well, no one ever said that life was simple, and mother told him there'd be days like these!

Buoron

Thief 1st / Mage 1st / Fighter 9th Human Male
One of the elite dragon slayers in my campaign

STR 18/00 (Mus 19/Sta 17), DEX 17 (Aim 17/Bal 17), CON 15, INT 16 (Rea 16/Kno 16), WIS 14 (Inn 14/Wil14), CHA 18 (Lea 16/App 20), COM, PER

AC -1, hp 86, MV , MR 0 AL LG, Age 18, Height 6'1", Weight 204 lbs

Skin Tanned, Hair Brown with strawberry hilights from the sun., Beard none Eyes Icy Blue, Vision Normal, Wealth 10,000 gp

Buoron is nice but stubborn character. With his bulging muscles and his handsome face he is always being chased down by women.

Weapons

+1 h.roll/ +2 d.roll to all my Weapons.

Non-Weapons Proficiencies

Blind Fighting, Escape bonds, survival, tracking.

Spell casting

Evocation, effective casting level=1

Special abilities

Thief Abilities, Backstab, a trace of elven blood in his family so he can find doors with a 1 or a 2.

Possessions

Long sword, -short sword, -dagger, -grappling hook, -Spell components, -Spellbook, -thieves picks, -shield, -Leather Armor.

Notes and History

He started out poor with no parents so he had to become a thief to survive in his home town. Later on in His life he was taken in by a mage where Buoron learned the art of Spell casting. He earned money by doing small tasks for the mage and by performing at magic shows. Once Buoron Reached the age of 17 he went off to become a knight of Solamia. He is a Knight of the crown right now but he'll get better as life goes on.

Caledan Caldorien

21th level thief (smuggler) High Elf / male
Guild master of "Wanders of the Coin" (adventures guild)

STR 17, DEX 19, CON 15, INT 11, WIS 14, CHA 10, COM, PER

AC -4, hp 89, MV 24*, MR nil AL CG, Age 142, Height 5'8", Weight 150 lbs

Skin dark brown, Hair gray, Beard - Eyes blue, Vision infra 90', Wealth 400,000 gp

Quiet yet deadly elf. Keeps his motives secret, friends close, and sword drawn.

Weapons

Scimitars, prof. "Vengeance" +3/ +5 vs evil hand bow' prof. ,short sword.

Non-Weapons Proficiencies

Religion, Ancient history x2, herbalism, Observation, Alertness, Looting.

Special abilities

Backstab - +4 hit / dam x5, thief abilities all at 95%.

Possessions

Normal adventuring equipment, caltrops, poison(sleep), thieves tools.

Magical Items

Nathaniel Chain- doubles movement and attacks, Vengeance- scimitar +3/+5 vs evil, Dagger of returning, Raistlin triangle of Death- returns you to life three times, bracers of flight- invulnerability, of fire, chameleon power, feather fall, vamp regn., rod of direction, gem of the medusa

Notes and History

Was orphaned on the streets of Waterdeep when he was a child - grew up earning his keep doing "jobs" gained fame during the God of Gods adventure(like dragons of summer flame). Now runs an adventures guild in waterdeep just recently resurrected in the body of a 16 year old male human.

Calis

Thief [kit: Bounty Hunter] 11th Gold Elf male
Slayer of the wyrm Awgynthyr

STR 16 (21) , DEX 21 , CON 15 , INT 14 , WIS 13 , CHA 17 (Lea/ App), COM 16, PER

AC -4, hp 61, MV , MR AL NE, Age 168, Height 5' 1", Weight 125 lbs

Skin , Hair golden, Beard Eyes silver/black, Vision , Wealth vast

In the battle with the mighty wyrm he gained a scar stretching from his left eyes to the corner of his mouth. But that aside he has a shifty almost malicious look to him, especially when he smiles. He is naturally ambidexterous.

Weapons

He is proficient with daggers, hand axes, long swords, short swords, comp. short bows and nets.

Non-Weapons Proficiencies

Blind Fighting, Tumbling, Appraising, Direction Sense, Gem Cutting, Seamanship, Navigation, Juggling, R/W common and Elvin, as well as read them.

Special abilities

PP: 95%; OL: 90%; F/RT: 90%; MS: 95%; HS: 95%; DN: 60%; CW: 70%; RL: 35% Backstab: x4

Possessions

3 applications of type E poison; ear blade

Magical Items

+3 long sword (golden lion pommel); gives wielder the ability to shapechange into a lion 3/day. Ring of Ethereality, Ring of Teleportation (12 chgs), Periapt of Wound Closure, Girdle of Frost Giant Strength , several other lesser magic items like hand axes and short swords etc.

Notes and History

Calis was a shunned elf in his community. He did not seem to have the natural gifts that his peers had for things like magic or fighting, but rather his skills led him down a more ominous path. He found that he enjoyed a good hunt like his fellow elves, but his hunt took him to cities, where he could hunt and prey upon people rather than animals. He travelled for some time with differing adventuring groups and became a master of deception and skulking about. Eventually he would grow tired of one group and move on to another, of course after removing any objects of interest. He grew bored and found that simply killing those from whom he desired something led nowhere and that by playing with them, tormenting them could entertain him far longer. Thus he is quick to offer aid to individuals but equally as quick to follow them about and torment them for his own pleasure always trusting on his rings to take him safely away if his sword could not. Unfortunately for Calis he helped the wrong person and when he went to torment him he found that he was not so easily able to deceive or trick him, for it turned out that his latest prey was actually an very old blue dragon. Calis was in for serious trouble but being ever so resourceful sought some of the finest dragon-slayers money could buy and assembled them for an assault on the dragons lair. Calis being to

greedy for his own good was unwilling to allow the dragon-slayers all the loot went himself, where he got the wonderful scar. He has retired officially from adventuring now and owns several banks/holding companies. Yet he is always on the look-out for more prey.

Callises Glanpolit

Thief [kit: Acrobat] 5th Halfling male

STR 10 (Mus 10/Sta 10), DEX 18 (Aim 19/Bal 18), CON 10 (Hea 10/Fit 10), INT 14 (Rea 14/Kno 14), WIS 12 (Inn 12/Wil 12), CHA 10 (Lea 8/App 12), COM, PER

AC 3, hp 22, MV 6, MR AL N, Age 27, Height 3' 4", Weight 62 lbs

Skin light, Hair curly black, Beard- Eyes dark brown, Vision Infra 60, Wealth 2000 gp

Short stout cute fellow, typical lively halfling.

Weapons

Short sword, dagger, sling (favorite weapon and expert), lasso, two weapon style (also ambidexterity).

Non-Weapons Proficiencies

Disguise, Jumping, Tumbling, Tightrope walk, Juggling, Readinglips, Rope use, Gladiator style, Appraising.

Special abilities

All standard thief abilities. Especially good in picking pockets and opening locks.

Possessions

Always has climbing tools and rope. Never misses caltrops (being a slow runner).

Magical Items

Short sword (+2), Dagger (+2), ring of protection (+1).

Notes and History

He comes from the Shire of Mystara. His father was once an acrobat as well, and this halfling left home in order to follow his trace as an adventurer, so he went to the big cities (like Thyatis).

Clayton Hipslinger

Thief 5th Human male

STR 16 , DEX 18 , CON 13 , INT 13 , WIS 12 , CHA 15 , COM , PER

AC 0, hp 27, MV , MR AL CG, Age 26, Height 5'8", Weight 165 lbs

Skin fair, Hair light brown, Beard moustache Eyes brown, Vision normal, Wealth 750 gp

He wears neutral colors and soft low boots. He carries a satchel that contains his lock picks and rest of his gear. He has a light complexion and soft low voice. A free spirited person, often humble towards others (non-evil). He wears few earrings in each ear and unmatching jewelry on his body, due to his rather unscrupulous profession. He likes to wear loose shirt and loose pants wherever he travels within a city.

Weapons

Sling, dagger, staff.

Non-Weapons Proficiencies

Tightrope walking, tumbling, brewing, juggling, running, land-based riding, survival, swimming, climbing, acrobat.

Special abilities

PP : 50%, OL : 55%, FT : 50%, MS : 45%, HS : 40%, DN : 50%, CW : 80%, RL : 15%.

Possessions

2 shortswords, studded leather vest.

Magical Items

Sling of seeking, dagger+2, bracers of defense AC 4.

Notes and History

Born in the North, in a small farming village near Longsaddle. The family made their living of brewing ale which is still being exported to Waterdeep and Mirabar, it is a dark slightly bitter ale with a reddish-brown color. Clayton helped his father, Deneran and older brother, Cliff brew the ale and was to take over the business when their dad passed away. On a caravan trip to Longsaddle, Clayton was intrigued by the magic wielding Harpells and came to realise that there was more to life than just brewing ale in a small town. All he had to do in a small town was help his dad and take up target practice with his sling, this he excelled at. He would aim at birds, bottles, and other small animals. Everywhere he went he took it along with him and used it when he had the chance. Clayton split....Clayton ended up in Waterdeep where he learned thievery. He joined a group of thieves and got to know the good life. After some daring jobs, the group tried to steal a jade statue from the noble family Assumar in the North Ward. The group got caught and placed the blame on Clayton, in turn he was forced to run from the authorities in Waterdeep. He is not evil, he just got caught up in the hustle and bustle of life in the big city. Where he is now in the city is unknown.

Cobblestone

Thief of Tymora 4th Halfling male

STR 9 , DEX 18 , CON 14 , INT 11 , WIS 8 , CHA 15 , COM , PER

AC 6, hp 22, MV 12, MR AL N, Age 17, Height 3'4", Weight 98 lbs

Skin olive, Hair brown, Beard - Eyes gray, Vision normal, Wealth 1000 gp

Always happy-go-lucky, a religious halfling devoted to tymora, as he deeply admires the goddess...

Weapons

Shortsword (sp), dagger (p), sling (p).

Non-Weapons Proficiencies

Appraising, brewing, carpentry, cobbling, cooking, forgery, gaming, juggling, musical instrument, tumbling
Special abilities PP 25%, OL 60%, F/RT 30%, MS 25%, HN S 20%, DN 40%, CW 75%, R L 10%.

Possessions

Sling, padded leather armor, thief tools, rags, tinderbox, small lantern, light boots, pouch containing all kinds of stuff.

Magical Items

Shortsword+2, dagger+2 (belt), dagger of venom (boot), ring of blinking.

Cuen (Pronounced Su-in)

Shinobi Thief 10th Half-drow Female
Defeater of Death(Shen), The Shadow who walks

STR 13 , DEX 18 , CON 10 , INT 14 , WIS 9 , CHA 15 , COM , PER

AC 1, hp 31, MV 12, MR 0 AL CN, Age 24, Height 4'11", Weight 110 lbs

Skin Onyx, Hair midnightblack (dyed from snow white), Beard - Eyes Bright ruby, Vision Infra 60', Wealth 2500 gp

Cuen is very well built, and isn't afraid to be the center of attention. She usually dresses in an overly large button up shirt with tails, a pair of baggy pants, and a flashy sash around her thin waist. She is very friendly, almost always showing her whiter than white teeth, and yet there is a darker side to those who know her. She is very honor bound, seeking justice for any wrongs against her or her friends.

Weapons

"Tiger Claw" -Nagenta W/ a claw tipped manriki gusari(chain weapon) hidden in the foot of it Proficient. Ninja-to(rarely used but proficient none the less)

Non-Weapons Proficiencies

Feihu Gedou (Fay hoo Ge dow, or flying tiger grapple) Proficient +1 Appraising Blind-fighting Tumbling

Special abilities

PP 65% OL 60% F/RT 70% MS 95%, HS 90% DN 70% CW 95% RL 35% +2, damage when attacking with her feet +2 "attacks" per round *Grappling Block, (Blocks 1 melee attack;pins weapon. Costs 1 Attack) *Choke Hold (Takes +1 round;victim passes out. Costs 2 attacks) *Locking Block (Pins weapon/limb;+4 to hit with other attacks. Costs 1) *Feint (+3 to hit next attack. Costs 2) *Prone Fighting (Suffer no kneel/sit/prone penalties. Always in effect) *Leap (From standing 4' up +3' forward (+1' up and forward/level);running 8 up and 10 forward (+1 both/level) Must roll Thac0 vs AC 10 to land on feet. Costs 1) *Sticking Touch (While touching, +2 to hit, -2 AC. Costs 1) *Fall (Takes half dam from falling. Always in effect) *Instant Stand (Stand quickly; negates 1 rnd penalty. Costs 1) *Pain Touch (Victim -2 to hit,+2 AC for 1D3 rnds. Cost 1) *Stunning Touch (Save vs paralyze or be stunned for 1D4 rnds. Cost 2) *Hinder (Climbs on victim and tangles limbs, victim is incombered(any str up to 22) Cuen gets +1 to hit and -3 to AC until off. Costs 3) *Hop (Deals two kicks (1D4;1D6) then flips back off. Costs 2) *Meditate (1 hour meditation=2 hours sleep. Cost 0)

Possessions

Several gems(1500 gp value) Thief Picks Rations (2 days) Water Skin Spare clothes Black Ninja outfit Combs and brushes Sharpened Jacks (x100) Manriki Gusari (Hook on one end, 2 lb weight on the other)

Magical Items

Ring of Clan Isobe (A dragon and a tiger fighting with a ying/yang in the background) Ring of Stamina (Con +2) Ring of Wizardry (1-3) Wand of fireballs (43 charges, Cursed every thirteenth charge targets wielder; which is the next one) Ring of elemental (air) control Ring of featherfalling Ring of free movement Scroll of Spells (2 first)

Notes and History

She was wandering through the forest after her training, when she came upon a human she thought was cute. So she defeated him in combat. Unlike most humans who hold a grudge, he suggested they get together on a regular basis. She was endeared. They both excelled in their respective martial art, and decided it was time to take the Test. It was no less than twelve months later that they had finished training that they came back to the palace where they trained, which was under attack. Ganji, the shogun of the palace, was under attack from a local baron looking to expand his territory. It was an all out battle, and many lives were lost, but they attackers were defeated. The shogun sent them into the world with the Clan Isobe ring. They first went to avenge their shogun, and have been adventuring ever since.

Dain Hawkreadge

Thief [lonewolf] 16th Elven male
The Blue Falcon (Lord of Eagles peak)

STR 12 , DEX 19 , CON 15 , INT 16 , WIS 12 , CHA 13 , COM , PER

AC -5/-10, hp 71, MV 12, MR 30

AL Neutral (Good), Age 123, Height 4'10", Weight 95 lbs

Skin , Hair Black, Beard Eyes Green-Brown, Vision Normal, Infra (elven), Wealth 20,000 gp

Weapons

"Blue shadow" 1 +4(+7) / +3(+6) 9(6) 1d8+3(+6) > < Arrows +1 2 +6 / +3 7 1d8+3

Spell casting

1st : Burning Hands, Magic missile, Unseen Servant

2nd : Web, Invisibility, Darkness

3rd : Fly, Lorleveil's Creeping Shadow, Lighting Bolt

4th : Stone skin, Dimensional Door, Emotion

5th : Wall of Force, Sending

Possessions

10 pouches (brown leather, small)

Magical Items

30 Arrow +1, 6 Darts +3 (Converted from crossbow bolts) (5,000gp per vial, must be surrounded by darkness). 2 Potions of speed (in leather flask), 2 Potions of extra healing (in leather flask), 2 Sleep poison vials (vs. Large, From Auroras catalog). "Blue Shadow" (Int:17 Ego:14) *Levitate 3/day *Detect Magic *Detect Evil *Detect Secret Rooms - Blue shadow was found in the fire elemental section.

Notes and History

12 years more passed as my elven mind gathered unjust hate for my family. Jamie (my new mother) did try to make me feel loved but all she got in return was contempt. As my father before me I withdrew to the art in pain. But then I could not take it any longer, before completing my magical studies I run away to the woods. Our expedition to the crater site in the mountains next to the damn troll hills we have come to what is known as the warlock's tomb. As expected from human architecture it was all crumbling after less than a hundred years. We got in and encountered a towering troll like beast covered with metal and using fell magic and lighting. It seems that the bloody warlock was very interested in creating weird creatures from other creatures especially trolls. We got the book our mage was so hot about, something or other about teleportation, flying boats, flying castles the usual babbling of mages. It's all that guano and mercury, the fumes does something to your head. > . < "It is here by stated that the crown of Cormyr places the defense of Eagle's Peak in the hands of the people of Everska. Cormyr will aid the country of Everska whenever it is threatened by any forces what so ever. Ever more no taxes will be taken from elven caravans passing the borders of the Forest kingdom through Eagle's Peak. The year of the Tankard King Azoun IV, The Purple Dragon."

Delg

Thief 6th Cerilian Dwarf male

Member of Aelvinnwode Raiders

STR 16 , DEX 15 , CON 16 , INT 11 , WIS 15 , CHA 11 , COM , PER

AC -1, hp 21, MV 6, MR AL LE, Age 52, Height 4' 5", Weight 249 lbs

Skin Granite, Hair Black, Beard Black Eyes Black, Vision Infra (90'), Wealth 20000 gp

Weapons

Club, Dagger, Short Sword

Non-Weapons Proficiencies

Mining (12), Reading Lips (9). Speaks Karamhul and Anuirean. Reads Karamhul

Special abilities

Bloodline: Minor Azrai 10; 20% magical item malfunction, 1/2 damage from B, Orog and ogres -2 from attack rolls, 5/6 Detect grade, 5/6 Detect new construction, 4/6 Detect shifting walls, 3/6 Detect stone traps, 143

3/6 Detect depth, PP: 35%, OL: 35%, F/RT: 25%, MS: 95%, HS: 95%, DN: 35%, CW: 75%, Backstab X 3.

Possessions

3 sets of small clothing, club, 12 daggers, short sword

Magical Items

Bracers of Defence (AC 3), Ring of Protection +3, 5' radius

Notes and History

Delg was born in a dwarven settlement in the domain of Mur-Kilad. His place in the Aelvinnwode Raiders is primarily as an information resource for his real boss, the Gorgon.

Disa Silvershadow

Thief 5th Half-Elf Female

Independent Smuggler leader of Baldursgate

STR 12 , DEX 16 , CON 14 , INT 14 , WIS 15 , CHA 14 , COM 17, PER

AC 8, hp 26, MV 12, MR 30 Ch AL CG, Age 27, Height 65", Weight 118 lbs

Skin Light, blueish, Hair Silvery, Long, Straight, Beard None, Thank the gods Eyes Green, Vision Infra 30, Wealth Approx. 12 000 gp

Disa is a rough and wild looking woman with a gracefull beauty hidden behind her cunning smile and green eyes. She hardly ever wears any armor and likes loose clothing without too much gear strapped around her. On Adventures she might carry her Short sword but is mostly encountered with a Dagger or two, hidden from the eye. In direct sunlight her skin appears to shift in blue shades, a heritage from her Moon Elf father. Her hair appears to be silver, but only in well lit areas, otherwise it's blond. Her hands show marks of hard work, as she has been working on several boats, which also explain her colorful language, when starting to loose her nerves. She is always wearing her west, made of fine leather (not an armor), which has a wiresaw of adamantite sawn into its lining (bought from Skullport, Waterdeep), even when not wearing a shirt. Easy to give a smile but seldom seen without a certain restraint in her eye.

Weapons

Disa dislikes weapons and wears only a dagger (or two/three) in most cases. She is skilled in the wielding of a Short sword but uses it only in a case of a sure fight, without any chance of talking her way out, or on an adventure. Disa was also taught by a Drow, in Baldursgate (as a favor for a drow fighter she didn't turn in to the Flaming Fist, who she despises) to use the dreaded Hand Cross bow. When Disa has to draw her dagger, she prefers her magical Venom Dagger +1, which is loaded with Elven sleep poison, in most cases. If she is on an adventure, she carries along her Short sword +1 (Faugkir). The Hand cross bow is seldom with her but if she is going to some place with heavy resistance she might have it with her.

Non-Weapons Proficiencies

Disa's Thieving abilities are more leaning about information gathering and snooping around: OL 55% (including dexterity and race), DN 35%, HS 55%, F/RT 20%, MS 50%, PP 25%, RL 17%, CW 70%. Disa is also very familiar with water and Naval operations (especially the various Merchant houses along the sword coast). She is skilled in Seamanship, Swimming, Appraising, Lip reading, Forgery, Gaming and Navigation. Disa can speak 5 languages with fluency and a few words in Drow (enough to claim she's innocent). They are Common, Espruar (Elf), Calish (the language spoken in Calimshan), Audl Waterhavian, Thorass. (These are almost all bought at initial creation of Disa as a special understanding between me and our DM. The Cantrips come from her background and are paid for in the following manner: Disa gains her levels as if she were a Mage, eventough the cantrips are the extent of her magical powers. Disa is still a thief, specialized in Smuggling and haggling).

Special abilities

The following cantrips are taken from a Dragon Magazine and are used as a skill, with the limit of 4 times/day. They work on an successful Intelligence check at -2 in Disa's case. The target may save to negate their effects (or not, if the DM so chooses). The Cantrips are from the schools of Enchantment/Charm, Illusion/Phantasm and Alteration. These cantrips are used by Disa only if she knows that there is no one that will telltale about this rudimentary talent. She likes to think of the talent as her Ace up her sleeve. She's been saved by them on more than one occasion (untieing knots, tripping of running guardsmen, involuntary icking of somebody at the right moment).

Possessions

Lock Picks of Adamantite (drow made, bought from Skullport), 3 daggers, 4 small fine belt pouches, Drow sleeping poison safely tucked away from light and still sealed, 2 adamantite wire saws (one hidden in Disa's vest and the other in her head band), An Amulet with the symbol of Corellon (for gaining healing from priests in the faith of Corellon at their temples), A heraldic signet ring from an old noble Elf from Evermeet who wishes Disa to travel safely on the Sea of Swords, A 60 foot catamaran, designed much in the same frame as the Elven Fleets catamarans, but this one has cargo holds and sleeping quarters (Disa had to do several special adventures for the Elven Fleet coordinator (who gave her the ring) AND had to change some aspects of the sails and hull to be easily recognized as a non-elven vessel). This boat is her pride and joy, she chose the crew from old shipmates she could really trust and work with. The crew is 18 men strong, 19 adding Disa into the number. The ship's skeleton crew is only 4 but runs smoothly with 6 men. That's why there are 18 men, to get 3 shifts.

Magical Items

Short Sword +1 (Name: Faugkir or cutting jaw) and a Venom dagger +1 loaded with Normal Elven sleep poison (save at -2, can stand light)

Notes and History

Disa Silvershadow is (as she only recently found out) from a noble elven line decenting down to the court of Evermeet. Her father was, as far as Disa knew, a merchant in the elven fleet who traded with Waterdeep on regular bases. Her mother was from a wealthy human merchant family and cut out from the family heritage, after marrying an Elf. Disa believed her father to have died in a pirate attack, where his last deed was to save his family but recent dealings with the Elven fleet coordinator has shed a light on the true situation. Though her father is still supposedly dead, he was in the secret service of the Queen herself (Evermeet). Disa's mother died by an attack by Ogres and some strange human man after they got to the shore with their life boat. Disa was left for dead. Disa walked randomly into Baldursgate, without knowing it then and was taken into the protective custody of a renegade Thief called Janok, down by the harbour. Janok was a self claimed enterpriser with a small force of independents (indicating cut connections to the local thieves guild). Janok started teaching Disa the skills of smuggling and gathering of information. Disa, at the time 16 and still in a school for magic in Waterdeep took to the profession easily. She soon earned position alongside with Janok and when Janok (her that time father figure) was captured by the Flaming Fist, Disa took over the cartell. Through several skirmishes, both with the thieves guild, her own men not taking orders from a woman and the Flaming Fist Disa has learned to fight, enough to stay alive. Disa, along with only a few dozen of the old cartell, started smuggling in whatever was profitable, including wanted criminals, running away from the Fist. A deal went a bit over her head and led to a massacre of several civilians. When Disa learned about the massacre she decided, along with her somewhat crazy elven friend Seregwath (Or Shadow of Blood, which Disa believes to mean his own as he is constantly in fights) to Orlumbor, with the money she got from her deal. In Orlumbor she ordered the best shipwrights to design her a fast ship, capable of 10-20 ton cargo, in the shape of a catamaran, so that she could take it ashore easily and outrun authorities. In Orlumbor the Elven fleets various factors started to demand her of various things, to get her boat ready. They were not happy with the fact that it was a copy of an elven scoutship. Disa went through bureaucratic hell as well as a hell on earth. Disa had to retrieve lost scripts of Water magic from a haunted ruin deep out in the sea. Seregwath was with her but they still barely made it. Then came a shorter trip to an ancient tower with deadly traps and spirits, even some form of an ybernating earth daemon (which Disa didn't stand around enough to learn about but Seregwath even woke it up, the dope). Strange men hunted her for some foul lies in Waterdeep and the Elves wanted to see her attempt to get her boat to fail. Fighting all odds, Disa became friend with the Elven fleet coordinator. An

elderly Elf of a Noble house in Evermeet. He never presented himself but knew alot about Disa, Her sister, still in the magic school and the fate of her parents. He even gave Disa some of her fathers belongings, including accurate maps of the Sea od Swords and the dozens of islands around there, even Maps around Calimshan (where Disa lived for a year as a child). With all odds won, Disa got her boat ready to set sail and is now planning on sailing to Calimshan, where the hunters might not look at first hand (Calimshan is, according to Disa, not noted for its purity and everything an be bought there, safety as well as freedom if caught). Her plans are to set up a law abiding courier service along with an occational smuggling operation (whic the boat has been built for specifically, with hidden sections and compartments).

Drak

Thief/Fighter [kit:Savage]

Kobold Male

Harper, Hero of SilveryMoon

STR 15 , DEX 18 , CON 18 , INT 13 , WIS 13 , CHA 12 , COM 11, PER 14

AC 1, hp 42, MV 12, MR 0 AL CG, Age 17, Height 4'4", Weight 82 lbs lbs

Skin Jade-colored scales, Hair -, Beard - Eyes Blue, Vision 60' infra, Wealth a few handfuls

Beneath the rough and ragged appearance lies an unusually bright and cheerful personality that is often missed by most, who only see him as a ``little monster``. Despite this prejudice from others Drak remainsfriendly and optomistic and possesses a quiet nobility that far outshines his appearance.

Weapons

Drak's main weapon is also his first, an adamantite crowbar he used in his assitant blacksmith duties at the Gladiator Arena in Wintermore. Due to the unusual circumstances of this crowbar's manufacture it is a +3 weapon. Drak also carries a silver/iron damascus knife, 8 war darts and climbing pick/hammer. He is skilled in the use of all these weapons and specialized with the crowbar, punching and wrestling.

Non-Weapons Proficiencies

Drak is almost supernaturally skilled in the working of metal (he was taught by the famed dwarven weaponsmith Anvil Hammerhand, who knew from the beginning that his unusual student would one day surpass his own skill). He possesses the skills of Blacksmith, Weaponsmith, and Armorer all at a proficiency of 19 ! He is also skilled in wolf riding, etiquette, tumbling, playing the flute and is a master in a number of outdoor and survival skills. In addition to all this he has gained some reknown in Silverymoon for hisexceptional skill in wood carving. He can speak common, kobold, dwarven, and some elven.

Special abilities

Drak is marginally skilled(30% to 60%) in the standard thieving skills. He has the Savage ability of Animal Friendship 3 times a day, additionally he may Speak with Animals at will. He is also immune to poison and disease. Recently he was granted immortality by the Great Dreamer for fulfilling a dangerous quest along with Delgath Blackthorn.

Possessions

Drak is a walking inventory of strange, eclectic and occasionally useful items (he has been accused of being a kender in disguise) including: metalworking tools, thieves' tools, a bag of "elven" chainmail links (thisis what was left over after HE crafted the suit of "elven" chainmail that he wears), 1/3 of a vorpal sword (Anvil's) carefully wrapped in bulette hide, 27' of string, silver key, an intact displacer beast hide, 12 bowstrings, 9 spikes, 2 hammers, a bag of sand, ice skates, 2 1/2 decks of cards, a kaliedoscope, juggling balls, a clockwork songbird, 8 1/2 loaves elven bread, a jug of fruit juice 7 flasks of oil and a live rabbit.

Magical Items

Drak wears a Belt of Warmth, a rng of Fire Resistance and carries a Pouch of Accessibility (how else do you think he stores all his equipment).

Notes and History

Drak's innate curiosity lead him into the Town of Wintermore where he was quickly accused of various crimes and sold into slavery. Bought for slop work by the Arena his unique talents were discovered by the Weaponsmith, Anvil Hammerhand, who took Drak under his wing. Anvil taught him metalworking, fighting and a few urban survival skills to go with his wilderness skills. A Neogi Deathspider landed in Wintermore and the populace were killed/eaten/enslaved by its crew. Drak managed to escape in the initial confusion. When the Neogi killed Anvil for sport Drak was powerless to stop them but vowed revenge. A group of locals (including Delgath Blackthorn) arrived to investigate and when they chased the Neogi back to the stars Drak stowed away on the groups ship. Soon after Delgath started playing with a magical deck of cards he had found somewhere, Drak found himself strangely drawn to the charismatic half-orc. After the Neogi were vanquished Drak stayed with Delgath and has been his loyal henchman ever since.

Drool Stink Puff

Thief 5th

Kobold Male

STR 12 , DEX 20 , CON 15 , INT 8 (Rea /Kno), WIS 8 , CHA 8 , COM , PER

AC 0, hp 19, MV 9, MR 0 AL Chaotic Good, Age 15, Height 3' 2", Weight 62# lbs

Skin Rusty brown, Hair None, Beard None Eyes Brown, Vision Infra 60', Wealth 0 gp

Drool looks like a pretty typical kobold. One of his top teeth is broken, and the gum is swollen there; because of this he drools (and thus is called "Drool").

Weapons

Drool uses a Short Sword +2 and a normal dagger (proficient in both). He also knows the short bow.

Non-Weapons Proficiencies

Drool has proficiencies such as Blind Fighting, the Elvish language, Alertness, and various other Dexterity-related skills, including Juggling, which he enjoys and does often

Special abilities

He has all the standard thief abilities, focusing on Open Locks and Find/Remove Traps (I would give specific percentages, but I lost his character sheet). He is also good at Moving Silently and Hiding in Shadows. RL is at 0%. He also knows how to Backstab, like any thief.

Possessions

Drool's equipment is all pretty basic and normal, he doesn't have any jewelry or anything of note.

Magical Items

Besides the aforementioned weapons, he has Bracers of Defense AC 4, a Ring of Free Action, and a Wand of Wonder.

Notes and History

Drool was abandoned as a child. He was found in the streets by a 5-year-old half-elf named Aran Divan, who thought he was a stray puppy. Aran brought the young kobold home and hid him in his room (because Daddy said no pets). He named it "Muffin". After a few days, the young kobold began walking. This frightened Aran a bit, so he showed the "puppy" to his parents. Of course, the parents knew what it was, but Aran insisted on keeping it, and they couldn't say "no" to him. Thus, the Half-Elf and the Kobold grew up together. Aran underwent magical training, and "Muffin" trained as a thief under Aran's father. As their first quest, they set out to find "Muffin"'s real family. They discovered that they were the Stink-Puffs of the Crash tribe. They also got the beezus beat out of them by a village of Kobolds who didn't take kindly to a half-elf and an outsider coming to their village. uring this battle, Drool lost a tooth, thus getting his new name.

Edson

Mage/Thief 5th /12th

Human Male

STR 15 , DEX 19 , CON 15 , INT 18 , WIS 15 , CHA 15 , COM , PER

AC Medium, hp 475, MV 3, MR 53 AL Good, Age 19, Height 06' 06", Weight 194 lbs

Skin White, Hair Brown, Beard Red Eyes Green, Vision Normal, Wealth 4500 gp

Weapons

Basic samurai's katana (5), Throwing blades (7).

Spell casting

Fire: ALL Enemies, destructive. Level = 1, Wind: ALL Enemies, destructive. Level = 2, Bright: 1 Enemy, blinding. Level = 1.

Special abilities

Teleportation, Levitation, Metamorphosis (Partial).

Possessions

Small locket, ball of string, blood-stained map, small pick-axe.

Magical Items

Memory crystal -has power to return lost memories to anyone who holds it.

Notes and History

Spent most of life traveling from town to town. No parents or family. Developed powers at 15 years old.

Effelsen Khalistan Milstrom

Thief [information gathering] 10th

Grey elf and savage elf Female

STR 12 , DEX 20 , CON 13 , INT 14 , WIS 10 , CHA 11 , COM 16, PER 17

AC -1, hp 54, MV , MR 10 AL ng, Age 126, Height 4'5", Weight 72 lbs

Skin pale, Hair long black, Beard none Eyes gold, Vision 60' infra, 30' ultra, Wealth too many !!!

She lives in the city of Nirole Dra, in the Greyhawk realm. She was the guild master of a new style of guild :information. She possesses also a few false names. She loves life and she believes in friendship (maybe too much). She's not according importance to the appearance, one day she helped escaping some slave and in those she delivered there was 2 Euroz (new kind of greater orc created by my master) and they have a lot of respect to each other, and they go to adventures with her since they save her life...When they died, she cut a tuft of hair of each of them and she put it in her own, in the name of friendship...

Weapons

Daggers (p), short sword* (sp), bow.

Non-Weapons Proficiencies

Information gathering, reading/writing:elf, common, sulois, survival:forest, blind fighting, forgery, appraising, gaming, tumbling, disguise, gem cutting, riding, sewing, arcane lore, reading lips.

Special abilities

PP:85%, OL:85%, FRT:80%, MS:85%, HS:80%, DN:75%, CW:70%, RM:35%. Backstab X4, resist. 90% to charm, petrification, +1 to bow and sword, phobia of Kiri (demon kind creatures invented by my master), ambidexterity, +10% experience.

Possessions

Home at Niole Dra, Greyhawk land of 2km2. Leather armor, bow, blade boots, death knives, thief's tools, chalk, flute, ink and paper, weapon black, torches, hook, candles, lamp oil, clawed gloves and shoes, rich and travelling clothes, light war horse name's Storm and many more...

Magical Items

Short sword (if lost, she's just thinking of it and the sword reappear in her hand), dagger +2, leather armor (no penalty to thief's skills), ring of the north (+2 initiative, cone of cold 3/day, ice storm 1/day, wall of ice 1/day), potions: fly, heal x3, gaseous form x2, fire resistance x3, invisibility x4, polymorph x2, diminution, speed, water breath. Arrows of fighter slayer, mage slayer, red dragon slayer, bracer of dexterity (20 dext., +10% to thief skills), gem of control earth elemental, crystal ball, bag of holding x2.

Notes and History

Effelsen has lived many adventures. She's first mission was given by Tencer and since this time she loves running the country in the search of new adventures and, of course, in the hope of meeting new friends... In her first adventure Tencer want her to retrieve to him a cloak. This cloak was the cloak of dream. After that she was help him in a course to find 5 pieces of a sacrificial sword which is the property of the drow elf. She also encounter an anti-paladin who was accompanied by Kiri. She lives many many adventures and if you want more info, please leave me a mail t2@videotron.ca, response assure.

Elenore

Thief 4th Elven Female

STR 14 , DEX 18 , CON 11 , INT 14 , WIS 10 , CHA 17 , COM , PER

AC 6, hp 22, MV 12, MR AL NG, Age 115, Height 4'11", Weight 75 lbs

Skin light, but tan for an elf, Hair brown, Beard - Eyes hazel, Vision Infra 90', Wealth 50 gp

Elenore is a petite little elf who enjoys nothing more than relaxing in her woods. She always looks relatively happy and is considered very attractive by most standards. She wears her hair shoulder length and, while dressing in simple earth tones, she is fond of looked clean and presentable.

Weapons

Sling, shortsword.

Non-Weapons Proficiencies

Dancing, Disguise, Etiquette, Juggling, Herbalism.

Special abilities

Elven abilities Thieving Skill : Pp 95%, Ol 30%, F/Rt 10%, Ms 70%, Hs 50%, Dn 20%, Cw 60%, Rl 0%.

Possessions

Bag of small gems, various herbs, a small assortment of clothes and items used for disguise standard traveling and adventuring gear.

Magical Items

Shortsword +1/+2.

Notes and History

Elenore, like many elves, left her home to explore the world. She traveled from city to city, forest to forest meeting people, dancing, and swindling rich men out of their valuables when she needed cash. Only the smaller valuables of course, as she is actually very generous at heart and only steals when necessary, a thief by circumstance. She found herself in the company of a dwarf named Oscar who wasn't very bright but had a good heart. Amazingly, these two became fast friends, and have learned to ignore it when people cock an eyebrow at this small pretty elf and this stocky confused dwarf. Even more ludicrous, the dwarf has

developed a crush on Elenore who tries to dissuade his feelings towards her but won't admit that even she has a fondness for him that transcends friendship. While traveling through a forest near Waterdeep, the two found themselves in an unnatural mist that overcame them and left Elenore alone in the middle of a dark forest. She wandered through the forest for hours before stumbling onto a church that had a weary band of adventurers camping there. After introducing themselves, she found out that she was in a land called Falkovnia. The next morning she was awakened by noises outside that revealed themselves to be Oscar. Reunited, they decided to join this other party in finding a way out of the hellish land, which was a domain in Ravenloft. As of right now, they have begun their search for a way out.

Elrohir Amroth

Thief 13th High Elven Male
Captain of the Good Ship Hanali's Sword

STR 18, DEX 18, CON 9, INT 17, WIS 11, CHA 14(18), COM , PER

AC 0, hp 56, MV 12, MR as Elf AL CNg, Age 139, Height 5'9", Weight 150 lbs

Skin light skin tone, Hair Silver, Beard - Eyes Steel Blue, Vision 60' infra, Wealth 40,000 gp

A handsome, swashbuckling elf. He is always impeccably dressed in the latest fashions.

Weapons

Proficiencies: Longsword, Bola, Dagger, Broadsword Two weapon style specialization (From CFHB), Bladesong style specialist, Broadsword (From CEHB).

Non-Weapons Proficiencies

Riding, horse(14); riding, hippogriff(9); swimming(9); appraising(17); disguise(13); jumping(18); trailing(18); information gathering(17); tumbling(18); gaming(14); Reads/writes/speaks Common, Elvish; Speaks Drow

Spell casting

Read Magic user Scroll 25% failure

Special abilities

All standard High Elven Racial abilities. Thief Abilities: PP : 95%, OL : 95%, F/RT : 95%, MS : 95%, HS : 95%, DN : 50%, CW : 95% Read Language : 70%, Backstab +4/x4.

Possessions

Hanali's Sword, Modified Small Galleon AR: 7 Hull points: 23 MC: C SR: Per mage +2 or 4 (Furnace Helm) Landing: Land: No Water: Yes Helm: Minor, backup Furnace Cargo Capacity: 7 spatial tons Keel 90' Beam 26' Draft 8' Save as: Thick Wood Special: Charm v/s Fire (+1 on saves, fires sputter and die in 1 rd) Ship's Boat w/ Rudder of Propulsion, Ship is topped out with rigging, including a pair of fold out sail "wings" the move horizontally out from the deck in flight and fold against the ship's hull when not in use. Weapons: 2 md Ballistas Crew: 8/22 Personal Equipment: 8 Throwing stars, 4 Bolas, Folding Shortbow, 20 silver arrows, 4 daggers, thieves tools, spyglass, 50' silk rope, House breakers Harness, grappling hook, clawed gloves, flask whiskey, flask vinegar, flint & steel, whetstone, dice & pouch Wealth: 3 gold rings (20, 40, 80gp value respectively), Mithral Longsword of Quality (+1), smith unknown, Human make (3000gp value), Dracul Nagem (King's Tear, see FRA, over 1 mil gp in value), Bedine Amulet of Atar (40gp), Diamond (10.00 gp), Adamantine Statue of Drow female (sculpter unknown, 2000 gp value) Golden Rose of The Pale (3,000 gp value), Katana of the Nakimura Clan of Wa (200gp value or Death from Nakimura clan member), 13 other art works (total value 1000 gp, no single item over 150 gp in value)

Magical Items

4 x +1 Daggers, +2 Leather Armor, Neckless of Adaption, Boots of Speed, Girdle of Cloud Giant Strength, Chalice of Everfull Water, Albruin (+1/+3 Broadsword see The Magister or Ruins of Zhentil Keep for Details), Ring of Feather Falling, Potions: Vitality, Water Breathing, Philter of Love, Nolzer's Marvelous

Pigments; Scrolls: Detect Magic x31, Knock x3, Dispel Magic, Wizard Lock x2, Light x4 (each scroll holds one spell, all written by an 11th level wizard)

Notes and History

Elrohir Amroth is an adventuresome elf who was born in the town of Highfolk on the same world as the famed City of Greyhawk. The son of minor nobles, he was exiled from the city when not yet 100 years old for a crime he refuses to discuss. His twin brother, Elladan, a mage, followed him. The pair soon found themselves among the scum and mercanaries of the famed Wild Coast. Here the brothers made a name for themselves as daring burglars who choose gem merchants as their target of choice. Eventually they formed an uneasy alliance with a pair of Half-ogre brothers which ended in a cursed mansion near Waterdeep. As the result of the unfortunate events within that mansion Elladan sprouted a pair of functional white wings. He also lost his appetite for adventure and returned to Highfolk. Elrohir continued his thieving activities, and his feud with the two Half-ogre brothers. He recruited two new partners in crime, a gomish thief illusionist named Blinggood and a Halfling thief named Sam Lightfingers. These three became so infamous throughout the Wild Coast that a change of location was necessary. Using the loot from their burglaries they purchased a small merchant ship and began a career of smuggling and piracy throughout the Azure Sea and its tributaries. These raids culminated in the burglary of the mansion of the Sea Prince of Jetsam Island (Elrohir also managed to cuckold the unfortunate Prince). After this they were transported through a gate, ship and all, into a world with superior technology and weapons. They lost their own ship but managed to steal a vessel armed with many large fire throwers. Upon returning to the Flanaess they were immediately attacked by ships of the Sea Prince (more angry at his cuckolding than at the burglary). These ships were easily defeated but Elrohir and his crew were outraged at the condition of their Amedian slave rowers. Elrohir recruited a crew of Amedians to fully man his fleet and began a private war against the Hold of the Sea Princes which ended in a fiery battle with fully half of the Sea Princes' fleet. Only Elrohir survived the battle, washing unconscious ashore on the coast of the Amedio Jungle. He made it back to Greyhawk City with the aid of a Ring of Three Wishes discovered in a forgotten, jungle covered ruin. The first wish he used for transportation, second two to bring Sam and Blinggood back from the dead. Closer than ever the three returned to their criminal ways, but donated most of their earnings to Greyhawk orphanages. The sole surviving Half-ogre brother, Abdul the Butcher, finally tracked Elrohir down and began a war of assassination and counter assassination attempts that finally found Elrohir and his two companions fleeing over thirty ogres through the wilds of the Suss forest in 575 CY. There they stepped through a gate into the Forgotten Realms. The trio adventured for 3 years in the Realms, discovered the existence of Spelljamming, and purchased a small galleon they modified into Hanali's Sword. They then began a career of tracking down works of art, both magical and simply magnificent throughout the known Spheres. Sam Lightfingers was killed in a street skirmish in Arabel, Cormyr. Despite their best efforts Blinggood and Elrohir were unable to raise him. In 582 CY Elrohir's brother Elladan was killed by a demon of Iuz during the Greyhawk Wars. Elrohir is unaware of this, should he discover it he will undoubtedly begin a campaign of revenge against Iuz's forces. His vessel is most often found in Waterdeep, the Rock of Bral, or Greyhawk City. Elrohir is a member of the Master Mariner's Guild of Waterdeep and the Merchants' and Traders' Union of Greyhawk. He also has ties to the Harpers and the Knights of Luna. His overriding passion (at least until he learns of his twin's death) is the recovery and collection of works of art. He ship is crewed by 8-15 adventurers of various races, classes, and alignments. Blinggood (N gm M(I)/Th 5/5) acts as First Mate, Navigator, and chief helmsmen. Elrohir often hires midlevel adventurers to act as agents in his search for works of art. Anyone with questions or comments on Elrohir, Blinggood, or their ship please E-mail me at westermeyer.3@osu.edu

Eston Spiderslayer of Waterdeep

Thief/Mage [kit:Fence] 9th /4th

Drow Male

STR 12 , DEX 20 , CON 12 , INT 16 , WIS 14 , CHA 16 , COM 18, PER

AC 0, hp 65, MV 12, MR

AL NE, Age 194, Height 5'7", Weight 127 lbs

Skin Black, Hair White, Beard Eyes Purple, Vision Infra 90', Wealth 45,826 gp

Male Drow dressed in a skintight, nightsuit worn under a thick, deep-hooded cloak. Soft leather gloves. A pair of longswords worn in ornate scabbards hang at his waist. A dagger sticks from each boot, a pair on each for arm and yet a half dozen more secreted within easy reach. A handcrossbow dangles from his side, strapped to his left thigh a quarrel of poison tipped bolts. On the ring finger of his left hand he wears a plain gold band. Around his neck hangs a silver necklace with the symbol of Tymora.

Weapons

Longsword: trained in Two Weapon Style Dagger: Handcrossbow.

Non-Weapons Proficiencies

Appraising 16- Tumbling 20- Jumping 18- Blind Fighting Riding, Horse 14- Language Common 14- Drow 14- Elvish 14- Dwarven 10- Read/Write Common 14- Drow 14- Herbalism 12.

Spell casting

Can cast spells as a mage with access of 2nd level spells -Spiderclimb -Web -Magic Missile -Detect Magic Can not use any of the Drow innate spells. (He just didn't learn to use them) Not the greatest pupil.

Special abilities

Standard Thief Abilities PP 65% OL 87% F/RT 95% MS 95% Hide In Shadow 95% CW 90% DN 45% Backstab x4 Thieves Cant +2 Save vs Spells

Possessions

Eston is the "secret" owner of Saradins Goods, a pawn shop located in the Dock Wards of Waterdeep. He is also the "moneyman" of GreenThumbs Bistro also in the Dock Wards. Other standard items carried are: Lock Picks Various Lethal Poisons

Magical Items

Spell Blade (Longsword +2 Protection from Magic Missiles), Ring of Armor (Provides him with AC0), 8 Bolts (hit activates Web spell), Blast Scepter 20, Potions of Healing.

Notes and History

Eston was the second son of a Minor Drow House. When he learned that he was meant to be sacrificed to Lloth in hopes she would granted the House success in it's bid for ascension, he fled the city in terror. Through luck and simple cowardice, Eston made it to the surface world, where he was immediately taken prisoner by the Zhetarim. He spent two decades as a common slave in the Black Tower, before blind luck once again saw him free. He escaped to Waterdeep, where he hid amongst the sewers for five years, stealing anything that was of value. He met a bumbling human thief named Saradin, whom he convinced to be the frontman for his fencing operation. This proved to be a minor success for the Drow who began to dream of a lavish world of wealth. He soon met the Wizard known as Shen and worked for him selling off various treasures. Soon the party Shen adventured with all used Eston's services. After the parties thief met with ill fate, Eston was asked to join them on full-time basis. He gained a reputation as a crafty, sometimes daring thief and earned the trust of Gilius and Breck Redhammer, a pair of Dwarven weaponsmiths, Nicko, a master swordsman, Stephan Flashblade, a bard and apprentice to Khelban Blackstaff, the rangers Kray Quarterstaff and Dajar Merrik, despite his selfish nature and greedy heart. Eston soon convinced the party to form an adventuring Company and soon led them all to greater wealth, while secretly embezzeling over a third of the Companies coffers. He claims to personally have slain the Spider Avatar of Lloth (actually a temple guardian). He has had a brief scare when forces in Waterdeep threatened to reveal his identity, but those involved soon found living to be more than it was cracked up to be, each meeting a bizarre, yet fatal, accident. He is a man of his word, giving and taking no less than he earns (a sore subject to some who have made foolish deals with him.) He has met and fallen in love with a female Drow Mage/Theif and there relationship is starting to bloom. Recently he was "asked" by Peirgieron the Lord of Waterdeep to expand the member charter to the Company of the Golden Coin and now engages in missions for the rulers of Waterdeep. All in all not bad for a fugitive. Little does he know that efforts have begun to return him to his family.

Fiala Lenski

Thief 8th Vos (Human) female
Member of Aelvinnwode Raiders

STR 15 , DEX 18 , CON 14 , INT 11 , WIS 14 , CHA 13, COM , PER

AC -1, hp 26, MV 12, MR AL CE, Age 17, Height 5' 7", Weight 128 lbs

Skin White, Hair Blond, Beard Eyes Brown, Vision Normal, Wealth 20000 gp

Weapons

Short Bow, Long Sword, Dagger, Dart

Non-Weapons Proficiencies

Appraising (11), Cooking (11), Fire-building (13), Set Snares (17), Brewing (11). Can Speak Vos, Low Brecht, and Anuirean.

Special abilities

Bloodline: Minor Andurias 17 Long Life (Major); PP: 30%, OL: 95%, F/RT: 95%, MS: 95%, HS: 95%, DN: 20%, CW: 75%, Backstab Multiplier: 3.

Possessions

Short Bow, Long Sword, 12 Darts, 12 Flight Arrows, 12 Daggers, 2 sets of loose clothing.

Magical Items

Bracers of Defense (AC 3)

Notes and History

This young lady was born in the wilds of the Vos domain of Lutkhovsky to a minor noble family. At age 14, she ran away as she could not stand the kind of life she was leading (too monotonous). She trekked across Cerilia, causing much mayhem, before she met Sinead, and joined the Aelvinnwode Raiders. She currently is third in the ranks. (However, Sinead does not trust her at this point, especially considering she is a human.)

Filpin Fiddlefingers

Thief 12th Halfling male

STR 9 , DEX 18 , CON 13 , INT 15 , WIS 12 , CHA 17, COM 13, PER 12

AC 0, hp 40, MV 12, MR 0 AL CG, Age 47, Height 3'3", Weight 80 lbs

Skin Fair (Ruddy), Hair Light Brown, Beard- Eyes Brown, Vision Standard, Wealth Unknown

When Filpin adventures, he does it with Mendlin (D16/W19) and Flynnaland Featherfoot (F20). These are his greatest friends. Filpin actually lives on Evermeet in Flynn's home. The elves have come to accept him there and actually like his silly jokes, sometimes.

Weapons

+3 Shortsword, glows near orcs and goblinkind.

Magical Items

Unknown, but he has several items. It is confirmed that he has a Wand of Wonder.

Finnius 'Feather Touch'

Thief 21th Male Halfling
Don Orteg of Hilp

STR 13 , DEX 17 , CON 12 , INT 16 , WIS 13 , CHA 10, COM 13, PER

AC +2, hp 71, MV , MR AL CN, Age 92, Height 4'9", Weight 120 lbs lbs

Skin Dark Almond, Hair Dark Brown, Beard Dark reddish Brown Eyes Hazel, Vision 60' Infra, Wealth 200,000+ gp

Finnius was a simple beggar in the streets of Waterdeep, when a crusading priest took him on the adventure of a lifetime. He soon discovered that money led to the comforts of life, namely: women, fineries, drink, and drugs. This new lifestyle sat quite nicely with in Finnus' parameters. He scammed and corrupted various politicians to allow him to set up residence in town. He soon was being contracted to spy on opposing factions on Hilp. He has retired and maintains a small shop of exotic goods, which is oddly enough, never robbed.

Non-Weapons Proficiencies

All of the various and assundry skills that a 20+ level thief has.

Spell casting

He hated spellcasters.

Special abilities

Standard thief skills at 91% except Read lang. Finnus was illiterate.

Possessions

Stock supplies + extensive lock defeating tools.

Magical Items

+2 Dagger, Ring of Regeneration, Bag of Holding, Mirror of Movement.

Flicker

Thief/Necromancer 14th /12th Storm Elf male

STR 17 , DEX 19 , CON 13 , INT 18 , WIS 17 , CHA 10 , COM , PER

AC 1, hp 67, MV , MR AL , Age , Height 5'2", Weight 110 lbs

Skin Dark Purple, Hair Silver, Beard- Eyes Blue, Vision Ultra/Infra 180', Wealth 32400 gp

At first glance with his hood up he looks like a Drow, but he is far from it. Has silver hair with blazing blue eyes. Golden racial clan insignia on forehead, from homeworld.

Weapons

Dagger, Staff, Short Bow.

Non-Weapons Proficiencies

Swimming, reading/writing, appraising, spellcraft, ancient history (tempest), ancient language (storm elf), herbalism, leatherworking, carpentry, blacksmith, riding, land based, riding, sky based, tracking, survival, endurance, direction sense.

Spell casting

Specialization: Necromancer.

Special abilities

All thief abilities, most of them up to 95% with the following exceptions: RL: 65%, F/RT: 85%. Flight with wings, maneuverability class C. Special Racial Hinderances: When confronted by a small storm with no thunder or lightning, must make a wisdom check with a +2 modifier or one of the following things happen (percentile dice). These checks should always be made by the DM without anyone else knowing, and then the DM should play the character for the duration: 01-50: Forgets every language/skill he has learned on this planet for 1d4 rounds. 50-75: Forgets every language/skill he has learned on this planet and is mildly afraid for 1d10 rounds. 75-80: Will not move, speak or respond, frozen with fear for 1d10 rounds. 80-83: Effects of a fear spell for 1d12 rounds, cannot be negated with soothing words or dispel magic. 83-84: Above for 2d6 rounds. 85-85: Above for 3d6 rounds. 86-87: Fear as above for 1d4 rounds, then go into an uncontrollable rage for 1d2 rounds. 88-89: Same as above, rage for 1d3 rounds. 90-91: Goes into absolute rage and fury, tries to destroy anything except own possessions, 1d4 rounds. 92-93: As above but afterwards passes out for 1d10 rounds. 94-95: Save vs Paralysis or go unconscious for 2d4 days from stress. Can only be awoken by earlier by Paladin or lawful good Cleric/Druid. 96-00: DM's Choice. The bigger the storm, the less the bonus. If it is a spell that is causing it, then roll roll Wisdom and intelligence checks, both must fail. Must be chaotic neutral. Special Benefits: Flies at class C with wings, lightly encumbered class D, mod. encumbered class E, etc. Immune to all natural forms of lightning and can fly through heavy winds easily, although must make a successful wisdom check or see above. With cloudy and threatening weather, gets a +15 bonus to thieving abilities. +1 dex, +1 int, -1 con, -2 cha.

Possessions

Backpack, Thief's picks, Rope, Rations, Belt pouch, Clothing, Salt (Not for food people...), Sulphur, Signet Ring (Skull with blue diamonds for eyes.), 6 daggers, Extra set of clothing, Pet Panther.

Magical Items

Dagger +3/+3. Every hit counts as backstab, perfectly balanced. Staff of the Dragon +4, continual light at will with blue diamond on top. Dragon's claw at end, retractable. Engraved symbol, runed. Runes glow when nearing a dragon. Ring of the Hurricane, +3 ac. Glows when nearing another of his race (very few known of on planet). Cloak with continual darkness inside it. +1 ac. Thief's picks, +5% pick locks.

Notes and History

When Flicker was young, his parents sent him away from his dying, torn savage planet known only to him as "Tempest". It was ravaged by hurricanes and tornados, and there were many ungodly things that lived in and controlled these storms. He landed here in Waterdeep in his spelljamming space vessel and was taken as a devil to most. He survived in the woods for many a year, learning thieving himself, and a little bit of the dark arts. Most of his race have innate ability with death and life and cannot choose to specialize in any other magic other than Necromancy. Flicker has small dragon wings used for flight, but only when uncloaked. He can easily fold and hide them so they won't be noticed, cloaked or not. Mistaken for drow most of the time, he hides himself in his cloak. A dying necromancer took him to be his apprentice and put him through many hours of torment and study. He soon mastered the dark arts and had his own concept and ideas about it, none that any other mortal could possibly have. Like all other elves, he lives about 1000 years and departs the realm of mortal men. Flicker still is afraid of storms and hurricanes so if encountering one, see above. If he makes a successful check, that means he adapts to it quickly, and gets his thieving bonuses. He has a panther for a pet, and they are both bonded. If either of them dies, the opposite must save vs death or die. Flicker's home is in a hidden cave behind a waterfall, where he is safe from the effects of all storms. If Flicker ever encounters any of his race, he feels compelled to spend time and stay with them for at least 1d4 months because he rarely encounters anyone that he can identify too. ufo@mindspring.com)

Frederica Wotenfur

Guilder 10th

Brecht (Human) female

STR 13 , DEX 17 , CON 12 , INT 18 , WIS 17 , CHA 10, COM , PER

AC -2, hp 25, MV 12, MR

AL LE, Age 22, Height 5' 11", Weight 130 lbs

Skin White, Hair Brown, Beard

Eyes Green, Vision Normal, Wealth 2000000 gp

Weapons

Scourge, Harpoon, Lasso, Whip

Non-Weapons Proficiencies

Administration (16), Intrigue (17), Leadership (9), Law (17), Appraising (18), Blind-fighting, Tumbling (17), Seamanship (18), Tightrope Walking (17), Gem Cutting (16), Direction Sense (18), Horse Riding (20). Speaks Low Brecht, Sidhelien, Vos, & Anuirean. Reads Low Brecht, Sidhelien, Andu, & High Brecht.

Special abilities

Bloodline: Major Brenna 27 Bloodmark (Minor), Long Life (Major); RL: 75%

Possessions

Several sets of clothing, 15 5000gp Rubies, Harpoon, Lasso, Scourge

Magical Items

Whip of Agony, Half Plate +3.

Notes and History

Frederica was born in the northern realm of Drachemward, where she trained under the Morjagers. At age 15, she went out on her own, and is currently amassing great wealth in her pursuits.

Frizzle Underhill

Thief 1st

Halfling Male

Currently he's the chief in the Connyberry Hall in, that's right... Connyberry.

STR 9, DEX 17, CON 14, INT 13, WIS 10, CHA 14

AC 7 (dex adj. only), hp:6, MV 6, MR -

AL NG, Age 29, Height 3'5", Weight 67 lbs

Skin pale, Hair Black, Beard -

Eyes Blue-green, Vision Infra 60", Wealth 8 gp

Careless... dreamy, courage...shy, curious...inquisitive, friendly...compassionate, greedy...thrifty, generous...kind (to friends), naive...guillible, optimistic..cheerful, suspicious...cautious. His black hair is similar to the hair of itallians (greasy mop). His eyes change from blue to green, depending on apparel (see courage above though). Manner of Speech: stutters when excited (in danger), accent different than common Frizzle is short and thin (thin for a halfling)...almost statuesque for 9 year old human! Facial: clean shaven, baby faced. Age: usually mistaken for a 9 year old human, but really a young halfling (33 being the equivilant of our modern 21).

Weapons

Sling (p), throwing dagger (p), knives.

Non-Weapons Proficiencies

Common , 13 appraising 1, 15 gamming 2, 17 tumbling 1, 14 cooking 2

Special abilities

+1 w/ sling & thrown weapons

PP : 30 %, OLs : 25 %, F/RT : 10 %, MS : 55 %, HS : 60%, DN : 30 %, CW : 55%, RL: :-5 %. If alone (or w/ elves or hallings in nonmetallic armor) or 90' in front of party and in non metallic armor, opponents have a -4 on surprise, a -2 if a door must be opened. +4 on saves vs. wands,staves,rods &spells, +4 vs. Poison.

Possessions

Breeches(black), sling, boots soft(black), knife, belt, waist knife, pouchbelt small, 30 bullets for sling, wool shirt (blue and yellow), cloak (blue), cap (black), rucksack, smallsack, knife, whetstone, silk jacket (yellow and green), map tube (map of Connyberry area), old rag..... lb. of soap

Notes and History

Most in the town of Connyberry have learned not to call Frizzle a halfling. The exception being the elder women and children of the villlage. The rest speak of him as a Hobbit (halfling is an insulting name to a, uhm, hobbit). More often than not he's simply called by his name, Frizzle or by young Mr. Underhill. He's known as a great chief, and has done a banquet or two outside of his normal duties for the Inn. He currently lives on the first floor of the inn, beside the kitchen. The townspeople get along well enough with him.....none know of his "thief abilities", except maybe one or two of the adventurers of the group. We'll have to wait and see..... Frizzle will join up with other adventurers if theres a god chance that there will lots of treasure with little risk of serious injury. He especially prizes works of art an such (sort like Lovejoy on A&E... damn I love that show). He's meet a few of the local artists in the area and likes to hang out with them when he's not cooking (which he loves to do, and will offer to do for an adventuring company). Unless he gets to know the ppl he's with it's unlikely he will do something truly valorous to save them. Sure he's good, but he watches out for number one. Also he hasn't any formal training as a thief- just lots of natural ability, so he doesn't see himself as thief. Frizzle works as the cook at the local inn, Connyberry Hall. He's a talkative fellow that's from s.e. of the villlage. He's good with a knife (stopping a brawl in the inn once just by pinning a man's sleeve to the table from across the room) and a collector of tales and of maps. He has a small room in the Hall next to the kitchen. It's sparsely decorated; a cot, some blankets and a few cheap local paintings. He's been in the area just over two years and has made friends with the locals quickly. Most of the women of the town see him as a child, something he's unable to shake, and constantly talked to as though he is a child. With what little he has saved up he'll try to buy some adventuring supplies- wineskin, maybe a torch and tinderbox, etc. He's not much into weaponry... he's going to be expecting the tall big strong ones to handle that. He has met an elf beore as well as humans, but the other races will be new to him- and he's likely going to pester them for knowledge about their legends and stuff...

Gallivas

Thief (Handler) 6th

Kender male

STR 16 , DEX 19 , CON 18 , INT 18 , WIS 15 , CHA 14, COM , PER

AC 6, hp 35, MV , MR 0

AL NG, Age 25, Height 4', Weight 95 lbs

Skin light, Hair brown, Beard Eyes green, Vision ??, 30', Wealth 200gp gp

Weapons

Two Shorts Swords of Quickness-proficiency(pick pocketed)(br) Hoopack-Proficient(br) Dagger(br)

Non-Weapons Proficiencies

Swimming(br) reading/writing

Special abilities

PP-50%(br) Pick locks- 50%(br) F/RT-5%(br) CW-40%(br) HS-5%(br) Move silently-(5%)(br) RL-0%(br)

Possessions

Rope, string, mouse, rocks, needle, thread, cloth, pencil, paper, shoes, hat, flute, stick, thieves picks, assasinse knife, poison, flask, rations, feed (for mouse), gold, locks.

Magical Items

+3 silver dagger(br) 2 short swords of quickness(br) Ring of Djinn summoning(br) potion of Dragon control (white/silver)(br), pouch of emptyness(br) (Scary kender!).

Heh Blondie

Thief/Cleric 10th)/7th

Halfling male

STR 12 , DEX 18 , CON 16 , INT 11 , WIS 15 , CHA 10 , COM 13, PER

AC -8 (-3), hp 60, MV 12, MR 0 AL LE, Age 46, Height 2'9", Weight 60 lbs

Skin Tan, Hair Blonde (dyed), Beard None Eyes Blue and crazy!, Vision 90 Infra, Wealth 100,000 gp

Heh Blondie is a halfling with bleached blonde hair and the most manic eyes imaginable. They reflect his mind-set perfectly. He is without a doubt truly insane and even his companions in the "Flying Half-Cocks", a group renowned itself for unpredictability, are at a loss to understand him. He moves from moments of lucid, brilliant thought and wit to sheer stupidity and unparalleled recklessness (his antics when he had possession of two wands of wonder are prime examples). He is a compulsive gambler (particularly craps), pathological liar, enjoys thieving not for the reward but for the act itself and has a viscious penchant for torture (precisely why he is such a fine cleric to Cyric, the God of Murder and Death). Heh is truly a terrible person to cross as he is likely to help or kill you depending on the mere roll of a dice (and as he has a selection of loaded ones, the result can be pre-determined purely on his mad instincts). Despite this worrying list he is a truly excellent thief and proficient cleric, and rarely fails to aid and put himself in jeopardy for his "Half-Cock" companions. Heh is wanted for the full list of crimes the "Half-Cocks" are currently wanted for, plus a whole gamut more including numerous incidents of indecent exposure right across the NE coast of the Sea of Fallen Stars. Despite his fearsome reputation, Heh is terrified of jelly of all sort (including edible stuff) after an incident with a green slime in his youth.

Weapons

Shortsword/shortbow/dagger/hand-crossbows

Non-Weapons Proficiencies

Tumbling/juggling/endurance/looting/disguise/blind fighting/quick-draw

Spell casting

Cleric spells from 1st-4th (5,4,2,1 respectively)

Special abilities

Backstab (x 4)/full range of thief's abilities/turning undead/

Possessions

Small silver box with assorted torture implements within/an assortment of genitalia from those he has murdered kept in a leather sack/caltrops

Magical Items

Shortsword +3, Back-biter/Phylactery of luck (3 times per day Heh may re-roll any dice he chooses)/shortbow +2/dagger +4/2 handcrossbows +1

Notes and History

Heh was born in a village just NW of the city of Berdusk where he soon became known by all as a trouble-maker and violent youth. His father, a decent, honest halfling, disowned him so he left whilst still young (after stealing enough money from his family and neighbours) to go to the nearby city of Berdusk. Here he joined the thief's Guild but though prosperous he hated sharing his wealth and scammed money from the Guild. When they discovered his game, he was forced to flee east from their punishment, leaving a trail of theft and other miscellaneous (and varied) charges in his wake, until he fell in with the "Flying Half-Cocks."

Hoglebit Thumpwart

Theif [kit: Scout] 6th Kender Male
Flamin' Wart, Pest of the Gods

STR 15 , DEX 17 , CON 17 , INT 12 , WIS 10 , CHA 14, COM , PER

AC 1, hp 31, MV 8, MR AL CG, Age 36, Height 3' 4", Weight 58 lbs

Skin Brown, Hair Blond, Beard Goatee Eyes Blue, Vision Normal, Wealth 32,000gp

A feather of the winds of Fate, Hoglebit has traversed time and space at the whim of gods. He's really starting to get upset.

Weapons

Proficiency with Hoopak and Dagger

Non-Weapons Proficiencies

Direction Sense, Tracking, Set Snares

Special abilities

Theif abilities, immune to fear

Possessions

Scullcap, Dagger, Boots, Belt, Dead Spider, Partial Maps, Lockpicks

Magical Items

Banded Armor +1 ('borrowed' from some bandits on the road to Kendermore) Flaming Hoopak +2 (Stolen from the treasure hoard of a god, causes anything thrown from it to burst into flame, whether flammable or not)

Notes and History

Ripped into Limbo from Kendermore to find something for an unknown god, other gods (claiming to help him) subjected him to other quests of their choice.

Jago

Ninja/Thief 6th /6th Human male
The Swift one

STR 18/29 , DEX 19 , CON 18 , INT 16 , WIS 16 , CHA 16 , COM 17, PER

AC -1, hp 62, MV 20, MR 45 AL n-g, Age 20, Height 5'6", Weight 145 lbs

Skin tan, Hair black, Beard - Eyes blue, Vision ultra, Wealth 1,000 gp

Short, muscular and a scar on his chin always is in the wrong place at the wrong time he always hides himself. he loves to get in a rumble with about 5 goblins. always hangs around 5 minitours and a beautiful princess (his wife) and normally fighting evil his favorite saying (you bloody bastards).

Weapons

Katana sword +5, 3 shirekins of intrapung +3.

Non-Weapons Proficiencies

Blind fighting, endurance, set snares, tracking, read/write, disguise, reading lips, tighrope walking, tumbling, ancient history, local history, direction sense.

Spell casting

Dont need can use my fists against those bloody bastards.

Special abilities

He has a laser kick that he learned from his mentor , he can find traps and pick locks 75% of the time, escape bond at 65%.

Possessions

Backpack, high & soft boots, lock pick set, tinder box, 6 daggers, short cross bowe, 40 bullets, normal clothes.

Notes and History

Origanly from the oriental world he was brought to the planet by a warping boomerrang .He loves to get in fight with goblins.he has met many friends but he only trusts 1 person and that is his best friend Shintari they have been in many fight together but the biggest fight he has been in when they went and challeged the pit of mutumno he has got many items but he has gave them all away .he a kind and loving person when you get to no him . now he is just sitting around waiting for a good fight to break out .

Jugginya

Thief [kit : Assassin] 10th Human female

STR 11 , DEX 18 , CON 16 , INT 9 , WIS 9 , CHA 7 ,COM , PER

AC 1, hp 48, MV 12, MR AL NE, Age 26, Height 5'4", Weight 105 lbs

Skin White, Hair long blonds, Beard Eyes gray, Vision , Wealth 856 gp

Weapons

Long sword, Blowgun, Dagger, Lace (for strangle)

Non-Weapons Proficiencies

Herbalism, Reading lips, Disguise, Ventriloquy, Riding (land based), Instinctive shooting (Bonus + 1 on Initiative)

Special abilities

PP : 35 %; OL : 65 %; F/RT : 45 %; MS : 90 %; HS : 97 %; DN : 20 %; CW : 75 %; RL : 0 %; Backstab (Dmg x 4)

Possessions

1 dagger, 1 long sword, 2 laces, clothes (1 suit blue, 1 suit black), 1 cloak (dark blue), 1 backpack, 1 bag with 1 flask of poison F (for 100 darts) and 1 flask of poison D (for 4 daggers or 1 long sword), 100 darts (for blowgun, used with poison F), 2 blowguns, thieves picks.

Magical Items

1 dagger (+ 1); Gloves of evasion; 1 elf chainmail (AC = 5).

Kalin Stardawn Thistleknot

Ranger/Thief 8th /14th Kender Male

Prince Of Kendermore

STR 16 , DEX 23 , CON 18 , INT 15 , WIS 8 , CHA 16 , COM 18, PER

AC -10/-6, hp , MV 48, MR 30 AL CG, Age 28, Height 4'2", Weight 87 lbs

Skin white-boy, Hair red, Beard- Eyes green, Vision 90--infra, Wealth lots of shiny things!

A happy go lucky kinda guy who can't keep his paws off of other peoples stuff ; "I was keeping it safe for you; It fell in to my pocket"; this looks just like yours doesn't it are some of his favorite phrases.

Weapons

Hoopak sp, longsword, shortsword, dagger, footman's lance.

Non-Weapons Proficiencies

Jumping ,tumbling, blind fighting, tightrope walking,looting,tracking, juggling, reading/writing, common, kender speak, swimming, set snares, survival (woodland).

Spell casting

Read mage scrolls

Special abilities

HS: 99%, MS: 99%, PP 95%, OL: 75%, Find /remove traps 70%, DN: 65%, CW: 99%, RL: 100% (see magic items), Back stab +4 x5, +4 On attacks vs black dragons, Animal empathy, 2 handed fighting.

Possessions

Numerouse pouches containing borrowed items : 4 field mice,60 feet of hemp rope,brightly colored clothes,feathers,backpack, bed roll,numerous shiny rocks (gems),Dragon scales,frog shaped Solanthian, light gem,Quath-pa (dried fruit and nuts),wine skins,lock picks and thieves tools.

Magical Items

Glasses of arcanist,Bupa's Emerald,Studded Leather +5,Light Gem,Gem of darkness,Ring of shooting stars,Ring of Regeneration,Cloak of elvinkind,Boots of elvinkind,Amulet of flying,2 Bags of holding,Ring of Shapechanging (frog),Gauntlets of Dexterity,Footman's Dragon Lance,Diamond Strung Hoopak +1 (Kills on a 18,19,and 20 cuts off a finger on a 1) also functions as a Black dragon slayer and scimitar of speed,Dagger +5 x3,Long Sword +3 black dragon slayer,Short sword +1 flame tongue.

Notes and History

Was struck with Wander Lust met with a young knight of the crown named Standen Redblade. Slew many Dragons undertook many treacherous quests slew a great Wyrms in the forests of Kendermore, once wielded the legendary Baliff Blade. Kallin, Standen, and a mysterious elvin Blde singer began a quest to thwart a Evil rebel mage and haven't been seen since.

Kamal

Thief 4th Human male

STR 12, DEX 17, CON 14, INT 11, WIS 9, CHA 12 COM , PER

AC 5, hp 18, MV 12, MR 0 AL N(LNE), Age 22, Height 5'5", Weight 135 LBS.

Skin Dark, Hair dark brown, Beard - Eyes brown, Vision normal, Wealth few coins

Weapons

Scimitar, dagger, knife all at normal proficiency.

Non-Weapons Proficiencies

Riding (expert), tumbling, disguise, ancient writings, reading/writing, ancient traps, alertness, observation.

Special abilities

Kamal's skills at thievery are the 1st edition AD&D rules for thieving at the 4th level modified by his dexterity. For 2nd Edition purposes he would concentrate on the open locks, find/remove traps and climb walls abilities.

Possessions

Scimitar, dagger, 2 throwing knives, backpack, a lantern, several flasks of oil, a tinderbox, two sets of thieves tools, a large sack, a small hammer/chisel, several iron spikes, 50' rope. With his riding horse (exceptionally fast one at that) he keeps a weeks iron rations, a spare scimitar and knife, 4 full water skins, feed for the horse, 2 large sacks, a collapsable 10' wooden pole(comes apart in sections), a grappling hook, and another set of thieves tools.

Notes and History

Kamal is a thief. He gets by the best he can the easiest way he can. His specialty is grave robbing, especially old desert tombs. While not possessing the powers of the other more glamorous classes, Kamal gets by on what other adventurers seem to totally lack, brains. He's cautious, suspicious, and very experienced in the ways of the world. While not having the highest charisma nor having powers demanding respect, he is often a leader. He's skilled at the subtle art of manipulation. Others often find themselves following his "suggestions" without really knowing why. His goals are simple; stay alive and get rich. His recent adventures in the desert of desolation may have ended tragically. When what at first seem to be a competent group of explorers turned out to be a group of two power hungry and prideful wizards and three holyslayers of questionable motive. The last we've heard of the tomb robber reports he may have been devoured by some sort of trapper within a pyramid.

Kappelheim Gladdensnoot

Thief/Bard [kit:Jongleur] 11th/10th Deep Gnome male
Don Gladdensnoot of Scornubel

STR 13, DEX 19, CON 16, INT 14, WIS 17, CHA 15, COM , PER

AC -9, hp 66, MV 9, MR 60 AL LN, Age 61, Height 3'6", Weight 80 lbs

Skin gray, Hair none, Beard - Eyes black, Vision Infra (120'), Wealth 82100 gp

A playful, funloving character who should not be crossed. Under his playful boyish exterior, beats the heart of a ruthless, sadistic maniac.

Weapons

Shortsword, dagger,sling,2-weapon style (sp).

Non-Weapons Proficiencies

Juggling, jumping ,tightrope walking, tumbling, ropeuse, spellcraft, read/write common, swimming, religion, observation, teaming, rejuvenation, Common, gnome.

Spell casting

In spellbook

1st : read magic, detect magic, sleep, unseen servant, ventriloquism, burning hands, wizard lock.

2nd : invisibility, spell touch, know alignment, mirror image, improved phantasmal force, detect thought.

3rd : haste, slow, wraithform, fly, clairsentience, wizard sight, fundamental breakdown.

4th : charm monster, fear, improved invisibility, shadow monsters, polymorph self, phantasmal killer, locate creature, turn pebble to boulder.

Special abilities

PP: 45%, OL: 85%, F/RT: 85%, MS: 95%, HS: 80%, DN: 40%, CW: 80%, RL: 35%. All the regular abilities of a Deep Gnome, radiates non-detection; can cast blindness,blur, change self 1/day each; suprised on a 1 in 10; can surprise others 90%; freeze in place 60%; +1 to hit drow and kuo-toa; extra -4 off AC due to dodging ability; regular underground abilities as gnome. Psionic abilities gained from several wishes; PSPs 192, adrenalin control, ectoplasmic form, cell adjustment, energy containment, metamorph, ejection.

Possessions

Thieves tools, 9 iron spikes, dog pepper, 10 caltrops, bag of marbles, blinding powder, walking cane (with death knife from Thieves Handbook), hollow boots (knife in each), wire cutters, weapon black, silk rope 50' bag of salted kippers (used as calling cards).

Magical Items

Bracers of defense AC3, +2 ring of protection, 3 potions of extra-healing, elixer of health, ring of swimming, ring of sustenance, +2 dagger of impaling, wand of magic detection (80 charges), cloak of arachnidia, periapt of proof against poison +1, boots of speed, +1 shortsword luckblade, ring of invisibility, hat of disguise, 2 gems of insight, gem of seeing, luckstone, pearl of power, +1 scarab of protection (11 charges), scroll protection from normal missiles, a ribbon that can cast neutralise poison 1/day. Hat of difference: Psionist level 7; PSPs 97, contact, ESP, ego whip, aversion, phobia amplification, dimension door, mindlink, domination, teleport, teleport trigger, receptacle, psychic drain, conceal thoughts, id insinuation, truthhear, probe, wrench.

Notes and History

Joined up with a group of adventures in an unsuccessful adventuring career in Undermountain. Then moved down to Calimport to help a temple of Tyr find a lost artifact of theirs. The adventurers found and returned the artifact, killing a blue dragon in the process. The party retired after this adventure and Kappleheim ended up in Scornubel, where he opened up an Inn/Festhall/Tavern called the Afterlife. He also set up a thieves guild under the Afterlife called The Firm. Both of which are very successful.

Kinndyr Davvydq (the q is silent)

Thief 5th Halfling male
Lightning Flinger

STR 9 , DEX 19 , CON 9 , INT 13 , WIS 6 , CHA 12 , COM 12, PER 14

AC 2, hp 19, MV 6, MR

AL CG, Age 27, Height 3'4", Weight 67 lbs

Skin Slightly Tan, Hair Brown, Beard - Eyes Hazel, Vision Infra 30', Wealth 131 gp

Innocent looking halfling, pudgy cheeks. Constantly smiles. Wears a cloak made out of a dead black and white giant rat, has many pouches hanging on belt. Sometimes a fat cat pokes its head out of a sack at his side.

Weapons

Grasslefriggin (dagger)+1, parrying dagger, 4 throwing daggers, sling, steak knife, hunting knife, knife with gold hilt. Proficient in dagger, sling (weapon of choice and expertise), and weapon specialization.

Non-weapons proficiencies

Tumbling 12, throwing 17 (has put 4 chr pts), reading/writing io, knows halfling (read, common, and gnome).

Special abilities

Pp 90, hs 60, ms 55, f/rt 50, ol 55, cw 70, escape bonds 50, secret doors 92, weapon specialization @ 6th level, defense bonus -2.

Possessions

2 large pouches, 4 small pouches each with numerous items ranging from common to rare magical. Backpack, bedroll, clothing, cow rat cloak (spoiled giant rat), Three set of thief tools, Cat (noggins kitty bladder 3hp white cat with brown spot on head), furry snow boots.

Magical Items

Ring of protection +2 (stole from noble), Lightning wand (for some reason this wand works for Kinndyr, Grasslefriggin +1 (This dagger is an intelligent weapon imbued with the personality of an ancient gnome).

Alignment NG, Intellegece:17 ego:12 speed factor:0, Powers: find large traps, detect good/evil, levitate 250 lbs twice a day, read all writing magical or not, telepathy and speech in gnomeish.

Notes and History

Came from a small halfling and gnome province in the country of Pootibelly. Traveled with the suntered Dwarf Thorak untill he joined the Dagger Rock company. For more info on Kinndyr and the dagger Rock company go to : <http://www.nccn.net/~floyd/dagger/main.htm>.

Kitira Raven

Thief 6th Human Female
Kitira of the Dark Ravens, Lady of the Ravens

STR 15 , DEX 19 , CON 17 , INT 20 , WIS 18 , CHA 19, COM , PER

AC 4, hp 43/43, MV 16, MR AL Chaotic Nuetral, Age 23, Height 5'2", Weight 92 lbs lbs

Skin Tan, Hair Black, Beard none Eyes Dark, dark Gre, Vision , Wealth gp

As with most chaotic nuetral persona, not always all that mentally stable. Her saying is, "If my life is more important than their's, it's time for them to die."

Weapons

Throwing stars, dagger (regular & throwing), posion darts/blow gun, short bow, small crossbow

Non-Weapons Proficiencies

Disguise, local history, modern languages, blind-fighting, jumping, running, interigation, swimming, navigation, direction sense, apprasing, gaming, reading & writing, herbalism.

Special abilities

F/RT- 45%, PP- 75%, HS- 99%, MS- 95%, CW- 70%, RL- 50%, backstab

Possessions

Black horse (name- Raven), saddle blanket, bit and bridle, back pack, lock picks, 5 candles, 2 water skins, large sack, pair of dice

Magical Items

Shoes of Spider climb

Notes and History

Her entire family, mother, father, two sisters, & three brothers were killed in cold blood right before her eyes when she was 11 years old. She has dedicated her life to finding her family's killers. Is addicted to playing dice.

Koltur Azzur Tol-Amrac

Assassin/Fighter 15th / 12th Dark Elf (drow) Male

STR 23 (16), DEX 20, CON 16, INT 16, WIS 14, CHA 17, COM , PER

AC -10, hp 100, MV 12", MR 0 AL NE, Age 178, Height 5'9", Weight 141 lbs

Skin Black, Hair White, Beard - Eyes Blue, Vision Infra 120', Wealth 100000 gp

Koltur came from the everpresent Menzoberanzzan, but decided he wanted different prey than his own kind. So he went to the surface seeking fresh blood. Koltur and his 2 friends, Bob (mantacon) and

Skullcrusher crusaded throughout many quests. On one quest he gained the magical longsword "BlackRazor" from White Plume Mountain. After that adventure the three went to the slavelords and other adventures. He still adventures but right now is in an off time...sleeping or something.

Weapons

Long sword (double weapon sp), dagger (1 p slot), long bow (1 p slot), Short sword (1 p slot), hand axe (1 p slot), throwing hammer (1 p slot), Staff (1 plot).

Non-Weapons Proficiencies

Swimming, blind-fighting, acrobatics, juggling, rope use, direction sense, survival, tracking, hunting, set snares/traps, forgery, musical instrument: mandolin, running, endurance.

Special abilities

innate spells (drow elf): darkness 5' radius, dancing lights, detect magic, faerie fire, know alignment, levitate. Thief abilities: pp: 145%, ol: 112%, f/rt: 105%, ms: 124%, hs: 119%, dn: 55%, cw: 99.5%, rl: 75%, backstab: x5, dual handed fighting no penalty, 90% resistance to sleep and charm, +2 saves vs. Magic, 2in6 detect secret doors, 3in6 detect concealed doors, 5in6 detect new construction, 4in6 detect sliding/shifting walls, 3in6 detect stonework pits and traps, 3in6 detect approximate depth underground. *Many of these abilities are derived from the race of Dark Elf (Drow)*

Possessions

Clothes -(shirt, trousers, belt, boots, etc. ALL Gray), rations 2 weeks, water 2 weeks, 6 flasks of oil, tinder box, 6 candles, 6 torches, 50' silk rope, grappling hook, bandages and binding cord, bag of marbles, 1 bag of continual light and dark sand (each), 1 bag of continual light and dark marbles (each), small hammer and 6 iron spikes, hunting knife, small pouch of salt, leather backpack (sealed against water), box of caltrops, walking staff, playing cards, dice (loaded), thieves' picks and tools, tooth pulling set (torture device), amputation set (torture device), door hinge remover set (useful), knife set, silvered long sword, heavy pull long bow w/40 arrows, 4 "glasssteed" daggers (2 wrist sheaths, 2 in boots), "Blade boots" (self designed), -many of the possessions are taken from Aurora's Whole Realms Catalogue.

Magical Items

Long Sword +3 "BlackRazor" alignment: Chaotic Neutral, INT: 16, speech and telepathy, detect life (souls), haste 1/day, 100% immunity to sleep and charm, upon a death stroke confers the victims hit dice and hit points to the wielder for a number of hours equal to the victim's hit dice, girdle of frost giant strength, necklace of disguise (see hat of disguise), cloak of displacement, decanter of endless water, boots of speed, ring of fire resistance, ring of invisibility, ring of protection +4, bracers of armor class 2, serpent ring (from Labyrinth of Madness...yuck).

Notes and History

Born in Menzoberranzan went to surface, met Bob (Mantacon), met Skullcrusher, went on adventures all over...SlaveLords, Labrynth of Madness, White Plume Mountain, Hidden Shrine Tamochoan, and various adventures written by dm.). Married some baroness chick in slaveLords, bought a castle with bob and Skullcrusher began quest on Dragon Mountain (too many *@#!ing kobolds/dragons/stuff), semi-retired, stopped playing 1/5th of the way through module.

Krillaxas The Unseen One

Thief 15th Sylvan Elf Male
Guildmaster

STR 19, DEX 19, CON 17, INT 15, WIS 11, CHA 13, COM -, PER -

AC -1, hp 64, MV 12, MR 0 AL CG, Age 123, Height 6', Weight 198 lbs

Skin tan, Hair black, Beard goatte Eyes green, Vision Infra 60ft, Wealth More than even he knows

Large for a sylvan elf. Always wearing black. handsome.

Weapons

Maces, Long swords, Short bow, Krillaxas's backstabbing weapon(1d6x5+1d4), Daggers, Swordstick.

Non-Weapons Proficiencies

Alot,Krillaxas took two years of from adventuring to learn skills and has 24 proficiencies.

Special abilities

PP: 111%, OL: 115%, Find Remove Traps 115%, MS: 111%, HS: 111%, Bribe 111%, CW: 111%. Backstab, Scroll Use 80%, Magic Identification 75%, Defence Bonus, Resistance, Keen Eyesight, Keen Hearing, Ambidexterious.

Possessions

Krillaxas, as a guild master has access to most common items.

Magical Items

Mace+4, Mace+1 of Slowing, Long Sword+1, Short Bow+1, Purse of Everfull, Cloak of Vanishing, Bag of Holding, Potion of Human Control, Potion of Polymorph Self, Scrolls(3).

Notes and History

Krillaxas was born and raised in the northern edge of Cormanthor. When he was 98 his tribe was destroyed by raiding humanoids. Being one of the most powerful men in the tribe he faught his way to a clean escape. He fled north. The massacre had left him a bitter and ruthless man. he ran north until he entered Zhentil Keep he heard of the powerful Zhentilars and wanted to join in to gain personal power. He was denied access because he was a wood elf. So he turned to thievery to maintain a living. His cunning mind and good thieving skills allowed him to adapt to city life quickly and shed the negative attitude of other wood elves. He soon new the city well and had many connections. Through these connections he was able to gain access into the Zhentilar. Once in,his cunning advanced quickly. At the age of 102,now a seargent,he was given his first command. A few months after that he was commanded to lead 50 men to massacre a small village, nobody was to be spared. As he approached the village his thoughts drifted to his own village which was destroyed just 5 years before,and then something in side him snapped, the rampant evil in him left. He deserted the army and ran from his bloody past. He wandered from city to city trying to find a calling in life. he eventually ended up in Tilverton. He stayed the night at an inn where he met a group of men who for some reason seemed to offer a chance at meaning in life and the rest is history.

Kriminy the Kobold

Thief 3rd Kobald, male

STR 7, DEX 18, CON 11, INT 8, WIS 6, CHA 8 COM , PER

AC 4, hp 14, MV 12, MR AL CN, Age 13, Height 4'3", Weight 64 lbs.

Skin grey-green scaly, Hair none, Beard - Eyes darting and blood shot, Vision infra, Wealth couple of fish

Weapons

knife, dagger, short sword.

Non-Weapons Proficiencies

Foraging, tumbling, survival (dungeons), poisons.

Special abilities

PP: 35%, OL: 25%, HS: 60%, MS: 65%, CW: 80%, DN: 15% back stab: x2.

Possessions

Short sword, small sack, couple of fish, dagger, knife, lock picks.

Notes and History

Kriminy is a Kobold and doesn't pay much attention to the past. Its a spazoid creature of instinct, whim and randomness. He's quick and possesses a strong survival sense. His desires and goals(while changing every thirty seconds or so) revolve around food, wealth, and fun. He has a slightly cruel sense of humor. While not paying to much attention to others he will try to aid those who've helped or befriended him. He's easy to talk into something but has no concept of honor or of keeping his word.

Laramus

Thief 5th

Human male

Meanest S.O.B in the world and the best guy to have as a friend

STR 13 , DEX 17 , CON 12 , INT 11 , WIS 13 , CHA 12, COM 11, PER

AC 5, hp 30, MV 12, MR 0 AL NE, Age 33, Height 71 inches, Weight 138 lbs

Skin fair, Hair greying brown, Beard grey Eyes brown, Vision Normal, Wealth 37 gp

Tall and thin, blackened right hand, jagged facial scar, missing an ear. USED to be attractive, long long ago.

Weapons

Proficient in Longsword, dagger and shortword. Carries a longsword +1, +2 vs. scaly creatures.

Non-Weapons Proficiencies

Alertness, Tumbling, Read/write common, looting, appraisal, languages: Common, elven (high), elven (low), disguise (an expert)

Special abilities

Backstab, +4, x3. PP: 55, OL: 35, F/RT: 35, HN: 35, MS: 60, HIS: 65, CW: 85, RL: 35

Possessions

Black cloak, tattered grey cloths, belt, sword sheath, fine boots, 3 bottles of fine wine, pack, 50 ft of silk rope, 2 dagger sheaths, grapple, hammer, 6spikes, small tent, winter blanket. Also carries 2 daggers.

Magical Items

Bag of holding, his sword, ring of the ram (8 charges)

Notes and History

A hardened street thief, defeated a plot to kill a noblewoman, but was blamed as the assassin, fled and found out about an orc warlord raiding the area, found the warlord who possessed an artifact, Grollim's Gauntlet, tackled the warlord from his horse at full speed, then took the gauntlet. He put it on and gained massive strength and health, and a curse. He had the gauntlet removed but his curse remains: all goblinkind and orcs recieve +1 to hit and damage against him. He then solved the 1st ed. adventure "Against the cult of the reptile god." Then went through a long campaign to save his best friend's brother. His "friend" turned out to be one of the men responsible for the plot to kill the noblewoman. Laramus killed him. He now uses his disguise expertise as a spy for the highest bidder.

Lastar Bimold, son of Jon and Baldora

Thief 8th , Kit: Bounty Hunter

Half-Elf, Male

Sir

STR 18 , DEX 19 , CON 18 , INT 17 , WIS 14 , CHA 16 , COM , PER

AC 1, hp 38, MV 10, MR 0 AL cg, Age 45, Height 5'8, Weight 168 lbs

Skin White/Silver, Hair Silver/Brown Streaks, Beard Eyes Light Blue, Vision Infra 30', Wealth 5,200,392 gp 167

A very noble Bounty Hunter, descends from a family of great heroes, he will fight only if he is in great danger, and when he does fight, he has a great passion for it. He possess a magical sword, known as the Dragon Rune Sword, passed to him from his late, human, father. It does 1d20 against small creatures and medium creatures, and 2d8 against large creatures.

Weapons

He is proficient with Large Blades, Daggers, Single Weapon Style, and 1hand crossbows. He is ambidextrous. He has the afore mentioned Dragon Rune Sword, a Dagger +2 (+3 vs. 1larger than man sized creatures), a HandCrossbox, a longbox, and a 1silver dagger (+3).

Non-Weapons Proficiencies

Appraising, Endurance, Fast-Talking, Fire-Building, GemCutting, 1Tracking, and Tumbling.

Special abilities

PP 55%, OL 55%, F/RT 55%, MS 80%, HS 80%, DN 80%, CW 80%, RL 10%. 30% Resistance to sleep, and charm related spells, infravision to 30', detect hidden/secret doors, 1 on 1d6. hidden while searching: 1-3 on 1d6. 1secret while searching: 1-2 on 1d6. 1Backstab Bonus: x4.

Possessions

100' Rope, 1Grappeling Hook.

Magical Items

Ring of Protection +2, Girdle Of Many Pouches, 3 Healing Potions.

Notes and History

Lastar started his adventuring career when he heard his father had 1been captured by The NightShadows Of La'lish, a very large groupe of 1Orcish warriors. He decided he had to save his father. With the help 1of his adopted Ogre brother <long story behind this> he went to 1rescue his father, he made it in and out very easily, but his father 1died of all the torture they had done to him. Lastar went into a state 1of rage and killed as many of the Orcs as he could, he would have been 1killed if his brother had not sacrificed himself and battled the Orcs 1to death. Since this time, he has succeeded on many great quests. He 1has taken a personal vow to murder every Orc alive.

Laurelyn

Thief 6th

Human Female

STR 13 , DEX 18 , CON 15 , INT 14 , WIS 8 , CHA 16), COM , PER

AC -4, hp 37, MV 12, MR 0 AL CN, Age 23, Height 5'6", Weight 130 lbs

Skin white, Hair blonde, Beard none Eyes blue, Vision Normal, Wealth 100,000 gp

Weapons

Longsword +1, short bow +4.

Non-Weapons Proficiencies

Tumbling, swimming, gaming, reading/writing, cooking, bowyer fletcher, set snares, appraising.

Special abilities

PP (95%), OL (45%), F/RT (65%), move silently (85%), HS (85%), DN (30%), CW (75%), backstab x3.

Possessions

Thieves picks, 2 gaurd dogs = thaco 19, 2-8 dam, 9 hp, 4 torches, 4 weeks rations, 20 sheets of paper, scorpion poison, flint & steel, ink and a pen, 1 1000 gp gem.

Magical Items

Long sword +1, bracers of defense ac 0, ring of invisibility, staff of fireball 40 charges left.

Lord Miles the Thief

Thief 13th Half-Elf Male

Hero of the Siege of Mirabar

STR 14 , DEX 18 , CON 15 , INT 13 , WIS 8 , CHA 14 , COM 14, PER

AC 1, hp 57, MV 12, MR 0 AL CN, Age 41, Height 6'0", Weight 175 lbs

Skin Pale, Hair Black, Beard Eyes Blue, Vision As per 1/2Elf, Wealth Varies Greatly

A gangly, goofy looking 1/2Elf, who, except for the pointy ears, would appear to be a human.

Weapons

Long Sword, plus a variety of odd blunt weapons.

Non-Weapons Proficiencies

He seems to have no discernable (useful) skills short of Animal Training (hawks, specifically).

Special abilities

His thief abilities are all practically maxed out (though he seems to be able to roll the needed 95% or greater to fail on a constant basis).

Possessions

His hawk (Merith V, at last count), Some thief's tools (not a complete set, and not often used either) Random coins/gems/books/cooking utensils/articles of clothing, just a bizarre grab bag of items (usually not of much value), but that he likes. Most of the items are stolen. Long Sword and Dagger.

Magical Items

+3 Ring of Protection, Wand of Illumination, Ring of Water Breathing, Various potions.

Notes and History

Born to a sorceress after a botched fertility potion experiment, he was separated from his two half brothers at birth (Orin the Relentless Avenger, a LG 1/2Orc Male Ft/Cl 8/4 serving Torm, and Lord Beauregard Grey, a NG Human Male Mu 19 serving pretty much himself), but some thirty years later was reunited with them (they formed the Knights of Opposition along with Kiafas, a LG Human Male Pal 4 serving Torm, and a Thayvian Red Wizard named Dozart, a LE Human Male Mu 12, who had been stripped of his robes). Miles is quite insane, but in a relatively harmless sort of way. He likes children and other stupid people, and is, when you get down to it, a good soul, he just makes lots of unwise decisions. It doesn't help that he is schizophrenic (his alter ego is a psychiatrist named Dr. Raymond Dooley), and likes to pick fights (which he usually can't win, he has learned to take a butt-kicking very well). He is absolutely fearless, but through blind luck has managed to survive. He accidentally saved the city of Mirabar (of the Forgotten Realms, where all of these people are from) from a horde of goblins that were laying siege to it, though he is best remembered for walking (invisibly) into the temple to Athander in Shadowdale and loudly proclaimed that he wanted the clerics to bring him Elminster's head on a platter. He never explained his actions (though he did wind up running for his life). He now spends most of his time in distant Al-Quadim, causing trouble every day.

Lucas

Explorer 6th

Human Male

STR 10 , DEX 8 , CON 16 , INT 18 , WIS 15 , CHA 13, COM , PER

AC 6, hp 36, MV 12, MR AL N, Age 29, Height 5'7", Weight 154 lbs

Skin fair, Hair blond, Beard black goatee Eyes blue, Vision normal, Wealth 20000 gp

Explorer from the town of Amster's Dike for the Empire of Iberia

Weapons

Proficient and uses swords, crossbows and arquebus

Non-Weapons Proficiencies

Those that would help an explorer in his travels

Special abilities

OL 50, F/RT 50, CW 90, RL 15

Possessions

clothing, studded leather armor, navigational tools

Magical Items

Lucas's astrolabe (able to pinpoint exact degrees of direction and latitude within 5 degrees; can also determine time of night by position of certain stars)

Notes and History

Explorer that discovered new lands for Iberia, dabbling in magics, and was sent home to Iberia in chains for not being able to quell a revolt in a new colony, but managed to escape from prison, member of Order of Ten.

Malurk Tividor

Thief 7th Human male

STR 12 , DEX 16 , CON 17 , INT 14 , WIS 12 , CHA 17 , COM , PER

AC 5, hp 35, MV 12, MR AL NE, Age 28, Height 5'12", Weight 155 lbs

Skin tan, Hair dark brown, Beard - Eyes green, Vision normal, Wealth 72000 gp

A nimble young man who is a follower of Mask, born in Zhentil Keep and raised in an abandoned hut at the outskirts of the city near the Moonsea. He is very ambitious and hope one day to be a part of the Zhentarim.

Weapons

Malurk is proficient in dagger, shortsword and longbow.

Non-Weapons Proficiencies

Ancient History, Appraising, Blind-fighting, Disguise, Juggling, Reading lips, Agriculture, Direction Sense, Riding (land-based), swimming.

Special abilities

Find traps, disarm traps without difficulties, and other abilities of a skilled thief.

Possessions

Longbow, shortsword, 2 daggers, a sack containing daily equipments and clothing, thief picks and tools, whetstone and files for sharpening arrows and daggers, and a medium warhorse.

Notes and History

He is a very secretive man, nothing much is recorded in his history. The only known to the folks of the Realms is that he once ventured into the midst of Myth Drannor with a group of adventurers and the only one came back to Zhentil Keep alive.

Mora De Terren

Thief 11th High Elf female

STR 14 , DEX 18 , CON 14 , INT 12 , WIS 12 , CHA 12 , COM , PER

AC 6/4/2, hp 61, MV 12, MR elf AL TN, Age 123, Height 4'10", Weight 65lb lbs

Skin fair, Hair brown, Beard- Eyes brown, Vision 60ft infra, Wealth, 50,000 gp

Mora is a very thin elf, her only outstanding physical feature is her ample chest (for an elf) other than that, she prides herself on having a non-descript face which blends into any crowd. Her small size also enable her access to places normal sized people can not fit.

Weapons

Dagger (specialized) thaco:(14/12) dam: +2 #att 3/1(5/1), *she's ambidextrous, she fights with both hands no penalties w/ dex, short sword thaco: 14 dam: +0 #att:1/1.

Non-Weapons Proficiencies

Tumbling, disguise, elvish r/w, singing rope, use common r/w, set snares, lb riding, ambidexterity, locksmithing.

Special abilities

PP: 95% , OL: 95%, FT: 95%, HS: 95%, DN: 20%, CW: 80%, RL: 75%, Backstab x4.

Possessions

Standard woodland garb. Attractive green gown. Desert aba. Weapon black, chalk, mirror, 50ft silk rope, grapple, lock picks, flint and steel, pen and ink, candle, elvish-common dictionary, soap, turquios haircomb, wooden cup, good lock, numerous daggers strapped to various locations, shortsword, follower: male gnome thief illusionist (3,2).

Magical items

Ring of protection +2, dust of trail dispersion, 1 potion healing, amulet proof against detection, bag of holding, ring of invisibility, ring x-ray vision.

Notes and History

Mora started adventuring in a small group including a greedy fighter/mage named Krull and an arrogant ranger named Salic. Through the course of their adventures, they traveled with numerous others for various lengths of time. Their adventures were extremely dangerous, from fighting zombie lords in Ravenloft to rescuing helpless/useless avatars in the time of troubles. Throughout it all, mora's position in the party was as back-up. all too many times was she the last one standing after delivering the final blow to the opponents back and left to haul her companions to safety. All in all, she was a most valuable friend, however any slight could make her a terrible enemy. Mora is now establishing her self in a small human town, garrettsville, located between to major cities. She intends to build a mercantile empire/thieves guild. After becoming an important, respected, invaluable, citizen, her plans will start to take shape. After all, what's a few hundred years to an elf in a human town.

Murryweather Trindlespire

Thief/Bard [kit:]Jongleur] 5th/5th Halfling (stout) male

STR 12, DEX 19, CON 17, INT 14, WIS 11, CHA 18, COM , PER

AC 4, hp 35, MV 6, MR AL N, Age 27, Height 3', Weight 54 lbs

Skin white, Hair brown, Beard Eyes blue, Vision Infra 60', Wealth 907 gp

He generally wears black clothing and has a sly look about him. He's not one to be trusted.

Weapons

Shortsword, dagger, single weapon style (double specialised).

Non-Weapons Proficiencies

Juggling, jumping, tightrope walking, tumbling, disguise, spellcraft, swimming, fast talking, rope use , halfling, common.

Special abilities

PP: 40%; OL: 50%; F/R TRAPS 65%; MS: 75%; HS 70%; DN: 20%; CW: 85%; RL: 25%. Can backstab and has all the Jongleur special abilities.

Possessions

Thieves tools, silk rope 50', grappling hook, darksuit, wire cutter, hacksaw, bag of marbles, 2 wax blocks, aniseed, pin ring, shortsword, 6 daggers.

Magical Items

+1 longtooth, a magical harness is AC 8 and once per day has the ability to send the wearer into a beserk like state +10hp; +2 to hit, damage and saves.

Notes and History

Murryweather and his band, had many adventures around Leilon, Luskan and Port Llast in the North (most of them failed adventures). The band was known for never getting the job done or even starting it. He followed in the footsteps of his late cousin, Samtavan Sudacar, who began the Halfling Journals. Only thirty pages have been written so far, and now Murryweather has handed the job to someone else, he just couldn't be bothered. He is now living in Balders Gate with his family and his brother, Weathermurry.

Nilrem Fetherfoot

Thief (Handler)/Mage 3rd /2nd male Kender

STR 15 , DEX 19 , CON 15 , INT 18 , WIS 12 , CHA 14, COM , PER

AC 6, hp 16, MV 15, MR AL NG, Age 27, Height 4'4", Weight 83 lbs

Skin Tan, Hair Long Brown, Beard Eyes Bark Brown, Vision 30' Infra, Wealth 425 gp

Long Brown hair in a topknot, with dark brown eyes, child like face, and a grin that could make any constable attack. Usually travelling, looking for "Brent". Enjoys company.

Weapons

Hoopak, Bollik

Non-Weapons Proficiencies

spellcraft, juggling, tumbling, tightrope walking, appraising, hunting, swimming, speak Common, speak elvish, speak kender, write common

Spell casting

All Schools: casting level 1, memorize 2 spells

Special abilities

Backstab x2, pp 85%, ol 25%, frt 25%, hs 65%, ms 50%, dn 35%, cw 50%, rl 10%, escape bonds 10%, if no metal armour, -4 the sneak up silently or -2 if a door, taunt, immunity to all fear, +4 vs saves

Possessions

Hoopak; bollik; blue, red, yellow shirt; green, purple, orange pants; brown leather boots; lockpick set in boots; Backpack; two weeks rations in backpack; two canteens in bp; thief kit in bp; sleeping roll in bp; 12 sling bullets; vest with hidden pockets filled with assorted items; travelling dark blue cloak and hood.

Magical Items

Spellbook, Holy symbol of Paladine

Notes and History

Nilrem like most other Kender is a jolly spirited soul. Raised in the realms Nilrem has no idea of his parentage. As he was told, he was adopted by Brent the Half-Elven Bard who at the time of finding the babe in a forest took him in as his own. Brent took Nilrem travelling with him everywhere. Along the way Brent started teaching some "skills" to his benefactor, ergo thief but was dishearted as Nilrem would trade the things he acquired for lesser more interesting things (age 13). Once when Brent was reading his spellbook he noticed Nilrem reading over his shoulder, After being baraged with questions he agreed to try to teach him (age 15). Around this time it became plainly obvious that Nilrem was not a half-elf. And it was then in Waterdeep that Brent and Nilrem ran into a family of Kender. The family Featherfoot agreed to take the boy in and thanked Brent for his years of kindness. As a parting gift Brent gave his spellbook, and Nilrem a crystall that functioned as a prism (Nilrem's most prized possession). Nilrem has never seen nor heard of Brent ever again, nor has anyone remembered that he had passed through with the little boy, not even the Featherfoot family, their response was "Brent who?" The only clue Nilrem had was a plain spell book and a platinum medallion that he had found in his pouch. Nilrem certainly would have remembered receiving such a medallion, As it was the relief of a platinum dragon.

Otto 'Nimble Fingers' Harluk

Theif 3rd Halfling (Stout) Male

STR 9 , DEX 19 , CON 15 , INT 12 , WIS 10 , CHA 13 , COM , PER

AC 4, hp 10, MV 6, MR 0 AL NG, Age 26, Height 3'3", Weight 67 lbs

Skin Tan, Hair Brown, Beard None Eyes Hazel, Vision 60ft infra, Wealth 300 gp

A young halfling with a sly mocking smile. Otto is very lazy and is quickly to sleep before his companions can set the order of watch.

Weapons

Short Sword, Dagger, * Will try to flee before these get put to use.

Non-Weapons Proficiencies

Read/Write-Common (13), Gaming (13), Tumbling (19), Appraising (12), Cooking (12), Disguise (13).

Special abilities

Backstab x2 +4 to hitPP:60%, OL:40%, F/RT:30%, MS:75%, HS:75%, DN:20%, CW:45%, RL:-5%.

Possessions

Leather Armor. Standard adventuring equipment, Book on the city of Daggers Poin. Daggers (3), Short Sword.

Notes and History

Otto was born in the small city of Trinity in the time of Nethril. This city was ruled by the faithful of Amaunator the god of law and the sun. As he was growing up he taught himself the ways of the theiving

arts. When he was caught by the clerics for a misunderstanding (One grabbed Otto's hand while it was still in the cleric's pouch) he was sentenced to death for the crime. Luckily he was able to escape before that could happen. He now lives in the peaceful city of Frothwater, awaiting his next great adventure.

Peregrin

Thief [kit: Weapon Master] 9th Human female

STR 15 (Mus 13/Sta 17), DEX 17 (Aim 16/Bal 18), CON 17 (Hea 18/Fit 16), INT 13 (Rea 11/Kno 15), WIS 11 (Inn 13/Wil 9), CHA 13 (Lea 11/App 15), COM 15, PER

AC 3, hp 51, MV 12, MR 0 AL CN, Age 24, Height 5'7", Weight 120 lbs

Skin Lightly Tanned, Hair Raven Black, Beard none Eyes Sea Green, Vision Normal, Wealth 7,000 gp

A gorgeous, lithe young woman, Peregrin is usually clad in silken blouses (commonly white) and tight black trousers tucked into black riding boots. She also wears a green sash about her waist which complements her eyes, and a slim gold circlet to hold back her long dark hair. She is remarkably flirtatious, constantly smiling, and very teasing to amorous males.

Weapons

Weapon of Choice: short sword, Short sword (proficient), Short sword (specialized), Two-weapon method: short sword, +1 attack bonus with short sword (human bonus from Skills and Powers).

Non-Weapons Proficiencies

Appraising, Gem Cutting, Juggling, Tumbling, Tightrope Walking, Swimming, Dancing, Ambidexterity.

Special abilities

Escape Bonds: 60, F/RT: 45, HS: 75, MS: 75, OL: 60, PP: 65, RL: 30.

Possessions

White silk blouses, Black trousers, Black riding boots, 1 silver short sword, Personalized thief tools, Sea green sash or two, Typical adventuring stuff when she needs them.

Magical Items

Cloak of the Manta Ray, Ring of Free Action, Ring of Protection +2, Blindfold of the Bat (see FR mailing list magic items), Dagger of Darkforce +2: This acts as a dagger +2 except that it trails wisps of a dark mist as it slashes through the air "Stalker" - short sword of the night +1: This is a short sword +1 that can call a globe of darkness about the wielder with a 15' radius 3/day. The neat thing is that the wielder can see in the darkness while no one else can. A light spell will deactivate the darkness if the sword fails a saving throw, a continual light will do the same if failed at -3. The slim blade always reflects a dark and starry night, no matter where one is or what time of day it is.

Notes and History

Peregrin is a reckless and carefree individual who has gotten in to more trouble than a halfling with itchy fingers. Though she is intelligent, she rarely uses what little common sense the Gods gave her. This has put a severe hurting on her on more than one occasion. Peregrin began her life in Zakhara (the land of Al Qadim) where she grew up on a cargo ship sailing the seas. She had many encounters with pirates, and quickly gained a reputation for ruthlessness when on one occasion, she had castrated a captured pirate for not answering questions to her liking. On another adventure, Peregrin and a group of adventurers had to stop the surfacing of a minor sea god (something that would come out of a giant clam on the bottom of the ocean). Peregrin thought it would be best to attack the god (!!!) and so dove into the clam as it was merging. Needless to say, Peregrin was blasted away and miraculously survived the beating (though barely). She quickly grew tired of life in Zakhara, and so booked passage to the fabulous lands of Faerun. She has managed to make her way to a small town called Dagger Falls, where she is awaiting the arrival of a drow who will be taking her on another magnificent adventure.

Rakarth

Assassins 4th
Black Angel

Human male

STR 17 , DEX 17 , CON 16 , INT 14 , WIS 10 , CHA 12 , COM , PER

AC 7, hp 27, MV 12, MR 20 AL Cn, Age 25, Height 6'5, Weight 45 lbs

Skin white, Hair black, Beard no

Eyes green, Vision normal, Wealth 1250 gp

Rakarth became an assassins, when he met Gorgon, his weapon-master. Rakarth uses poisons extremely well. He also uses a thief dagger. He's from Waterdeep, his nickname came from his ability to not let clues and for having always done his job

Weapons

Long sword +2 specialization lvl 3 thief dagger +3

Non-Weapons Proficiencies

Equitation(13) swimming (17) write/speak common (14) acrobatics(17)

Special abilities

PP 35% OL 35% F/RT 40% MS 60% hide shadows 60% DN 20 CW 80%, backstab dmg x 2 disguise 4/d

Possessions

Black clothes rope black for swords a gems(1000gp) a home in Waterdeep

Magical Items

Dagger of thieves: +10% all thieves abilities, like dagger of venom +3, blade becomes black when a trap 10' radius, wielder immune to poisons

Notes and History

Rakarth 'the black angel' lives in Waterdeep, he defeated in a duel his master and became the chief of a thief guild in Arabel. His magic dagger has been found when he had a contract, he had to kill an important merchant but he wasn't the only one, he had to kill his concurrents. When he killed the merchant he found the dagger. After this adventure he joined a party and he's still with them. They have defeated a mad necromancer and became famous in Tantras but with this success came a thief guild which doesn't like that adventurers killed their master. So they killed a half of the party and especially Gwendall the Rakarth's girlfriend. Rakarth became mad because he was absent. So he tried to find the murderers. After 6 years he had extinct the guild. Now with the rest of the party, he lives in Waterdeep. They go to adventure sometimes but not often.

Raphial Moonstorm

Thief 15th Mage 7th

Half-elf, male

Lord of Losers, King of the Whine, Prince of Thieves

STR 12 , DEX 18 (19) , CON 16 , INT 15, WIS 14 , CHA 17 , COM , PER

AC -2, hp 72, MV , MR AL cg, Age 32, Height 5'9", Weight 160 lbs. lbs

Skin pale, Hair brown w/ white streak, Beard - Eyes green, Vision Infra (60ft), Wealth 12 copper pieces

Raphial is a strange, strange man. Though he lies, steals and cheats compulsively he is actually a man of honor. He thinks of himself almost always, unless a friend of his is in trouble. This scoundrel has a good side, though, recently he came across a family of weretigers who had been slaughtered by an adventuring party. Only a weretiger cub remained alive, so Raphial took the cub under his wing and named her Glenna (after an elvin Ranger he had adventured with.)

Weapons

Raphial uses a Katana +3 that he stole from a Shogun in Rokoshima Tiayoo. He has a proficiency in this weapon. He also employs a long-bow with equal accuracy. He carries a normal long-bow with an assortment of arrows. Like most thieves, Raphial employs a dagger for the old backstab. His dagger was stole from a vampire's lair in Barovia. It is a dagger +1.

Magical Items

Raphial's most prized possession is his Gloves of Dexterity, which increase his already nimbleness to a superhuman 19.

Notes and History

Born to a Grey elf father and a human mother, Raphial was raised by his older brother Lexxon. Lexxon was full elf and quickly becoming a great warrior when his brother was born. Lexxon is dull-witted, however, and began looking after the wild half-elf. During Raphial's teenaged years his fater and he had very little in common and fought regularly. To discipline the youngster, Garon Moonstorm sent his son to the Wizard Academy of Finneas the wise. Again Raphial clashed with his elder and decided to run away for a life of adventure. Raphial stole the mentors varios spellbooks and made his escape. Raphial has lived on the streets ever since, improving his thieving abilities to a near legendary level. He has made many friends and enemies over the years, but has somehow continued to survive despite it all.

Raven

Thief 18th Elf Male

Company of the Sparrows, Guild Master of the Ravenswood Thieves

STR 12, DEX 19, CON 16, INT 11, WIS 14, CHA 17, COM , PER

AC -3, hp 86, MV 15, MR 0 AL N, Age 156, Height 5'6", Weight 135 lbs

Skin Golden Hue, Hair Blond, Beard - Eyes Blue, Vision Infra 90ft, Wealth Very Rich

Slender elf who usually dresses all in black. He wears trousers, tunic, boots, and a cloak with a hood.

Weapons

Proficient with Short Sword +2, Proficient with dagger of submission +2, two daggers with sleep poison, Hand Crossbow +4 (sleep).

Non-Weapons Proficiencies

Set Snares, Swimming, Blind-Fighting, Local History, Tracking.

Spell casting

Scroll use as a thief : Scrolls: Magic Missile 9th, Darkness 15ft 6th, 3 Fireball 12th, Lightning Bolt 16th, Invisibility 16th, Choke 13th.

Special abilities

All theiving abilities are done at 96%(dex bonus), Backstab x5.

Possessions

Tunic and Trousers.

Magical Items

Cloak of Shadows, Boots of Elven Kind, Ring of Protection +2, Elven Chain +2, Wand of Fire, Rod of Absorption, Guantlets of Colors(see magic items page).

Notes and History

Raven was one of the slaves that Silas rescued and recruited into his company. Since then he has donated his theiving skills to the help of the company. He more than once stole money or disarmed a trap for them. Raven played an interesting role in one such occasion. He went off into the woods to mess around and was not captured with the rest of the group. He got them all undone and helped them to escape. He is most of the time the parties scout and often is the first to explore a cave. Guards usually don't even notice he's there until it is too late. He now resides in Bloodstone and his thieves guild prospers here. He usually keeps his theiving outside of town and follows the laws of the city. He is easily bribed to help those in need.

Reebus Thumperfoot

Thief [Kit: Burglar] 7th Halfling male
The Esteemed Burglar of Happy Hobbit Shire

STR 12, DEX 19, CON 15, INT 13, WIS 11, CHA 17

AC 2, hp 54, MV 10, MR 0 AL N/G, Age 57, Height 4'7", Weight 89 lbs

Skin Fair, Hair Short, brown, curly, Beard - Eyes Brown, Vision Ifravision 30', Wealth 1,238(1,188 in bank) gp

Reebus is a jolly fellow who's life has been very merry. He has been travelling with a group of friends; a Human Fighter, an Elven Fighter/Mage, a Gnomish Cleric, a Kender 'Handler,' and a close friend Flindor Vargings, a halfling Fighter/Mage. Together they get into and out of messes very often!

Weapons

Weapon Proficiencies Dagger (1 slot) Sling (1 slot) Short Sword (1 slot).

Non-Weapons Proficiencies

Non-Weapon Proficiencies Tumbling (1) Juggling (1) Storytelling (1) Musical Instrument [Flute] (1)

Special abilities

PP: 55% OL: 95% F/RT: 95% HiS: 60% MS: 65% DN: 45% CW: 70% RL: 25%

Possessions

Weaponsbelt (Holds 2 Short Swords, a Dagger, and has 2 compartments for sling stones.) Blue tunic Black breeches Blue vest Black, soft boots Blue backpack

Magical Items

Short Sword +2 (Does an additional +2 damage for each hit point lost by the user. Up to 10 hp may be lost. After 10 the wielder must make a saving throw vs. paralyzation or be paralyzed for 1 day.) Short Sword +4; Defender Dagger +1 of Throwing and Returning Lockpicks of Helpfulness (Add +15% to opening locks, upon touching a trapped lock, the lockpicks glow a blueish hue.)

Regis Cullspir

Thief 13th Halfling Male.
Member of the Shadowcloaks, second hand of Duke Iritar

STR 16, DEX 21, CON 18, INT 15, WIS 12, CHA 14, COM 12, PER

AC -4/-6, hp 80, MV 6, MR Nil AL NE, Age 53, Height 3'2", Weight 100 lbs

Skin Tan, Hair Sandy Red, Beard - Eyes Emerald Green, Vision 60'Infra, Wealth 150,000 gp

Small ruddy halfling with a smile on his face. Always wears his cloak and weapons, and he always is looking around for his next heist.

Weapons

Weapon Specialization: Short Sword, Dagger, Hand Held Crossbow, Sling.

Non-Weapons Proficiencies

Languages Known: Common, Alignment, Halfling Common and Stout, Thieves Cant, Gnome Common, Dwarf Common, Elf (Grey), Orcish, Goblin, Lizardman, *He has an earring of Comprehend Languages, so he understands all spoken, languages, NW P: Blind Fighting, Herbalism, Endurance, Appraising, Juggling, Tightrope Walking.

Special abilities

Infravision 60', Detect slopes/grades 75%, Detect Direction facing 50%, Back Stab Damage x5. PP: 95%, OL:s 95%, F/RT: 95%, MS: 95%, DN 95%, HS : 95%, CW: 95%, RL: 72%.

Possessions

Rope, Extra clothing (masks and disguises), Blanket, Sleeping Bag, Tinderbox, Thieves Tools, Holy Water, Garlic (Tastes good to.), Wolfsbane, Weapon Black, Body Suit, Poison, Anti-Venom.

Magical Items

Short Sword of Quickness +2, Dagger +2 (4), Dagger +3 (1), Sling of Accuracy +2, Dagger of Venom (On an 18-20, victim saves vs poison or dies), Bracers of defense (AC 3), Cloak of the Bat (-2 to AC, If I hold the edges, I can fly or turn into a bat in low or no light. I can also hang upside down in low light.), Boots of Speed (-2 to AC, allows me to move at a rate of 24'), Gloves of Missile Snaring--(Can catch missiles and return them in the next round), Pouch of Accessibility (-Allows me to put many item in it), Sling of Accuracy +2 (Gives me a +2 to hit with sling), Rope of Climbing 60' (Rope goes up for 60' and stays up for me to climb), Vials of Air spores (Allows me to breath underwater for a short time), Small bag of holding.

Notes and History

Regis started his life as a thief in a small village outside of Ordulin. He left the town in a hurry, after a small problem with a local official over a matter of some fenced goods. He made it to a town called Grendoff that was a trades town by Myth Drannor. He found many easy marks in the town, and was making a good living until he met with a mage named Mo'hiron. He tried picking Mo'hiron's pocket and got caught. Instead of handing him over to the authorities, they decided they could use him in the exploration of Myth Drannor. Regis reluctantly agreed to go with them and he was put into many different adventures. With the group calling themselves Motley Crew. After they had set up everything within the walls of Myth Drannor and set up the town of Grendoff, the party split up and went there own ways. Regis went to the town of Calaunt and met up with some of the members of the Shadowcloakes in a little alley. After the small confrontation, he was asked to join (to replace the members that they had lost). After 6 months in the Shadowcloakes, he met with the Night Hood (Duke Iritar) and he was moved up in the organisation to Iritar's second in command. He now goes out and keeps the other members in line and keeps the Night Hood in touch with the other members actions. He still adventures some, but only when it is in the best interest of the Shadowcloakes, either as an assassin or for coordinating in large thefts.

Ruby the Wanderer

Thief Bandit/Illusionist 7th /7th Female Gnome

STR 10, DEX 19, CON 17, INT 19, WIS 9, CHA 14, COM , PER

AC -1, hp 44, MV 6, MR 0

AL NG, Age 88, Height 38 inches, Weight 76 lb

Skin , Hair brown, Beard-

Eyes brown, Vision Infra , Wealth 2500gp

Weapons

Warhammer, short blades, two weapon style, sling, ambidexterity.

Non-weapons proficiencies

Survival - hills, alertness, animal noise, riding - horse, rope use, set snares, appraising, animal training - hawk, spellcraft, leatherworking, gaming, rock gnome (s,r,w), common (s), thieves cant.

Spell casting

Specialized: IllusionCasting Level: 6Bloodhawk Familiar named Farian with familiar enhancers cast on itAL:N, Int:10, AC:7, MV:24B, HD:1+1, hp:14, Thaco:18 #AT:3, DMG:1d4/1d4/1d6, SA:25% eye hit on beak attack - blinds 1d10 rounds - 10% chance permanent, +2 hit, double damage with claws on dive attack from 100 ft+ - can only use claws, SD:Never surprised. Cast blur 1/day (Familiar enhancer), Cast Feather Fall 2/day (Familiar Enhancer). SZ: S - 3 ft wingspan - dark brown coloring.

Special abilities

PP:25, , OL:50, F/RT:95, MS:90 (+5 in wilderness), HS:95, DN:30, CW:50, RL:-5.

Possessions

Has a little bit of everything in her pouches. If it is needed there is a decent chance that Ruby has it in her pouches, somewhere. She always prepared for whatever arises.

Magical Items

Girdle of many pouches, dagger +2 of throwing (returns when thrown), dagger +3 of throwing (returns when thrown), dagger +2 of resource, ruby pendant - 1/day casts programmed illusion of owner sleeping for 4 hours, potion of vitality, potion of extra healing, philter of love, potion of polymorph self.

Notes and History

Ruby was an NPC/PC in a campaign I ran. She was run by a player who could only show up occasionally. She was brought along as a scout and guide for the party. The party made the mistake of intruding upon giant territory and killing the chief's son. They were continually plagued by giant attacks. Which they survived because the two non clerics were gnomes who were illusionist multiclasses. Ruby would not admit that she was a magic user. She had most of her spells modified so that they appeared to work from either wands or potions. Whenever a spell was needed, she would pull out this wand or that potion and use it. It is amazing how annoyed players get when they think an NPC has a seemingly endless supply of potions of flying and invisibility. Ruby comes across as exceedingly competent, if a bit to quick to decide on a plan and stick to it no matter what. Fortunately, most of her plans work. In combat, Ruby turns invisible, and attempts to get to a place where she can use her daggers of throwing to the most of her ability. She often coordinates her attack with Farian (her hawk). Ruby is a gnome in self imposed exile. She fled the gnomish homeland and adopted the name of Ruby the Wanderer. Largely by accident, she ended up joining a group of bandits for several years. During this time she vastly improved her scouting abilities. Life was quite happy for her and the bandits until they made the mistake of trying to rob a group of traveling clerics of Mayahein. The clerics, on an important mission were disguised. The bandit group tried to take them by force. Ruby was captured and taken captive. On the way back, she managed to befriend the high priestess of Mayahein. She agreed to work for the church of Mayahein in attonement for her past deeds. She often works as a scout for groups of clerics on their journeys. Note that Ruby is a force to be reckoned with. She has several very loyal friends in the church of Mayahein as well as being fairly formidable herself. After all it is hard to catch or harm what you can't find.

Selene Sylvensdaughter

Thief [kit:scout] 12th Elfin female (FR Moonelf)
Member of Swanmay mercenaries

STR 14 (spec) , DEX 19 , CON 11 , INT 12 , WIS 13 , CHA 16 , COM 14, PER

AC -1, hp 37, MV 12, MR vs sleep and charm related 90 AL CG, Age 183, Height 4'10", Weight 89 lbs

Skin fair, Hair blond, Beard nil Eyes blue, Vision ir 60, Wealth 2000 gp

Selene dresses more like a ranger than a thief, in smooth green colors. Between two layers of coats she wears her armour, a fine elven chain mail.

Weapons

Punching, one extra slot, two weapon style, longsword (spec), shortsword(prof).

Non-Weapons Proficiencies

Speak common (thorass), Speak elven, tumbling, alertness, direction sense, tracking, looting, survival woodlands, appraising, forgery.

Spell casting

May use scrolls with 25% of backfire

Special abilities

Pick pocket 45%, OL 70-75%, F/RT 70-75%, MS 85-95%, HS 60-70%, DN 90-95%, CW 50-70%, RL 40%, the double values depends on during which circumstances Selene uses the ability, for instance what kind of armor she wears and whether its in the wilderness or city. Other standard elf abilities

Possessions

Elven chainmail (nonmagical), 9 bottles of feywine, standard thief stuff (thief picks, weaponblack, climbing claws, silk rope), 1 really big piece of blue dragon hide to be made into a AC2 leather armor.

Magical Items

+2 longsword, +3 shortsword, ring of protection +2, leather +4 (seldom used), ring of tongues, ring of detect invisible, gauntlets of ogre power, (hence the (spec) on strength), 10 miscallaneous scrolls, 4 miscallaneous potions, frostbrand +3 at home, Boots of elvenkind, Cloak of elvenkind.

Notes and History

Selene traveled the kingdom of Cormyr and the elven court together with another band of adventurers. She fell in love with a half-drow named Jarlax and settled down together with him in the north, they were last seen on one of Alustriels banquets in silverymoon.

Shadow

Thief/Mage 9th /8th

Dark Elf Female

Lady of Forgotten Memories

STR 11 , DEX 17 , CON 16 , INT 19 , WIS 16 , CHA 13 (Lea / App), COM , PER

AC 7, hp 33, MV 12, MR 25 AL Chaotic Nuetral, Age 134, Height 5'4", Weight 109 lbs

Skin fair, Hair Black with a bluish sheen, Beard none Eyes Dark Blue, almost black, Vision 60' Infra, Wealth 1000 gp

Dark and mysterious, she draws attention where ever she goes. She wears a hooded cloak of dark blue and a tunic and leggings of black. There is a saddness behind her eyes.

Weapons

Dagger Throwing stars blow gun small cross bow quartestaff long bow

Non-Weapons Proficiencies

Astrology Herbalism ancient history local history ancient languages riding dancing blind fighting healing reading/writing

Spell casting

No school specilization, but gets +2 when learning necromancy spells can cast levels one-eight can cast all spells in levels 1-3. +1d6 damage when casting any damage spells

Special abilities

Backstab CW-60% HS-90% Pick locks-50% find doors/traps-65% PP-75% can read a person's intentions on a 1-3 on a 1d6

Magical Items

10 love potions Boots of Elven kind Pendant of darkness- Black crystal pendant, can call or turn the dead Ring of the sun- can cause a temporary change of alignment to lawful good from anything. Last 1d6+3 rounds

Notes and History

She has killed out of annoyance more times than she can remember. She never knew her parents, they abandoned her when she was born.

Shanlin Silverbow

Assasin/Ranger (kit;scout) Level 3rd

Elf, male

STR 17 , DEX 18 , CON 14 , INT 16 , WIS 16 , CHA 18 , COM 17, PER

AC 10, hp , MV 12, MR 35 AL , Age 150, Height 6', Weight 156 lbs

Skin light, Hair blond, Beard - Eyes blue, Vision 30 ft, infra, Wealth 500 gp

Shanlin is a mysterious and secretive assassin, he means well but sometimes he can be extremely stubborn. He is a proud elf and is plagued by a prejudice for dwarves.

Weapons

Composite long bow, +2 War hammer 3 throwing daggers, +1 shrt. sword, +2.

Non-Weapons Proficiencies

Hunting survival tracking work with animals.

Special abilities

Climb, Move silently, hide in shadow.

Sirena

Thief 2nd Halfling female

Member of Aelvinnwode Raiders

STR 9 , DEX 18 , CON 15 , INT 16 , WIS 16 , CHA 12, COM , PER

AC -3, hp 13, MV 6, MR AL N, Age 26, Height 3' 4", Weight 60 lbs

Skin White, Hair Brown, Beard none Eyes Brown, Vision Normal, Wealth 20000 gp

Weapons

Sling, Dagger

Non-Weapons Proficiencies

Appraising (16), Tumbling (18), Rope Use (18). Speaks Low Brecht, Basarji, Anuirean, Sidhelien, Karamhul. Reads Low Brecht.

Special abilities

Bloodline: Major Andurias 30 Divine Wrath (Major), Long Life (Great), Healing (minor); +1 Sling, Thrown Weapon Bonus, -4 to opponent's surprise, Can see into the Shadow World, Can detect evil, detect undead, & detect magic (necromancy) @ 75%, Can dimension door or shadow walk 3/week,

CW: 55%, DN: 55%, HS: 55%, MS: 55%, F/RT: 55%, OL: 35%, PP: 40%, Backstab Multiplier: 2.

Possessions

Sling, 12 Daggers, 12 Sling Bullets, 2 sets of small clothing

Magical Items

Bracers of Defense (AC 4), Ring of Protection +3.

Notes and History

Sirena was born in the halfling domain of the Hollows. At the tender age of 10, she went off in search of adventure, and found the Aelvinnwode Raiders. She currently is their scout.

Skylor

Thief [kit: assassin] Drow male

STR 12, DEX 16, CON 15, INT 15, WIS 13, CHA 17, COM, PER

AC -4, hp 54, MV nil, MR 20

AL N, Age 104, Height 5'6", Weight 148 lbs

Skin Ebony, Hair short dark, Beard - Eyes gray, Vision infra, Wealth 0 gp

Skylor is a master of stealth, as is all of his race. He is educated in the ways of etiquette and manipulates those he meets using such. Very eccentric in the eyes of many, he is handsome and because of it many fall unwary to him.

Weapons

Saber Dirk

Non-Weapons Proficiencies

(This is not actually a FR Character, rather a character in a story i have written. Thus, i have not figured the specifics, although i was once a D&D player and know about these categories.)

Spell casting

Faerie fires, levitation, darkness, silence 15' radius

Possessions

Piwafwi, soft boots

Notes and History

Skylor is the son of the famous--or perhaps notorious--Jarlaxle. He is the rightful inheritor of Bergan D'aerthe, the secretive mercenary band in Menzoberranzan. Skylor is reknown throughout the city by a select ring of matrons as a flawless assassin. (I am an amateur writer and have written a 150 page novel about this character. I am aware that it uses TSR copywritten elements and thus have in no way attempted to publish or sell this. If you would be interested in my e-mailing a copy of this novel, i would be more than glad to do so. please use RYAN in the subject category of the e-mail. Thanx)

Socks Giant's Bane

Thief 3rd Kobold male
Prince of the Kobold Clan, Giant's Bane

STR 10 (Mus 10/Sta 10), DEX 16 (Aim 16/Bal 16), CON 10, INT 14 (Rea 12/Kno 16), WIS 14 (Inn 12/Wil 16), CHA 12 (Lea 14/App 10), COM, PER

AC 7, hp 11, MV 8, MR

AL NG, Age 15, Height 2' 6", Weight 35 lbs

Skin brown scales, Hair coarse black, Beard Eyes dark brown, Vision Infra 60', Wealth 2gp

Socks wears a cloak with the hood worn in such a way as to hide his small black horns. He wears gloves of gnomish make to hide his hands. He uses a staff to walk with, so from the outward appearance he looks like a gnome priest. He does not have a tail, because it was bitten off by a large crab.

Weapons

Throwing knife, quarter staff, and short sword; His weapon of choice is the short sword. He is proficient in all the weapons. Specialized in Two Weapon Style.

Non-Weapons Proficiencies

juggling, tumbling, throwing, modern languages: kobold, gnome, common; reading/writing: gnome, common; orienteering

Special abilities

Backstab, detect noise, defensive bonus (3 to AC), escape bonds, Hide in shadows, Move Silently, Tunneling, Climb Walls, light sleeper, Phobia: Giants (sev), Phobia: Crowds (mod), Ambidexterity, Internal Compass.

Possessions

Clothes on his back (all of Gnomish make), staff, three throwing knives, short sword, and a large belt pouch containing money, and some food.

Notes and History

Socks comes from a good band of Kobolds that have been separated from much of the world. Socks father decided to send Socks out to make contact with some other peaceful races. Socks first race to encounter were gnomes who took him prisoner for about 2 years. During that time Socks proved to be a good friend. When Socks took some of his friends to meet his Clan, they were met upon by some Frost Giants and all the gnomes were caught and tortured. Socks had to witness their torturing. Socks' home was also destroyed by the Frost Giants, and since then Socks has been traveling the world trying to atone for his friends deaths because he feels responsible.

Szaravel V'Zyrin

*Thief 2nd Drow female
Youngest daughter of House V'Zyrin*

STR 11 , DEX 9 , CON 7 , INT 10 , WIS 13 , CHA 6 , COM , PER 14

AC , hp , MV , MR AL CG, Age , Height , Weight lbs

Skin , Hair , Beard Eyes lavender, Vision Infra 60', Wealth 1500 gp

Szaravel was extremely lawful and encountered many difficulties with her extremely chaotic homeland. As a daughter of a noble house it was her duty to attend the academy to become a priestess of Lloth. This she did though as a priestess it became even more difficult following the laws of such a chaotic environment. Her failed assassination attempt served as a breaking point where self-preservation took over. It left her in a temporary state of severe mental disability as she tried to work through all she had learned and experienced. This was the time she wandered through the Underdark. When she finally came to herself she knew what she was supposed to do, but no longer believed that the laws were of any importance. In fleeing to the surface, she was doing what she believed she should do and this completed her alignment change to chaotic. As she reaches the surface she is still struggling with her newfound understanding of her homeland and decides she must learn to live in this new world.

Weapons

Mace, snake headed whip (sp).

Non-Weapons Proficiencies

Religion (Underdark), animal handling (drow lizard mounts), direction sense, etiquette (drow only), Drow language, Orcish language, Common.

Spell casting

Spell-casting as any drow, but all clerical abilities and levels are stripped from her abandonment of Lloth, never to be regained.

Special abilities

Darkness 1/day, Faerie Fire 1/day, Dancing Lights 1/day.

Possessions

Short sword, dagger (taken from dead orc, drow mace was destroyed by sunlight), hooded robes (dark blue), sandals (taken from dead human).

Notes and History

House V'Zyrin is a minor house (36 of 41) in the drow city of Tel Verinal deep below the Moonsea. They have survived attacks by two lesser houses but never in their history have they made the attempt to eliminate another house. They have received intelligence that the house below them, House Del'Arach whose eldest daughter has just become the new Matron Mother, seeks to eliminate the possible threat just above them. In truth, House V'Zyrin has fallen out of Lloth's favor due to their stagnant position and a priestess (Szaravel) that pays lip service but holds no true faith to Lloth. House V'Zyrin decides to take the offensive before their enemies can bring them down. Several members of house Del'Arach have been traveling between the house grounds to meet with slave traders and officials at the Academy of late. On the day before the planned attack by House Del'Arach, each member is careful to go about their normal routines to that nothing will be noticed as out of the ordinary. Ranking members from House V'Zyrin have been charged with assassinating all nobles of House Del'Arach as they return from their normal doings. Szaravel is charged with following Byrelin, youngest priestess of House Del'Arach. Byrelin realizes she is being followed and has two of her bodyguards break away and circle around behind Szaravel. Szaravel disregards the two bodyguards believing they are servants send on some errand and continues to follow Byrelin and her remaining guards. The two guards catch Szaravel and her soldiers off guard and quickly dispatch the soldiers. In a moment of panic from her mistake, she flees. Before she realizes it, she has left the city and is wandering the corridors of the underdark. At this point she battles with her inner self over returning home to face her execution or continue to flee. Her failure and subsequent abandonment of drow laws leaves her confused and she chooses to journey to the surface world where she will live the rest of her life in torment under the burning sun alongside its viscous inhabitants. Szaravel does not know what becomes of her house after she fled, but does not really care. In fact, the assassinations of so many of the nobles of House Del'Arach halted the planned assault of House V'Zyrin and weakened them to the point that House V'Zyrin was able to eliminate House Del'Arach and regain Lloth's favor. Currently, she is under training in the thieves guild in Phlan as a thief and has found a form of acceptance among those who live in the shadows of Phlan.

Tarislar Elauregrave;

Thief 15th High Elven male
the Morningstar, Enrico Rivera

STR 18/54 , DEX 22 , CON 16 , INT 16 , WIS 14 , CHA 16 , COM , PER

AC -14, hp 100, MV normal, MR 0 AL ng, Age 161, Height 6', Weight 157 lbs

Skin fair, Hair light brown , Beard - Eyes blue, Vision infra(standard), Wealth 2,000,000 gp

A solemn and shrewd warrior, all many have seen of him is the flash of his steel out of the shadows which he hides in. yet there is a shadow he hides from a shadow of the past that fills him with guilt. He is a loyal friend and a deadly adversary.

Weapons

Sword of sharpness, Sword of Dancing, 12-gauge, double barrelled Remington, elven composite longbow. p.s : long sword (2), two weapon style, shotgun , dagger, two-handed style, composite long bow.

Non-Weapons Proficiencies

Blind-fighting, disguise, forgery , tightrope walking, intimidation, landbased riding, display weapon rowess.

Special abilities

Backstab x5, all thief abilities 95%.

Possessions

99 sheaf arrows, 250 shotgun shells, cahinsaw(no gas), wineskin full of feywine, weaponblack (8 vials), 2 scabbards with a flint and steel rigged at the end , 50 feet of silk rope, 3 collapsable treble hooks, 1 herring. Magical Items Girdle of many pouches, hat of disguise, gauntlets of dexterity, boots of springing and striding, ring of protection +3, stone of controlling earth elementals.

Notes and History

Tarislar, whose name means 'the Morningstar' spent his youth in the Elflands as the son of the High Council's leader. He and his twin Valaglar vied for the affections of Laurelind, daughter of another Council member. Laurelind chose Tarislar, and they were wed and had a daughter, Arwen. The Drow invaded the Elflands during Arwen's youth, and Valaglar knocked his brother unconscious and placed him safely in he forest during the attack. Tarislar did not know what happened, and presumed his family dead. He became a wanderer, stealing from travelers to survive. Eventually he found a settlement recently ravaged by Orcs. The only survivor was a young human boy, named Hawke. Tarislar raised Hawke as his own, and after seventeen years came across Hawke's uncle, Paco Rivera, leader of the Four Heroes of Legend. It was prophesied to Paco, who was seeking the Fourth Hero, that he would find the Elven Sun with another son, that of his brother Jose. One of the Heroes, Lothar, was unable to pronounce Tarislar's name, so Paco renamed him Enrico Rivera. The Four Heroes, Paco, Enrico, Lothar, and Hakhmed the Gnome traveled far seeking their destiny-to fight the terrible Tarrasque. After a battle with a legion a vela vampires, Tarislar was close to death from old age. He was taken to a cleric, who reversed the aging process but screwed up, removing another fifty years. In the battle with the Tarrasque, Tarislar was slain by the beast as it fell. Later as a favor to Hawke, Tarislar's foster son, Coolio the High Cleric revived Tarislar. Recently Tarislar was reunited with Arwen and has joined his enemies Krystalis Dagniruin and Dagnir Camithril to free their common home from the oppression of the Drow. Arwen has told him that Laurelind lives still, and Tarislar has vowed to rescue her.

Temleton Lightfoot

Thief 13th

Halfling Male

STR 14 (Mus 14/Sta 14), DEX 19 (Aim 19/Bal 19), CON 15 , INT 15 (Rea 15/Kno 15), WIS 12 (Inn 12/Wil 12), CHA 14 (Lea 12/App 16), COM , PER

AC -3, hp 41, MV 9, MR AL CN, Age 41, Height 4', Weight 100 lbs

Skin white, Hair blonde, Beard none Eyes blue, Vision infra 60, Wealth 110,000 gp

Templeton is a good looking young halfling. He has a love of life and others property. He's fun loving and always looking for a thrill. He's always cracking a joke but when it comes time for business he is one serious fellow.

Weapons

Dagger+4 longtooth, short bow+3, darts, sling, short sword.

Non-Weapons Proficiencies

Sailing/flying ship, tumbling, appraising, rope use, juggling, danger sence,

Special abilities

90% chance in all thief abilities backstab has 13 level thief.

Possessions

A little bit of everything(all basic stuff).

Magical Items

Dagger of longtooth +4, Short bow+3, 20 arrows+1, cloak of displacement, bracers AC3, ring of invisibility, wand of wonder. 2 potions of extra healing.

Notes and History

Templeton left the halfling nation and traveled north to find more excitement. There he met up with and joined The Company of the Flying Ship.

Tevlin

Thief 3rd

Wood Elf Male

Gem Cutter

Str:12 I:16 W:8 D:17 C:10 Ch:13

Age: 15 Weight: 125lbs. Eyes: Green Hair: Light Brown Gender: Male Height: 5'8" AC: 5, hp: 18, Thac0: 19, Left-handed, God: Istus, Alignment: N

Here is another character and his journal. The character was created to go through Temple of Elemental Evil, Slavers, Giants, and Descent. He never made it passed the Village of Homlet. No he did not die, the game just dissolved.

Weapons

Long Sword, Blowgun.

Non-weapon Proficiencies

Gem Cutting (4), Reading/Writing (1), Blowgun Making (1). Languages: Thieve's Cant, Elvish, Common

Special Abilities

Thieve's Skills : PP: 35% OL: 80% FT: 65% MS: 35% HS: 25% DN: 15% CW: 80% RL: 30%. Saving Throws: Para/Pois. 13, Rod/Staff/Wand 14, Petri/Poly 13, Breath Weapon 16, Spells 15

Possessions

Long Sword, Leather Armour 10lbs able to use skills w/o minuses, Blowgun (2), Unpredictable darts (), Darts (), 1lb of salt, Gloves, Soft Boots, Standard Backpack, Torches (), Flask of oil (), Winter Blanket, Tinderbox, Whetstone, Dry Rations (), Spikes (), Candles (), Basic Clothes, Nice Breeches and Tunic (5pp), Boot Daggers (), Water Proof Pouch holding all special equipment. (391 lbs).

Special Equipment

Pouch (Gimmel's), 1000 gp in small gems, none no bigger than 25gp, Pouch (4 pearls worth 500gp each), Black Laquered Box w/ 4 potions.

His Journal, Years, Red Dragon, Blue Dragon, Green Dragon, Black Dragon, Yellow Dragon, White Dragon, Emerald Dragon, Steel Dragon, Brass Dragon, Copper Dragon, Bronze Dragon, Silver Dragon, Gold Dragon. There are 300 Days in each year. Tevlin's birthday: Day 138 of the year Black Dragon 449

Day 55 of the Year Emerald Dragon 450

Today, I talked to Gimmel, Magma, and Dalmer about trying our luck adventuring around the world. They all agreed that it would be an experience. Immediately after this conversation I went to the local thieve's guild to see if I could get a good set of tools. I explained to whomever I was talking to that I did not want to spend any money and is there anything I could do to help out. He gave me an ivory box. I looked for some

traps, and not only did I find the trap, but how to disarm it and then how the box opened. There was a headband and a vial filled with a black substance in the box. Another thief carefully took the vial down some stairs, while I pick up my tools and headed out. All of the sudden I heard a crash, and the breaking of glass, I looked towards the stairs and say a black cloud with lightning flashes coming out of it. Later, I learned that this cloudkill killed five theives. We also saw a proclamation about killing monsters in the area and getting a gold piece a head. We went and signed up and the clerk said it would take a couple of days to get some horses.

Day 56

Tonight a big man came into the inn and started a fight with Gimmel and Dalmer. Magma and I immediately went outside once we saw the fire. Then while there was a fight outside I climb the side of the building and forced a window open. I went to my room and I tossed my stuff to Magma, as well as his and Dalmer's. I noticed a pouch in Gimmel's room which I kept on my person and tossed the rest of his stuff to Magma. As I was climbing down, I noticed a rope going up, I decided to warn the people on the roof that there was a fire. I got on top but hit a trip wire. A man brandishing a long sword turned to face me and yelled to others that they had an intruder. I explained to him that there was a fire, but he seemed to know. I then hightailed down the rope to a window ledge which I grabbed onto and then I climbed into the window when I heard a crossbow being cocked. I returned Gimmel's pouch to him and learned that there were 1000gp worth of uncut gems in it. Later that night we went to St. Cuthbearts' Temple where I met the most beautiful woman I have ever met, Catreina.

Day 57

Today we got our horse's and Dalmer left us for other pressing business, but he promised to join us at a later date. Fortunately Catreina and her friend Nyl decided to join us. We had a very uneventful night, although my watch was with Catreina and we talked quietly for quite some time. It seems that she is fond of me.

Day 58

We met a caravan and the watch as we crossed into a different province. Today while traveling through the forest, a man in rags came running out of it. We cured him and traveled about an hour before stopping and waiting for him to come around. He did and we asked what happened. He told us and we convinced to show us how and where he escaped the gnolls. Reluctantly at first though, he finally decided to show us. We went down the airshaft and through the tunnels, only to be ambushed by the gnolls. In the fight both Gimmel and Nyl died, but though badly injured we finally killed them on. Then as the mages rested, the suspect and I played cards, he pulled a his long sword on me and we ended up fighting, fortunately for me he was not able to hit me for it would certainly mean death. We killed him and he turned into a doppelganger. The mages went back to sleep and I buried our dead. We cut off the heads of the monsters for the money, and I took Gimmel's pouch for myself.

Day 59

In the early morning we went to the door that was locked and used the key found on the doppelganger to open the door. Next I used a door to cross what looked like a moat with oil covering it. I heard a click and watch a torched hit the door and break apart missing the water by inches. I then used the other key to open the chest, we found a jar of salves, 100pp, 500gp, and 4 pearls worth 500gp each. The remainder of the day was uneventful.

Day 60

Today was uneventful, although Catreina and I have made plans to spend the night together when reach our destination.

Day 65

Today we reached the city, picked up fresh supplies, I trained to second level thief for about a week, and we got our money for the heads. We also met an interesting dwarf named Keve. Then we traveled to Homlet.

Day 72

Today we reached Homlet and Catreina spent the night in luxury, including a bath and a very nice dinner. We spent the night playing and then slept of the wine. We also met a man named Elmo.

Day 73

Catreina and I rose early, enjoyed a light breakfast and went shopping, we saw Elmo again who took interest in us as adventurers. He wanted to come along if we helped him buy his equipment. We said we think about it. We then talked it over and decided to visit the gatehouse tomorrow.

Day 74

We picked up Elmo and bought him the necessary equipment and went to the gatehouse. As we reached the entrance we encountered six poisonous frogs, which we killed. Although Magma lost his horse to the creature in the moat. Next we entered the gatehouse and opened the tower door. I was attacked by a spider, eventually we killed it. We collected some coins from it. Next we went to the far left thrashed arrow slit, which Magma crawled through and was attacked by a giant snake. We killed and found a chest. Inside the chest was a scalemail tunic, light crossbow with 24 quarrels and some more copper pieces. Magma went out the slit and looked into the next one and was able to duck in time before a quarrel came flying out. We opened the door in the room of the far left arrow slit and were attacked by ten bandits. We killed all but one the leader, who made a run for it. While the others chased and later killed the leader I started to search the remaining nine, but found nothing. Next, we searched many of the rooms of the gatehouse. In one of the rooms we found many coins. Among the coins was a small black lacquered box filled with four different potions. Dalmer, while pulling down a bookshelf found a black sword with runes on it and a ruby in the pommel. Cat now owns the sword. In one of the larger rooms Cat found a fancy staff. Keve decided to use his whip and pull the staff towards him. To his surprise he brought a 20ft. snake instead. With the help of Cat, Rohan and I, Keve was finally able to kill the snake. We then grabbed the staff and head home. As we neared the village, we saw that there was a fire. We later learned that it was Elmo's home and that Elmo's father had been kidnapped.

Day 75

Today, we made two six-man rafts to search for Elmo's father in the swamp. As dark was nearing we saw a lantern beacon in the middle of the swamp. We went towards it and found out that it was a settlement. The host told us that both frogmen and lizardmen inhabit the swamp. I danced with Cat tonight.

Day 76

We got up early today to continue our search for Elmo's father captors. Found an impaling bird who was injured, but we did not rescue it because we felt the other birds would attack us. Four giant frogs attack the party, but they were easily defeated. Some members of the party were injured due to severe bug bites. Near dark, we found a rickety shack to spend the night in. In the late hours there was a loud noise outside, but whatever the creature was, it left.

Day 77

Elmo falls through the floor to find a basement. We found a trapped scroll tube with a map of the swamp and a clerical scroll in it. We traveled for hours and decided to camp at a watch platform. Dalmer, while sleeping on the platform was attacked by a black shape.

Day 78

While rowing to the lizardmen's territory we were attacked by many frogmen, the clerics casted entangle directly under the boat and many of the frogmen were trapped. Those who were not, fled. We pulled our rafts up on a rocky island, to sleep for the night. During the night we heard a rumbling and saw one of our rafts sinking, along with that part of the island. We secured the rafts to the land and slept the rest of the night.

Day 79

We start to find dead creatures on many islands, who have been ripped to shreds or crushed. We then found an island with a small temple on it and also on the other end of the island there was a barge covered in fake gems and a walk way to the temple in the center of the island. There is a bridge leading across the lake to the temple and from a distance we see wood piled on top of the temple. It was not until later when Katherine figured out that it was a pyre for the undead guy. On the way back from the temple this undead guy attacks us, but did no serious damage to any of the party members. As night falls, we set up camp. In the middle of the night the undead guy attacks again, burning first Katherine and then me, when she jumped in the lake. 188

Elmo fought of the dancing sword, but fell in the lake doing it. He was able to swim to shore with chainmail on effortlessly. We then gave the undead guy a what we thought was proper burial.

Day 80 & 81

We rested.

Day 82

Found a shack with a flask filled with a magical oily substance. It is uneventful night.

Day 83

Elmo finds a kitty lizard and decides to keep it for a pet. On an island in the distance we see a cliff we crude wooden structures on it. We land on the island and discover that it was a trashed lizardman hideout. Those that did the thrashing left us a chest buried in the sand. In the chest were some coins, gems and jewelry. We camped for the night on the island, but we heard drums in the distance. Elmo got one of his bright ideas. He convinces us that we should pull our boat closer along the shore so that if there is trouble we can escape. We ran into a scout, but luckily Elmo was able to kill him. We left the boat hidden in the brush and went up a small hill to see who was beating the drums. Looking down we see a big bonfire with many creatures doing some kind of ritual sacrifice. We figure that these are the creatures that took Elmo's father. Looking around I see what looks to be a shaman, at this point a made a silent prayer to Istus, that they would bring us luck and good fate as we faced these evil beings. During the night both Katherine and Dalmer disappear, but my dear, Cat, Rohan and Magma appear in their place. As we are watching the ceremonies we a circle of logs with a gate at the cliff end of it. Out of the gate we watch a huge frog-like creature come out and the lizardmen feed it a human. Then the creature returns to its cage. The shaman then comes out and creates a fire, magically, that bakes the clay. He begins to kill more sacrificial humans. At this point the party starts to move towards the path, when Magma spots something on the hill. The rest of the party look, but see nothing. Then the shaman a few minutes later, points to the hill and then to where we are hiding. Immediately some of his flunkies remove four of the stakes, open the gate and take off to hide in the cliff. We see the frog creature come out, sniff around then point directly towards us. The archers shoot it, but then we see it arrive at our position very quickly. Cat is able to entangle it, but it is able to get its front half out of the spell. We start attacking it when big tree trunks come out of the sky and nail Elmo and Justin to the ground. Cat goes to rescue them while Rohan, Magma and I remain to attack the creature. The creature injures me and I retreat to help Cat with Elmo and Justin. Just then another volley comes and we decide that there is no way we can fight off the creature and the volley of tree trunks, so Elmo, Rohan, Cat and I take off in a dead run towards the boat. Justin and Magma stay behind to ward off the frog creature. Justin dies, valiently, and in doing so probably save many of our lives. Magma takes off running as the frog creature devours Justin's corpse. We make it to the boat and start rowing the creature follows us into the water, but does not attack. We head around the island to where the mountain meets the shore to try the attack from another angle. We reach the shore and sleep the rest of the night.

Day 84

We rested.

Day 85

We climbed up the mountain and come to where the spotlight is perched. Behind the spotlight is an opening to inside the montain and all of us enter the mountain. As we enter the chamber we see an hole in the ceiling with a tunnel leading to somewhere. I climbed up and enter a huge room with a crystal dome covering it. After taking a few seconds to notice the beauty of the room I headed back down to my companions to tell them what I saw. Going further down into the mountains we hear the cries of someone being tortured. We realize that we are just above the chamber where the demi-human is being whipped. Cat casts sleep down the ladder chute and one of the lizardmen guards decides to take a nap. Rohan then shoots three of them as they try to come up the chute to kill the imposters. He does this by hitting the one closest to us and then the guy fell on the rest of them killing them all. Then we headed down the chute to see one enjoying a snooze, while the other was heading down the next chute to warn his friends that we were coming. Fortunately, Rohan has good aim with his bow and the lizardman received an arrow in his back. The sleeping one's throat was slit by Elmo. The torturee was an elf name Delamar who was happy to join our party. We then debated on whether or not to continue or rest. After much debate we decided to continue on till the next

fight. The next fight was just a couple of levels down. This time I shot the arrow down the chute that kills three lizardmen. Unfortunately they turn into zombies and Elmo and Rohan play bash the zombie. Meanwhile I headed down the chute when I realize that a match is being thrown on the oiled ladder. As fire consumes the chute, I am able to roll out the bottom with just a sorch mark here and there. Standing up I realize that there are two lizardmen who think that I am their next kill. With the fire roaring behind me, we sword fight for a while. I was having a hard time making contact with my sword, but they certainly were not. In a desperate attempt to survive a grab one of the four potions and quaff it. I did not feel the immediate affects of a healing potion, so I started to feign death by screaming. As I open my mouth fire comes out and I am able to direct towards my two adversaries who soon become well done. Then we head down the chutes after the lesser shaman and we stop three levels down with no luck, when Cat hears a noise above us. She heads back up the chute to see the lesser shaman and two guards taking off down a secret passage. She runs after them and engages in combat. Hearing her battle cry, I run for the chute. Elmo is standing there with his hands setup to give me a lift to the top. He throws me up, yelling "Duck, pretty lady!" (this is the one time I didn't mind this phrase.) Just as a reach the top of the chute, I open my mouth a fire shoots out at the three lizardmen. Direct hit and all three learn what it is like to be charbroiled. After some healing we head down for what seems like forever. We reach a suntaning room, where the remaining lizards are basking in the sun. The shaman is able to contol the frog creature with his wand. He commands the frong creature to attack us. Rohan is able to get a few good shots off at the shaman, killing. The frog creature runs wild killing and eating anything that is near to him. We are able to grab the three prisoners, including Elmo's father, and then we ran out of the mountain. We make it around the mountain to our boat, but the frog creature follows us into the water. We place the magical oil on the oil spot of the boat and learn that it is a motor boat. We have no problems loosing the frog creature or making it back to town.

Day 86-89

We rested, honed old skills and learned new ones.

Thrash

Thief 5th

Halfling Male

First to drop 100 pound stone on wizard's head.

STR 14 , DEX 12, CON 13 , INT 10 , WIS 11, CHA 9, COM 15, PER

AC 6, hp 20, MV 18, MR 10

AL Chaotic Good, Age 30, Height 4', Weight 90 lbs

Skin light, Hair Brown, Beard none

Eyes Blue, Vision Normal, Wealth 500 gp

He is a small furry footed halfling. He is a little chubby, but is pretty strong. He has brown hair, blue eyes, and a brown mustache.

Weapons

Dagger 1d8 Broadsword 1d8 Mace 1d8 Longsword 1d10 Sling 1d6

Special abilities

He can hide in the shadows. He can find traps, climb walls, backstach, pick locks, open door, detect noise and can comprehend language.

Possessions

Longsword Broadsword Dagger Leather Boots Wooden Shield Padded Leather Armor Sling Mace

Magical Items

Notes and History

He was born in a little village owned by Eric's cousin. His town was attacked. his family was saved due to Eric's cousin Nah's bravery. Nah felt sorry for the attack and told the halfling is cousin was coming to his castle and said he could join their party and gain wealth to help his family.

Transiliton "the Fox"

Thief (trouble shooter)12th Elf male
Guildmaster of Arabea. 3rd knight of the realm

STR 10, DEX 18, CON 9, INT 11, WIS 12, CHA 13, COM , PER

AC 1, hp 43, MV 12, MR 0

AL In, Age 132, Height 4' 8", Weight 103 lbs

Skin med tan, Hair black, Beard -

Eyes blue, Vision 60', Wealth 150000 gp

Well dressed Grey Elf, carrying a longsword...

Weapons

Longsword , Short sword , dagger, shortsword, Thri-kreen star.

Non-Weapons Proficiencies

Observation, Fast Talking, Juggling, Locksmithing, Dancing, Rope use, Tumbling, Appraising, Riding LB

Special abilities

X4 backstab, pp:60/65 out of armor, ol:95, frt:95, ms :95/105 no armor, hs: 95/100 no armor, dn:60,cw:65/75 no armor, rl:5, concealed (cas) 1-2, secert (act) 1-3, concealed (act) 1-4, 90% sleep and charm .

Possessions

Backpack , thief tools Daggers (throw) 10 Short bow Arrow 20 silver tip , Belt pouches 10 ThriKreen Stars

Magical Items

Longsword +1 short sword +2 Leather +3 Cube of Force Gem of True-seeing.

Trenada

Thief 8th Halfling male
Known as best thief in city

STR 17 , DEX 18 , CON 17 , INT 18 , WIS 17 , CHA 16 , COM , PER

AC -2, hp 58, MV 6, MR

AL CN, Age 21, Height 3'0", Weight 62 lbs

Skin brownish- white, Hair brown, Beard none Eyes purple, Vision 60ft, Wealth 5707 gp

Weapons

Short sword +2 knife long sword +1 dagger +2

Non-Weapons Proficiencies

Gem- cutting leatherworking tumbling set snares

Special abilities

Back stab

Magical Items

Extra- dimensional chest short sword ring of protection

Trokfir Hawkguard

Thief 13th Doppelganger
King of his own

STR 12 , DEX 17 , CON 16 , INT 12 , WIS 10 , CHA 13 , COM , PER

AC 2, hp 64, MV 12, MR 5 AL CB, Age 23, Height 4'8", Weight 130 lbs

Skin bright, Hair Blond, Beard - Eyes blue, Vision Normal, Wealth 60000 gp

Trokkir is a little thief exiled from Waterdeep. He is simply dressed, he had four short swords, two on his side and two on his back.

Weapons

Short sword, Dagger, Throwing knives.

Non-Weapons Proficiencies

Blind fighting, Swimming, Legend, Writing/reading, Acrobatics.

Special abilities

ESP

Magical Items

Myril: An intelligent short sword +4, With some Powers, Thieves of 9 lives short sword +3, Elve Dweomer, Short sword +3, Short sword +2 VS Demons.

Tyre Stealer

Thief 13th Pixie male

STR 10, DEX 22, CON 16, INT 13, WIS 14, CHA 15, COM, PER

AC -10, hp 66, MV 24 (12,A), MR

AL CN, Age 22, Height 2'3", Weight 22 lbs

Skin Fair, Hair Brown, Beard- Eyes Brown, Vision Normal, Wealth 150,000 gp

Very short, very thin (well, Pixie size anyway). Wears a small brown hat, plain shirt, pants and really bad-ass curly pointed shoes. Always lives for the moment, and loves portable holes (no puns intended).

Weapons

Dagger, Pixie Bow, 3 open.

Non-Weapons Proficiencies

Hiding (Humanoid Handbook), Direction Sense, Observation (HH), Set Snares, Cheesemaking (HH), Animal Noises (HH), Rope Use, Fire-building, Lip-Reading, Fishing, Local History.

Spell casting

Innate Spells: know alignment, create illusion, confusion, remove curse, dispel magic, dancing lights, esp all once a day.

Special abilities

Has the ability to fly MV 12(A), Polymorph at will, Visible at will. PP:95%, OL:95%, FRT:95%, MS:70%, HS:70%, DN:95%, CW:70%, RL:95%.

Possessions

Good Luck Stone, Finely craft dagger, Large House (130x70), Blue Dragon Chain Mail, Map of Dragon Mountain, Blue Dragon Claw.

Magical Items

Bag of Holding (2), Eye of the Eagle, Ioun Stone, Portable Hole (2), Potion of Healing, Sovereign Glue, Universal Solvent, Potion of Etherealness, Potion of Gaseous Form, Ring of Blinking, Ring of Free Action, Ring of Jumping, Ring of Water Walk, Ring of Telekinesis, Ring of Pro. +1 (2), Ring of Pro. +2, Ring of Pro+3, Ring of Wishes (2 wishes), Gauntlets of Dexterity, Bandraal's Healing Charm, Brooch of Shielding, Wand of Polymorph (5 charges), Wand of Magic Detection, Oil of Slipperiness.

Notes and History

When Tyre Stealer was young his parents died and he was left to live with his grandfather in there village. When he would go out and play with his peers they would go to the human villages and see if they could steal valuable things from them with out being noticed (invisibilty rocks). Tyre always had to top his friend and becasue of that he was not like very much. One day he had a grand idea and decided to pick on the Fleetwood family so much that they began to cry and he caught there tears in a vile to show off to all of his friends. After a while they became annoyed with this and they decided to banish him from the village and he soon there after took up thieving to survive and then join a group of adventurers and has been there ever since.

Umiaq

Thief 1st Halfling Male

STR 8 , DEX 13 , CON 13 , INT 7 , WIS 7 , CHA 5 ,COM , PER

AC 8, hp 3, MV 6, MR 0 AL CN, Age 20-30, Height 4' 5", Weight 40-70 lbs

Skin Pale, Hair Light, Beard None Eyes Brown, Vision Normal, Wealth 332 gp

Umiaq is a mercinary who likes to backstab.

Weapons

Specilization in dagger

Non-Weapons Proficiencies

Gaming+3

Special abilities

Thief and halfling normal

Possessions

Good food, Nice clothes, padded armor, dagger.

Notes and History

He is a wanted criminal.

Velura

Thief 2nd Female Nymph
The Quick

STR 12 , DEX 18 , CON 15 , INT 26 , WIS 11 , CHA 17 , COM , PER

AC 7, hp 8, MV 200, MR AL cg, Age 26, Height 5'1", Weight 105 lbs

Skin Fair, Hair Gold, Beard na Eyes Green, Vision Normal, Wealth 500 gp

Velura Is a dazzling nymph . Steals from you if you look away.

Weapons

Dagger, Crossbow, Dagger+3

Vidger Jr.

Theif 15th Human male
Thief Guild Master in Golden Leaf

STR 15 , DEX 16 , CON 13 , INT 9 , WIS 11 , CHA 11, COM 15, PER

AC -3, hp 62, MV 24, MR 0 AL C/E, Age 25, Height 5'4", Weight 140 lbs

Skin Peach, Hair Black (Ponytail), Beard Clean Shaven Eyes White, no pupil, Vision Normal, Wealth 100,000 gp

He seems like an average, upper middle class man, in a long black cape. Until you look into his eyes. Then you know that he is definitely a psycho. He also wears a thick gold earring on his left ear. It glows slightly (Regeneration). Once all this has been noticed, there is still the intimidation of his two glowing daggers on his belt, not noticeable at first. He talks in a low, angry tone, if at all. And if anyone attempts to fight him. They will be bombarded with (at least) thirty 1-3 level theifs. He might confrunt a group of PC's passing through this thief-run town for no reason. The other guild members will croud around, but Vidger Jr. Will not let them participate. The party members can go free be giving him gems, and such, or they can stay and fight. If Vidger gets really hurt, he teleports to another place in the town, and returns three rounds later with full health. He can do this no more than twice. If the PC's choose to run, the weakest looking party member will be struck in the back. (Backstab damage)

Weapons

Dagger+4 Made from a T-Rex Tooth , Dagger+3 Curved, Long Bow+4, 40 Arrows+5 ea., Silver Dagger+1, 10' Whip, Mace+2 (Charming), Plain Leather+2.

Non-Weapons Proficiencies

Tumbling, Lip Reading, Diquise, Tight Rope Walking, Fletching, Tracking, Quickdraw.

Special abilities

Backstab x5, Permanent Haste.

Possessions

Cape (1600gp) Gems Galore (in his Room, if you can get there)

Magical Items

Armlet of Haste, Wand of Poly morphing, Boots of Levitation, Rug of Welcome (@ house).

Notes and History

Vidger Jr. is actually a clone. He was cloned from the real Vidger Jr. at Tenth Level, Which was apraxamately three years ago. That's when he actually started life. He has the Memories though. He ended up killing the real Vidger about a year later. (Actually, it was another clone. The real Vidger Jr. is a Clan Leader for the Collectors in the mountains near Fort Nanaki.) He has led a rather uneventful life since then, except when he beat up a green dragon so much, that it screamed uncle for him, but he killed it anyways.

Whisper

Shadow walker 3rd [Wizard's and Rogue's of the Realms] Human male

STR 9, DEX 17, CON 10, INT 17, WIS 12, CHA 15, COM , PER

AC 7, hp 15, MV 12, MR 0 AL NG, Age 19, Height 5'10", Weight 145 lbs

Skin Fair, Hair Brown, Beard - Eyes Blue, Vision Normal, Dark sight (30'), Wealth 255 gp

A non-descript person. Not worth a second glance.

Weapons

Stiletto x2 Death knife Prof's: Dagger

Non-Weapons Proficiencies

Impersonation Trait, Throwing +1, Disguise +1, Etiquette, Herbalism.

Spell casting

Spells 1st: 3 No access to Necromancy, Evocation/Invocation, Conjuraction/Summoning, Enchantment/Charm Spells known: Change self Detect Magic Read Magic Phantasmal Force Cantrip

Special abilities

Backstab x2, Raise Cloak of Shadows (+25% HS) 3/day, MS: 55%, HS: 60%, OL: 10%, F/RT: 10%, HN 15%.

Possessions

Stiletto x2 Death knife (disguised as hair comb) Belt Pouch, large Darksuit Clown's outfit Makeup kit Dog pepper packet Embroidered robe (complete with stars)

Notes and History

Whisper is a member of that secret organization, the Shadow Walkers. He has several false identities, including (in order): Flash, an adventurer; Karin the minor mage and clown; Zin the burgler. Each identity is designed as another layer in the onion that is his life. Whisper is actually a somewhat moody character, who hangs out at the Blushing Mermaid, in Waterdeep. He is currently trying to find who is stealing the bodies of the dead from the city of the dead cemetery.

PSIONIC

Aikena Zythis

Psionicist/Preserver[kit:Mystic] 30th /31st Athasian Human Male

STR 24, DEX 22 [20], CON 22 [20], INT 22 [20], WIS 22 [20], CHA 22 [20] COM 22 [20], PER

AC -10, hp 114, MV 12, 18, MR 0

AL CG, Age 31(576), Height 6'3", Weight 215 lbs

Skin Bronze, Hair Silver, Beard - Eyes Hazel, Vision Normal, Infra (90'), Ultra (90'), Wealth don't ask, just guess.

Weapons

Staff of Wizardry with Staff of Power abilities (p), composite short bow +3 (p), Vorpall short sword +3 (p), Scimitar (p).

Non-Weapons Proficiencies

Bowyer/Fletcher, Disguise, Flute/Oboe Playing, Gem Cutting, Harness Subconscious (Wis/-1), Healing, Herbalism, Hypnosis (Cha/-2), Juggling, Jumping, Lip Reading Int/-2, Meditative Focus Wis/+1, Power Manipulation Int/-0, Reading/Writing Int/+1, Rejuvenation Wis/-1, Rope Use Dex/-0, Spellcraft Int/-2, Weapon Smithing Int/-0.

Spell casting

|1st|2nd|3rd|4th|5th|6th|7th|8th|9th|10th| |7|7|7|7|7|7|7|6|6|4| without Ring of Wizardry |14|14|14|14|14|14|7|6|6|4| with Ring of Wizardry. Has every spell in the Dragon Kings book, Player's Handbook, Tome of Magic, and all of the spelljammer books of level 6 and below. He also has most other spells of all other levels.

Special abilities

Bat Wings 25' wingspan have grown out of his back due to powerful magics MV 18(A)

Disciplines All

Defense Modes All

Sciences 30

Devotions 70

The order of his power in the individual disciplines follow

Clairsentience Sci 9, Dev 20

Psychometabolism Sci 6, Dev 14

Psychokinesis Sci 5, Dev 10

Telepathy Sci 4, Dev 9

Psychopertation Sci 3, Dev 11

Metapsionics Sci 3, Dev 6

Possessions

Not a Whole lot of mundane things

Magical Items

Staff of Wizardry + Power; Composite Short Bow +3; Vorpall Shortsword +3; Wand of Frost, Fire, and Lightning; Periapt of Health, Wound Closure, and Proof vs Poison (13) +4; Elven Boots of Speed; Medallion of the Planes and ESP with Empathy 30'; Amulet of Memorization 1-8 and anti-magic 30%; Rod of Security and Absorption; Scarab +2 (24); Crown of The Stars and Void; Ring of Wizardry 1-6; Ring of Regeneration; Gem of Retaliation (18) +4; Murlynds Spoon; Decanter of Endless Water; Rope of Climbing; 1000pg Boccob's Blessed Book; Quiver of Ehlonna; Pipes of Sounding; Hewards Handy Haversack; Gloves of Missile Snaring, Swimming, and Climbing; 1 Eye of The Eagle; 1 Eye of Minute Seeing; Sheet of Smallness; Mirror of Mental Prowess; Flask of Potions (Extra-Healing + Youth); Tenser's Portmanteau of Frugality; Bucknard's Everfull Purse (25cp, 26ep, 26pp); Enchanted Pocketwatch (as from the Tome of Outer Planar Artifacts); (20) Arrows of Evil Humanoid Slaying. Armor: Bracers AC2, White Robes of the Archmagi, Cloak of Protection +5, Ring of Protection +3.

Notes and History

This Character has a long and colorful history, including finding the Hollow World in Basic D&D Mystara, Assassinating a level 27 Dragon-King of Athas, choosing NOT to take the Avangion Metamorphosis detailed in the Dragon Kings book and many many other things. He may be found in just about any campaign setting because of his EXTENSIVE travelling

Aziz of Dambrath

Psionicist 9th Human (Crinti) Male
Mayor of Hill's Edge

STR 14, DEX 15, CON 16, INT 15, WIS 17, CHA 11, COM , PER

AC 1, hp 59, MV 12, MR 0

AL N, Age 24, Height 5'7", Weight 160 lbs

Skin dark, Hair White, Beard - Eyes Blue, Vision Normal, Wealth 175,000 gp

Aziz dresses fashionably in black and red. His hair is often combed up on the sides, as if he had horns. He moves gracefully, and is obviously schooled in the gentlemanly ways. His voice betrays a slight accent, and he often uses foreign words in his speech.

Weapons

Proficient with: Dagger, Bo stick, Shortbow

Non-Weapons Proficiencies

Proficient in:. Rejuvenation, Tumbling, Linguistics, Horsemanship, Meditative Focus, Power Manipulation. Speaks:, Alzhedo, Drow, Akalan, Common, Reads/writes: Common.

Spell casting

+2 on saves versus Enchantment/Charm and similar spells

Special abilities

PSPs:121

Disciplines-Psychometabolic(primary), Telepathy, Metapsionic

Sciences-Energy Containment, Complete Healing, Life Draining, Mind Link, Mind Flame

Devotions-Double Pain, Cause Sleep, Cell Adjustment, Adrenalin Control, Body Control, Accelerate,

Cause Decay, Psychic Crush, Synaptic Static, ESP, Conceal Thoughts, Contact, Invincible Foes, Receptacle

Defenses-Thought Shield, Tower of Iron Will, Mind Blank, Intellect fortress, Mental Barrier

Possessions

Owns standard adventuring gear. Always carries following: Daggers(2) 1 in each boot, Knife in wristsheath (right hand), "Valsharess" High quality riding horse [AC7 HD3 HP24 MV36 Thaco17 #ats2 DMG1-2/1-2 Bucks]

Magical Items

Bracers of Defense AC4Talisman of the Bat-Speak w/Bats-Shapechange into bat form (3x/day)Ring of Undead Protection (34 charges)Ring of Protection +2Ring of Feather Falling (usually not worn)Cloak of the Manta Ray (abilities useable only underwater)-Breathe Underwater-Swim MV18-Appears to be a Ray when in use-May use a Sting (DMG 1d6)Mask of True Seeing-as spell, 3x/dayVampiric Rod +2-grants wielder 1/2 of damage caused as healingPotions: Healing, Vitality, Longevity(2)

Notes and History

Aziz is originally from Dambrath, a southern realm where half-drow and drow descended (called "Crinti") females are the ruling elite. Men who show magical talent are soon put to death in that realm. The son of a ruling family, Aziz could only look forward to being married off as a political "bride". As he reached the age of maturity, however, he managed to strike up a friendship with an outlander slave. This slave, a psionicist, taught Aziz the way to tap into his mental powers. Together they managed to escape Dambrath, and quickly head north. At first Aziz was enthralled by all that he saw, so different from the life of a noble

"house husband" he had expected. His enthusiasm waned, however, when his mentor was killed in a foolish barroom brawl in Chessenta. Aziz drifted North, until he joined a fledgling group of adventurers who called themselves the "Oathbound". Aziz went on many a journey with this band, seeing Shou Lung and Kozakura on Toril, as well as journeying to several other crystal spheres. Eventually, the group returned to the town of Hill's Edge, where they led an army of the Lord's Alliance against an undead horde. After that battle, Aziz was elected mayor of Hill's Edge. Because he takes a pragmatic, live and let live attitude towards the Zhentarim, his relations with his old adventuring band have soured. He has just won his first reelection campaign, and hopes to lead Hill's Edge for many years to come. He enjoys the political challenges integral with his position, and sees nothing wrong with using his mental powers to secure advantages. He is cautious in his dealings with both the Zhentarim and the harpers, Aziz wishes to become an independent power in the heartlands, not someone else's puppet.

Cheznra

Psionist 1st Drow female

Psionist of House Thunderfang

STR 12 , DEX 16 , CON 16 , INT 18 , WIS 17 , CHA 14 , COM , PER

AC 9, hp 8, MV , MR 50 AL NE, Age 120, Height 5'1, Weight 109 lbs

Skin Black as ebony, Hair White as ivory, Beard - Eyes Blood red, Vision Normal, Infra 120, Wealth 1200 gp

A woman of knowledge more than beauty, she has very short and fine hair to allow her successful usage of her psionic abilities. Her red eyes stare intently trying to discover anything useful about her surrounding. But don't think that means she is easier to hit, in actuality, it means you will get hit first if you try to sneak up on her.

Weapons

Scimitar with the ability to shoot a fireball (1) Hand crossbow with deadly accuracy (1)

Non-Weapons Proficiencies

Meditative Focus (1) Tailor (1) Rejuvenation (1)

Spell casting

Telekinesis, Science Ballistic Attack, Devotion Mind Blank, Defense Mode

Special abilities

Innate Abilities: Dancing Lights, Faerie Fire, Darkness

Possessions

An all black outfit consisting of a shirt, pants, and shoes.

Magical Items

My weapons: Scimitar of Eternal Flame, Crossbow of Accuracy

Daborov

Psionicist/thief 9th/10th Male dwarf

STR 15 , DEX 15 , CON 17 , INT 14 , WIS 18 , CHA 13 , COM , PER

AC 1, hp 62, MV 1/2, MR AL NG, Age 62, Height 1.22m, Weight 153 lbs

Skin white, Hair white, Beard- Eyes green, Vision Infra, Wealth 30,000 gp

Masked dwarf with a long ponytail and a body sized griffon tattoo. Since some sort of ooze jumped him and stayed there ever since, his animal affinity griffon wings grew razors and stayed on Daborov's back permanent. Daborov has the bad habit of trying to make other people look funny.

Weapons

Scimitar, short sword, dagger, short bow.

Non-Weapons Proficiencies

Appraising, riding (landbased), reading/writing, cooking, rejuvenation (psionics handbook).

Special abilities

Pp:95%, ol: 20%, f/rt: 90%, ms: 95%, hs: 95%, dn: 15%, cw:50%, backstab: x4. Psionics: disc:psychometabolism,psychokinesis,telepathy sci: Animal affinity (griffon), life draining, telekenesis, Mindlink,Disintegrate.dev: Adrenalin control, double pain, flesh armour, molecular agitation, chameleon power, control flames, body equilibrium, heightened senses,contact, mindbar, psychic crush, body weaponry,soften.

Possessions

100 molotov cocktails, 15 type E poison arrows, grappling hook, thieves picks, 60 ft rope, cards.

Magical Items

Dagger+1, dragonslayer (+2, +4 dragons, x3 red dragon.)Luggage (disc world): Big chest with hundreds of little legs (wich Daborov has to give a massage after a long trip) without a bottom: it has a limitless capacity. This luggage is not as much a killing machine as indiscworld but tends to get pissed when you step on his toes.

Notes and History

Daborov's parents were killed by some orcs when Daborov was still in his diapers. He was found and taken care of by the thievesguild. While practicing his pick pocket ability on an old man he was caught red handed. The old man offered him to come to his temple or else he would hand over Daborov to the police and get the death penalty.Daborov got along with the old man and learned the psionic arts there. After his education was over Daborov decided to stay with the old man. One day Daborov came back from meditation and found the temple destroyed, and his master barely able to talk to him. A demon spoke through the old man's body telling Daborov that he, Sablov, destroyed the temple and his master. Daborov burried his master and swore to kill Sablov.

Dukerdrid Starbreeze-Mephest

Psionicist 11th Human Male
Defender of Pestetori and of Whilder of Morgoth

STR 11 , DEX 8 , CON 13 , INT 13 , WIS 18 , CHA 9 , COM , PER

AC 0, hp 45, MV 12, MR 0 AL NG, Age 20, Height 5'6", Weight 130 lbs

Skin Normal, Hair Sandy Blonde, Beard - Eyes Brown, Vision Normal, Wealth 33300 gp

Weapons

Dagger, +2, PSP Stealing (1st Lvl P), Sling, +4, Psi-Seeking (1st Lvl P), Short Bow (2nd Lvl P), Naive Oak Spear (Automatic 1st Level P)

Non-Weapons Proficiencies

Rejuvenation (3rd Level Proficiency), Meditation (2nd Level Proficiency), Fishing (2nd Level Proficiency), Weather Sense (1st Level Proficiency), Agriculture (1st Level Proficiency), Harness Subconsciousness (1st LevelProiciency), Morothian Religion (2nd Level Proficiency)

Spell casting

Telepathic Discipline : Sciences - Mindlink, Switch Personality, Fate Link, Domination

Devotions - Contact, Empathy, Phobia Amplification, Synaptic Static, Sight Link

Attack/Defense Modes - Psionic Blast, Id Insinuation, ALL Defense Modes Psychometabolic

Discipline : Sciences - none, Devotions - Heightened Senses, Mind Over Body, Suspended Animation, Cell Adjustment

Psychoportive Discipline : Sciences - Teleport, Summon Planar Creature Devotions - Dimension Door, Dream Travel, Time Shift, Teleport Trigger

Metapsionic Discipline : Sciences - Psychic Surgery, Devotions - Psionic Sense

Morgothian Discipline : Sciences - Clairsubordination, Emotion Vent, Devotions - Caress, Mindpins, Enhanced Stamina

Special abilities

Morgothian Divine Sight

Possessions

8 Flight Arrows, 7 Daggers, Sheaths, Quiver, Large Belt Pouch, Hide Armor, 1 Gallon of Water, 28 Days of Dry Rations, Morgothian Attire, Emblem of Valour, Document of Emperor's Favour, Petal from Lady Burjet

Magical Items

10 doses of Extra Healing Potion, Chain Mail +5, Gauntlets of Ogre Power (18/00), Summoning Ring (Summons Arch-Lich Samean Mephest)

Notes and History

Currently Adventuring with Rahven (Female Drow Fighter/Mage), Karant (Male Flind Priest), Ulysses (Male Human Priest), Angus (Male Dwarf Fighter), Avern (Male Human Mage), and various NPCs.

Grumbacher

Athasian Psionocist [kit:psiologist] 13th Dwarven male

STR 15, DEX 15, CON 20, INT 19, WIS 19, CHA 14 COM 7, PER 13

AC 8, hp 96, MV 12, MR special AL Neutral, Age 94, Height 5 feet, Weight 195 lbs

Skin Dark, Hair None, Beard - Eyes Black, Vision Infra 60 feet, Wealth 0 gp

Weapons

Dagger, The strong in mind need few weapons. The proficient in mind need fewer still. But the line between pride and foolishness is a thin one.

Non-Weapons Proficiencies

Rejuvenation, Hypnosis, Reading/Writing, Gem Cutting, Crystal Focus, Appraisal, Tightrope Walk, Harness Subcon., Ridding - Land, Survival, Waterfind, Tracking.

Special abilities

PSIONIC SUMMARY

Sciences.

Telekenisis Detonate

Life Draining Desintegrate

Energy Containment Teleport

Megakenisis

Devotions.

Molecular Manipulation Levitation

Molecular Agitation Adrenalin Control

Reduction Ballistic Attack

Inertial Barrier Body Equilibrium
Chemical Simulation Animate Object
Phase Soften
Dimension Walk Static Discharge
Gird Teleport Trigger
Double Pain Cell adjustment

Defences.
Tower of Iron Will Mind Blank
Thought Shield Mental Barrier
Intellect Fortress

Possessions

1 Gal. Waterskin, Backpack, Concealed dagger, 1 Clear quartz crystal, The Orders standard clothing, *Plain brown hooded robe with heavy walking boots 1 small belt pouch.

Magical Items

Magic is for the weak. Depend on yourself not on the devices of anothers making.

Notes and History

Born in South Ledopolus on The Forked Estuary in The Sea of Silt Grumbachers path was preset. He was schooled in the uses of the Way from a young age.. and progressed quickly due to a combination of exceptional attributes and his racially inherent stubborn will. Both N&S Ledopolus (opposing sides of the estuary) have been working for generations to bridge the gap between the two cities. Thier chief obstacle however has been the opposition of the Giants who inhabit the islands of the Silt Sea. Grumbachers place was to protect the work already completed by the southern city. However, exceptional attributes often make it difficult to stay in one place for very long. And so the adventurer was born.

Jokmar Lagrath

Psionicist 17th Dual classed to Priest of Mystra 6th Human male
Master

STR (Mus 18/Sta 16), DEX (Aim 8/Bal 8), CON (Hea 17/Fit 17), INT (Rea 17/Kno17), WIS (Inn 20/Wil 16),
CHA (Lea 8/App 8), COM , PER

AC -2, hp 107, MV 12, MR 0 AL NG, Age 22, Height 5'2", Weight 186 lbs

Skin Light, Hair Shaved Head, Beard Black and red tipped Eyes Blue, Vision Normal, Wealth 19,815 gp

Weapons

Jokmar is an expert in the rapier. The rapier is also his weapon of choice. Jokmar takes advantage of the two weapon style by using his rapier in combination with a stiletto. Now uses warhammer instead of rapier and stiletto due to priest restrictions

Non-Weapons Proficiencies

Reading/writing (-/-), common (2/19), espruar (2/19), rejuvenation (1/17), power manipulation (2/14),
crystal focus (1/17), spellcraft (2/16), mental armor (6/16) .

Spell casting

Has access to all spheres granted by Mystra

Psychokinesis

Sciences: Detonate, Disintegrate, Suppress Magic, Telekinesis, Molecular Rearrangement

Devotions: Animate Object, Ballistic Attack, Control Wind, Levitation, Molecular Agitation, Molecular Manipulation, Soften, Deflect, Mass Manipulation, Molecular Bonding, Cryokinesis

Psychometabolism

Sciences: Metamorphosis, Elemental Composition

Devotions: Accelerate, Adrenaline Control, Body Weaponry, Graft Weapon, Photosynthesis, Chameleon Power, Telepathy
Sciences: Empower. Devotions: Receptacle, ESP, Life Detection

Special abilities

Psionic Combat, Attacks Defenses, Ego Whip Intellect Fortress, Id Insinuation Mental Barrier, Mind Thrust Mind Blank, Psionic Blast Thought Shield, Psychic Crush Tower of Iron Will.

Possessions

Nothing exceptional, but does have a few valuable gems, including a gem of 5,000 gp value.

Magical Items

Blue Dragon Armor, -2 AC, Intelligent Rapier +3, has the spell strength, Stiletto +2

Notes and History

Before the time of troubles, when Jokmar was a child, He and his family lived at the base of the Thunder Peaks. Jokmar's father, Mandal, was a leader of a group of people that practiced a kind of supernatural power, psionics. With this group's great grasp of psionics, they could harness great powers to further their own causes. This is exactly what they did. Using the powers of the mind, Jokmar's people weakened a tribe of barbarians named the Caldanians and forced them into slavery. To mock the ignorant barbarians, Jokmar's people forced the Caldanians to build a new city on top of the ruins where the tribe had previously lived in freedom. Again to mock them, Mandal named the city Caldor, which meant strength of mind in the barbarian tongue. Jokmar's people ruled the city for some time after their takeover, but then disaster struck. When the time of troubles struck it left Jokmar's people without the powers of the mind they had previously attained. It left them powerless to stop the revolt that soon followed. The Caldanians, somehow aware of their master's weakness, swept out of the slave pits and sent Jokmar's people fleeing into the mountains. Many died. Before long, another city was born on the top of one of the mountains, and not long after, the people began to rebuild their psionic mastery that at one time came so natural to them. Jokmar was on his way to greatness. With an advanced ability with psionics, Jokmar went into the world to stop evil and tyranny, for he was somewhat shameful of his people's reputation. On an adventure in Zhentil Keep, Jokmar met Belour, Khalathas, Krillaxas, Stellan, Azrial, and Dragon dust the pixie. At that point, he became a member of the Brotherhood of the Blade.

Laodicea

Psionicist/Diviner 8th/7th

Human Female

STR 11 , DEX 11 , CON 15 , INT 18 , WIS 18 , CHA 9, COM , PER

AC 7, hp 32, MV 12, MR AL N, Age 23, Height 5'9", Weight 127 lbs

Skin fair, Hair black, Beard Eyes brown, Vision normal, Wealth none

Fortune teller; uses psionics and divination spells to do so

Non-Weapons Proficiencies

Psionics and Fortune Telling related

Spell casting

as 7th level diviner

Special abilities

No more than is granted class.

Possessions

Fortune telling implements, clothing, hide armor.

Notes and History

Regal Diviner for the Byzasine Emporer until the despotic Aknepos came into power, was persecuted as "mystic"; member of the Order of Ten

Raese Silvian

Psionacist 5th Human male

Raese of the house of silvian, Companion of the amulet bearers

STR 12 , DEX 21 , CON 18 , INT 18 , WIS 18 , CHA 13 , COM , PER

AC 4, hp 15, MV 12, MR 0 AL LG, Age 23, Height 6' 5", Weight 72 lbs

Skin Fair, Hair Blonde, Beard - Eyes Deep blue, Vision All round, Wealth 500gp

Raese's noble family on the continent of himonula was slain because it was thought Raese's Demonic powers were hereditary. A powerful mage was convinced to teleport him to another continent. Threatened with molecular agitation on his spellbook if he didn't teleport him there. Then Raese went to slay two evil warring mages. After slaying them though he encountered an army of millions of orcs. Remembering the mages teleportation ritual he performed it and found himself in a forest. With the help of his two friends (the bearers of the amulets) and a paladin he met in the forest he slayed a foul necromancer. However just before The necromancer died he transformed Raese into a hideous spider-creature and stole his psionic powers. At the moment Raese and a group of dwarves are searching for the treasure of the dwarves homeland.

Weapons

Scimitar +1 (p), Dagger +1 (p).

Non-Weapons Proficiencies

Direction sense, Meditation), Hypnotism } Don't work any-more, Rejuvenation).

Special abilities

Can climb any walls, Long slashing retractable claws, Higly dextrous, can do amazing acrobatic feats.

Possessions

Mithril silk clothes, 400gp ruby.

Magical Items

Scimitar +1, Dagger +1.

Notes and History

Raese's noble family on the continent of himonula was slain because it was thought raese's Demonic powers were hereditary. A powerful mage was convinced to teleport him to another continent. Threatened with molecular agitation on his spellbook if he didn't teleport him there. Then Raese went to slay two evil warring mages. After slaying them though he encountered an army of millions of orcs. Remembering the mages teleportation ritual he performed it and found himself in a forest. With the help of his two friends (the bearers of the amulets) and a paladin he met in the forest he slayed a foul necromancer. However just before The necromancer died he transformed Raese into a hideous spider-creature and stole his psionic powers. At the moment Raese and a group of dwarves are searching for the treasure of the dwarves homeland.

Rizga

Psionacist 16th Halfling, common Male

Student of Minds

STR 14, DEX 12, CON 18, INT 16, WIS 16, CHA 10, COM , PER

AC 7, hp 74, MV 14, MR -10

AL CG, Age 38, Height 6'4", Weight 150 lbs

Skin brown, Hair black, Beard - Eyes brown, Vision Infra 20', Wealth 100 gp

A master and student of the mind, Rizga is a character in the Dark Sun campaign.

Weapons

Carries a obsidian scimitar +1, bone dagger

Non-Weapons Proficiencies

Mapmaking, desert exploration, survival, common tongue

Special abilities

Psionics

Possessions

Weapons, tunic

Magical Items

Weapons, ring of weather protection

Notes and History

Rizga was born in Altaruk, and began adventuring with others to destroy invading giants. Recently, they have joined an expedition to explore Giustenal, and have attempted to destroy Dregoth.

Sir Coremanth Adurbrent

Psionicist 5th

Human male

STR 11 , DEX 10 , CON 12 , INT 12 , WIS 17 , CHA 5, COM 6, PER

AC 7 (5vs melee), hp 19, MV 12, MR 0 AL NG, Age 22, Height 5'1", Weight 160 lbs

Skin tanned, Hair bald (light brown), Beard light brown (unshaven) Eyes brown, Vision normal, Wealth spec:*

Coremanth's entire upper body and head is horribly scarred from an accident when he was young. And when a priest came to see to his wounds they were already mysteriously healed and too late to remove unless by means of a regeneration spell. Now Coremanth dresses in black leather and could be mistaken for a lowlife rogue if it wasn't for his noble posture and signet ring proving he is part of the highly respected Adurbrent family of Waterdeep. (rolled 100 on social status)

Weapons

Sabre (prof), Shortbow (prof), Scimitar +1 (prof), Onehanded weapon style (2 slots) lowers AC by 2 in melee.

Non-Weapons Proficiencies

Etiquette, Harness subconscious, Swimming, Heraldry, High common, read/write, Riding landbased, Rejuvenation, meditative focus, animal handling.

Special abilities

+2 saving bonus vs enchantment / charm and similar, +3 vs spells for high wisdom, PSPs: 72, the following sciences/devotions : telekinesis, inertial barrier, lend health, life draining, levitation, biofeedback, control wind, molecular agitation, tower of iron will, thought shield, enhanced strength, mind blank, detonate, mind over body.

Possessions

Minor traveling gear, a wardog named Brutus horse named Gorthar The * on Gp owned is special since as a member of the Adurbrent family he has quite a large credit, his own personal fortune however is somewhere at 100Gp.

Magical Items

A +1 scimitar as noted above

Notes and History

Part of the group Fearun Fortune Finders Coremanth took care of the animals and spoke very little of his family, and didnt fuss about being above the entire group in social rank all put together. The group ended their adventures sometime before the Time of troubles.

Tharus

Psionic 11th Human male
The Trader

STR 12, DEX 15, CON 16, INT 16, WIS 18, CHA 12, COM , PER

AC 9, hp 46, MV 12, MR AL LG, Age 20, Height 5'1", Weight 155 lbs

Skin White (Pinky), Hair Pale Brown (curly), Beard - Eyes Green, Vision Nomal, Wealth 53 gp

Short chobby guy with curled hairs ticks round glass. At first he look like a shy commercant with no self-confidence. The truth, he is very smart and have contacts about everywhere. He is one of the leader of a secret organization of psionics.

Weapons

Scimitar and Daggers (2) He is also proficient with short bow and spear.

Non-Weapons Proficiencies

Languages (4) - Traladasan - Thyatian(common)- Dwarvish - Elvish
Rejuvenation (w/-1), Reading/writing (i/+1), Meditative Focus (w/+1), Hypnosis (Ca/-2), Etiquette (Ca/0),
Riding (Land) (w/+3).

Special abilities

Psioncis disciplines: - Telepathie (Main) . Clairsentience, Psychoportation, Metapsionic

Possessions

Backpack, Clothes, Flint & Steel, WaterSkin, Belly Pouch, Papers, Quill and Ink, Studder Leather Jacket, Family Amulette, Ring.

Notes and History

Being a forgotten Kid he's been raise by a uncle who was also a Powerful Psinics. Tharus and some other psionics have put a organazition who's goal is to keep an have for peace.

The Master

Psionicist 14th Illithid Unisex

STR 12 , DEX 12 , CON 14 , INT 20 , WIS 18 , CHA 3 , COM , PER

AC 2, hp 84, MV 12, MR AL LE, Age ?, Height 5'6", Weight 120 lbs

Skin Greyish, Hair None, Beard - Eyes purple, Vision ultra 90', Wealth ?

Typical illithid but more decrepit looking almost withered but you can sense its power just by looking into its two bright eyes

Special abilities

Mindblast 120' 14th level psionic powers (I'm sorry if I'm a little vague but I'm at work and don't have access to my books).

Zarich Arimae

Psionicist 19th / Cleric 8th [Shar]

Human male

STR 17 (Mus 17/Sta 17), DEX 8 (Aim 8/Bal 8), CON 18, INT 12 (Rea 14/Kno 10), WIS 18 (Inn 18/Wil 18), CHA 12 (Lea 14/App 10 (8 Without eyepatch)), COM, PER

AC 8, hp 72, MV 12, MR 0 AL NG/NE, Age 29, Height 6'3", Weight 200 lbs

Skin Tanned, Hair Black, Beard
Round Vision, Wealth

Eyes Green (Right eye-eyepatch), Vision Normal (Impaired) / All

An intimidating figure with a piercing stare from his one green eye. The black eyepatch doesn't cover the scars which creep up over the eyesocket. Dressed in Calimshan style, knee high laced boots, with sandy coloured loose trousers and a plain shirt or leather armour. Feels personally responsible for all Psionicists and will teach and train any he comes across.

Weapons

Whip Dagger Broadsword Shortsword Longsword +1 (non magical, well-made, present from Gauron)
(normal proficiency in all)

Non-Weapons Proficiencies

Rejuvenation (W/-1) Riding, Landbased [Horse] (W/+3) Riding, Airbased [Pegasus] (W/-2)
Reading/Writing (I/+1) Hypnosis (Ch/-2) Animal Handling (W/-1) Weather Sense (W/0) Artistic Ability
[Wood Carving] (W/0) Meditative Focus (W/+1) Dreaming (Wis/+2) - As from Nightmare Lands
(Ravenloft)

Special abilities

PsP's = 234 Primary Discipline = Telepathy Sciences: Mindlink Probe Dominate, Tower of Iron Will, Telekinesis, Detonate, Complete Healing, Metamorphosis, Life Draining, Psychic Surgery.

Devotions: Contact Inflict Pain, ESP, Life Detection, Psychic Crush, Id Insinuation, Mind Blank, Intellect Fortress, Mental Barrier, Molecular Agitation, Control Light, Animate Shadow, Control Sound, Lend Health, Double Pain, Chameleon Power, Ectoplasmic Form, Heightened Senses, Aging, Photosynthesis.

* Psychic. Drain Psionic Vampirism* Know Direction All-Round Vision Dimension Walk Dimension Door

* From The Will and The Way supplement All Psionics as shown in Complete Psionics Handbook

Magical Items

Sun Blade Ring of Spider Control Necklace of Invisibility to Zombies (2HD or Less) Quarterstaff +1 Ring of Healing: Heals 1d12 hp/day Manual of Flesh Golems Protection From Water Scroll (Psionic Item(ish)): Plain silver headband - Allows wearer to need only spend half the required PsP's Psionic Item: Mana-Ken. Ring of Sleep : Sleep 1/day on others, 3/day on self (takes them into the Dreaming)

Notes and History

Zarich is the second born of Alia and Kahrran, his older brother (by two years) being Mayax and younger sister (by two years) Ethereal. His father was killed in a storm, travelling by ship from Waterdeep to Calimshan (Zarich's birthplace), Zarich and Mayax (only two and four) were sealed in barrels and thrown overboard. Gortex Warbanger, a jungle dwarf, found the children and looked after them until their mother found them. Gortex agreed to stay, comfort her and look after the children as the next day, Kahrran's body was washed ashore. The day after, Ethereal was born. Zarich was raised in the ways of the ranger, as his

parents both were. However at the age of five he already knew that he had telepathic powers which he kept secret. During the Time of Troubles, unlike other psionics, his psionic power increased and Mayax discovered Zarich's ability a year before the rest of the family. During his early years in Tethyr, he befriended a young thief, Exodus and a expelled barbarian Thaldor. At 15 Zarich got drunk and was frightened about his lack of control of his powers and vowed never to drink again (to protect the minds of others). As his psionics became more powerful he discontinued his ranger training and began to investigate on his own. Mayax and Zarich began their adventuring career at 18 and when meeting with Mayax's old friend Gauron, a dwarven berserker, and Thaldor begin adventuring in and around the Forest of Tethyr. When in the Pirate Isles off the coast of the Tethyr Peninsula, Gauron gets arrested for murder and as Thaldor and Zarich attempt the breakout Zarich murders the Sheriff. He is still wanted for murder, but it is kept quiet by a Priestess of Mystra at Velen. Zarich and Gauron become closer friends and meet Sheeh, a human ranger. Zarich also befriends a human gypsy-girl, Meddleana, and offers to help expand her psionic talent. She leaves him to rejoin her gypsy family. At 20, he buys the 'Mana-ken' from Gauron at his inn, The Waterdeep Brough. The next year he is called on a mission by Hesperides and is sent to Waterdeep. While there he meets Vixen, a female thief and wild talent. He falls in love with her and in a fight (resulting in the explosion of the Waterdeep Brough) are separated. He is unable to contact her and when he finds a pool of blood he fears the worst and places some of the blood in the Mana-Ken, but it either cannot or will not work. Later when travelling with a caravan through Trollclaw Ford, the caravan is attacked. 36 caravaneers died and Zarich still avoids the area, he also buried the Mana-ken to try and be rid of the evil inside. At 21, Hesperides contacts him and tells him that Vangerdahast is interested in his abilities. He travels to Cormyr where he is recruited into the Purple Dragon he takes a dislike to Vangerdahast who he seems is prying too much into his background. There he meets Sethrin a elvish battlemage. Vangerdahast informs Zarich that it wasn't a storm that killed his father, the ship was attacked by a Zhentish fleet. Zarich takes a hatred for the Zhentarim. While still recruited into the Purple Dragon, he helps stop a plan to assassinate Myrmeem Lhal, by two time travelling Psionics, with help from 'The Academician' whom Zarich also dislikes, Sethrin, Trident a half-elven male thief and Lashan a human fighter. Lashan and Trident are both members of the Zhentarim. Zarich abandons the Purple Dragon after he and Gauron raid a royal cache before a Zhentish raid (the information was rigged, the raid never occurred). At 22, Zarich meets up with Meddleana. He uses a ring of wishes to gain control of a Pegasus which he learns to ride. When travelling to Waterdeep to help Gauron's now haunted inn, Meddleana tells Zarich that she is pregnant, he then proposes to her and plan to wed under the faith of Mystra. During an exploration in the underdark, two months are lost. The marriage took place at the foot of Mount Waterdeep, and a party, organised by Gauron, on a large ship in the docks. The morning after, news is sent about Meddleana's caravan, it had been attacked and there are no survivors. Zarich tells Meddleana who goes into shock and collapses. She soon goes into labour.

Zinfallassis

Psionicist 6th Earth Elemental (human) male

STR 20 (original 13), DEX 6 (original 16), CON 21 (original 16), INT 18, WIS 18, CHA 3 (original 12), COM PER

AC 0, hp 85, MV 9 underground, 6 above ground, MR 0 AL LN, Age 21, Height 30 ft. (originally 6 ft.), Weight ~4-5 tons (originally 150 Lbs.)

Skin none (originally tan), Hair none (originally brown), Beard - Eyes Green, Vision Normal and IV (90) (both above and below ground), Wealth 10000 gp

Weapons

Proficiencies in: Scimitar, Dagger, Hand Crossbow.

Non-Weapons Proficiencies

Rejuvenation, Meditative Focus, Swimming (no longer usable), Rope Use, Tumbling (no longer usable), Direction Sense, Mining (for food). Languages: Common, Elven, Dwarven, Orc.

Special abilities

Psionic Summary:

PSP's: 120 (50 more in Empowered gem)

Disciplines: Telepathy, Psychokinesis, Metapsionics.

Sciences: Mindlink, Psionic Blast, Telekinesis.

Devotions: Contact, Ego Whip, Id Insinuation, Invisibility, Invincible Foes, Molecular Agitation, Soften, Molecular, Manipulation, Cryokinesis, Life Detection, Empower.

Defense Modes: Mind Blank, Intellect Fortress, Tower of Iron Will.

Abilities as Earth Elemental:

Summon 1d4 minor earth elementals 1/month

Normal vision below ground (ie, through solid rock...)

Enhanced physical abilities: Strength: 20, Con: 21

THAC0: 7, Damage per attack (fist): 4d8+strength bonus

AC: 0 Special Attacks: Can attack from below target

Can "envelope" objects in order to carry them

No longer required to breathe

Possessions

Large chest containing some money and gems, which are used as food.

Magical Items

Empowered gem (5000 gp value, holds 50 PSPs).

Notes and History

Zinfallassis grew up in a small town in Cormyr. He studied psionics under the instruction of his father until he was 19, at which point he set out to explore the world with several of his friends. His life was rather normal for the first few years. At least, as normal as an adventurer's life could be. The fateful day came about as the result of a mission he and his friends undertook as a favor to the mayor of a small town they had settled in. His daughter had been kidnapped by Drow, who had apparently made their way to the surface one night through access to a nearby cave. In the process of rescuing the mayor's daughter, the group found a small pouch filled with beans. Upon planting one of the beans, Zinfallassis' life was changed forever. He suddenly found that his body was nothing like it used to be. (Those of you who have seen the Dragon article "Bizarre of the Bizarre: 101 Things to do with Magic Beans." may recognize this.) The bean summoned a very large earth elemental, and switched the personalities of the elemental and Zinfallassis, putting them in the other's bodies. Needless to say, the elemental was not happy about this at all. It eventually became necessary for Zinfallassis' companions to destroy (what they thought to be) their friend to keep him from killing them. Zinfallassis and his companions are still wandering the Realms in search of new adventures. He is still adjusting to his new form, learning both his new physical abilities and limitations. Unfortunately, this new shape is not helping relations with his friends. They are understanding, but unhappy at the fact that Zinfallassis now must consume large amounts of metallic and crystalline matter for food, which is most often the party's treasure. His new form is also a hindrance in communicating with strangers (would you want to talk to a 30 ft mound of dirt with eyes?), but he is coping as best he can. He and his friends are currently in search of a method to restore him to his original appearance.

OTHERS...

Blackthorne Necros

Necromancer 50th / Priest 45th / Fighter 40th / Thief 40th

Lesser God of Necromancy and Pain

Lord of the Purple Flame, Lord of Pain and Death, Master of Men

STR 24 , DEX 25 , CON 25 , INT 25 , WIS 25 , CHA 25 , COM 30, PER 50

AC -12, hp 146, MV 15, MR 100

AL L. E., Age 1001/19, Height 7' 0", Weight 250 lbs

Skin bronze, Hair white, Beard - Eyes pale blue, Vision infra(120)/ultra(2 miles), Wealth as needed

A tall attractive man who wears black silk and platinum jewelry. He carries a staff of 13 skulls with jeweled eyes.

Weapons

All Proficient: Dagger, Throwing Dagger, Dart, Staff, Sling, Footmans Mace, Footmans Flail, Morning Star, Warhammer, Whip, Scourge, Net

Non-Weapons Proficiencies

Ancient Languages(all), Modern Languages (all), Read/Write (all), Cryptology, Anatomy, Necrology, Neitherworld Knowledge, Spirit Lore, Undead Lore, Venom Handling, Alchemy, Toxicology, Herbalism, Healing, Pottery, Glassblowing, Armorer, Weaponsmithing, Jewelsmithing, Gem Cutting, Engineering, Spellcraft, Religion, Swimming, Riding-land, Appraising, Leatherworking, papermaking, Bookbinding, Calligraphy.

Spell casting

Necromancer specialist(50), Invoker(45), Abjuror(45), Conjurer(45), Diviner(40) Priest (45). Major: all, astral , charm, combat, elemental, guardian, law, healing, necromantic, summoning, sun, time, war.

Special abilities

Command undead, Speak with dead at will, Detect undead at will, Detect life at will. PP 95%, OL 95%, F/RT 95%, HS 95%, MS 95%, DN 95%, CW 95%, RL 95%, Backstab x 5

Possessions

All his items are magical in nature

Magical Items

Staff of Necros: as staff of the Magi/ staff of Power/ staff of Necromancy, Gorget of Necros, Ring of Regeneration, Ring of Purple Flame(greater), Circlet of Necros, Cloak of the Bat, Black Robe of the Archmagi, Boots of Striding and Springing, Tailsman of Ultimate Evil, Tabard of Necros, Gridle of many pouches, Heward's Handy Haversack, Necros's pouch of wands, Necros's pouch of rods, Necros's pouch of staves, Necros's pouch of holes.

Notes and History

No one knows where Blackthorne Necros comes from. After completing his quest for immortality, he set up his home in Falcon Gate. He has spent years in developing new and powerful magics and magic items. He now gathers a party to spread the glory of the Purple Flame. The Purple Flames have Founded a city and are working on creating an island kingdom.

Charon

Fighter 30, Mage 20, Psionicist 25

Male daemon

Retired boatman of the Lower Planes

STR 18 , DEX 18 , CON 18 , INT 18 , WIS 18 , CHA 18 , COM , PER

AC -6, hp 220, MV 24, MR 80 AL LE, Age 2000, Height 5'10", Weight 120 lbs

Skin Ashen, Hair Black, Beard - Eyes Glowing white, Vision Infra 12', Ultra 12', Wealth Nil

Charon, the boatman of the lower planes, has quit his job. What's so interesting about riding up and down a black river helping people across? He has quit to find high adventure in very high level campaigns. Can be used as NPC only.

Weapons

Pole +6, DMG: 4d10, SPECIAL ATTACKS: Paralysis on hit if victim fails saving throw.

Non-Weapons Proficiencies

Armourer, Weaponsmith, Swimming, Running, Boat keeping, Sailing, Navigating.

Spell casting

WIZARD SPELLS: AllSPELL LEVEL ABILITY: 25SPHERES: All.

Special abilities

All who he wishes will be stiken with the spell FEAR if he gazes at them, saving throw vs. spells applies.

Notes and History

Charon is the Boatman of the Lower Planes, and is the only other creature (other than the hydodaemon) that is immune to the effects of the Styx. He can cause fear at will to all he views. He strikes with his long iron pole for 4d12 damage, and causing paralysis (saving throw allowed).Charon has the spell capacity of a 30th level magic-user and 25th level cleric. He can cast all spells of those classes and does not need a spell book. He can use shape change and teleport without error at will. He is immune to paralysis, poison and disease, and can summon a Styx elemental once per round. This creature is the same as a water elemental but does 5d6 points of damage per attack, is pitch black, and the victim must save vs. spells when hit or his memory will be lost. Charon cannot be destroyed as he is existant on all 5 of the Lower Planes, though he does not stake permanent residence there, spending most time on the Prime Material Plane.Charon is the most powerful member of the Dark Force, and started it with Anthraxus. They both lead the spying force and plan to destroy the Colossus of Chaos.

Circé the Black Sorceress

Wizard [Witch] 38th Human (Titan?) female
Scourge of Olympus, Bane of Odysseus, Slayer of Tarnitos the Titan

STR 13 or 25 , DEX 17 , CON 25 , INT 23 , WIS 19 , CHA 16, COM 20, PER 18

AC - 7, hp 250, MV 12 or 36, MR 70 AL CE, Age 9000+, Height 5' 7" or 50', Weight 100 (human) lbs

Skin White, Hair Black, Beard None Eyes Green, Vision Infra (120'), Wealth Unknown (extremely wealthy)

Circé appears like a beautiful, raven-haired woman with classical greek features. She has sharp facial lines, green eyes and pale white skin. She usually dresses in a green dress of classical, greek design and wears a number of golden rings, bracelets, chains and other jewelry. She uses a light makeup, walks barefoot or uses old-style sandals. She can be very seductive if it suits her and she is very charismatic. When Circé assumes her titan form, she looks just like her human form only a lot bigger. As a titan she also carry a great maul.

Weapons

Quarterstaff (proficient), Throwing Dagger (proficient), Two-handed Weapon Style, Maul (Master)

Non-Weapons Proficiencies

Magic Lore, Monster Lore (Astral/Outer Plane, Inner/Ethereal Plane, Prime Plane), Spellcraft (Wizard), Spellcraft (Priest), Mental Armor x10, Rejuvenation, Somatic Concealment, Alchemy, Herbalism, Healing,

Ancient History (Greek Mythology, Netherworld, Curses, Artifacts, Carceri, Abyss, Baator, Gehenna, Gray Waste), Religion, Hunting, Gem Cutting, Planar Survival, Brewing, Swimming.

Spell casting

Spellcasting ability as a Wizard level 38. Special note: Circé is very good with polymorph and curse spells (-3 to all saves).

Special abilities

Immunity from all psionics (Demi-god status or lesser); immune to all forms of Disintegration, Petrification and Death Magic; semi-permanent spells: Shapechange, Foresight; MR (Titan) 50%

Titan Special Attack: Circé can unleash a terrible mindblast (10d6 HP damage) every other round. This attack can also be used as either a Charm or Hold Monster spell of up to 30 HD of creatures. Titan innate powers: become ethereal 2/day, Advanced Illusion (at will), Alter Self (at will), Animal Summoning II (at will), Astral spell (at will), Bless (at will), Charm Person or Mammal (at will), Commune with Nature (at will), Cure Light Wounds (at will), Eyebite (at will), Fire Storm (at will), Hold Person (at will), Hold Monster (at will), Hold Undead (at will), Invisibility (at will), Levitate (at will), Light (at will), Mirror Image (at will), Pass without Trace (at will), Produce Fire (at will), Protection from Evil/Good, 10' radius, Remove Fear (at will), Remove Curse (at will), Shield (at will), Speak with Plants (at will), Summon Insects (at will), Whispering Wind (at will); cannot be hit by non-magical Weapons;

Innate spells (Hecaté): (1st) Comprehend Languages (1/day), (2nd) Improved Read Magic (1/day), (3rd) Tongues (1/day), (4th) Otiluke's Resilient Sphere (1/day), (5th) Major Creation (1/day), (6th) Chain Lightning (1/day), (7th) Limited Wish (1/day), (8th) Polymorph Any Object (1/day), (9th) Meteor Swarm (1/day);

Spell Immunities (Hecaté): (1st) Magic Missile, (2nd) Blindness, (3rd) Lightning Bolt, (4th) Polymorph Other, (5th) Feeblemind, (6th) Chain Lightning, (7th) Power Word, Stun, (8th) Trap the Soul, (9th) Imprisonment.

Possessions

Circé has access to all kinds of adventuring equipment.

Magical Items

Circé has access to numerous magic items of all sorts. She always carry a number of helpful items needed for the current mission in addition to the following items: Maul of the Titans+5 (anyone hit must save vs petrification at -3 or be turned to stone), Circé's Bracers of True Warding (artifact: MR 40%, all damage has 50% chance of being reflected, can cast a Major Globe of Invulnerability 2/day, Anti-magic Shell 3/day, acts as a ring of protection+5 and makes wearer invulnerable to Weapons of +2 or less, regenerates 5 HP/round. Curse: Artifact Transformation into Chaotic Evil Wizard), Circé's Necklace of Superior Wizardry (artifact: doubles the number of spells level 1-6 that can be memorized, wearer can recall a spell of each level 1/day, can cast Extension III 3/day, Dispel Magic 3/day, Detect Magic by touch, reduces all MR of opponents by 30% and saving throws by -3. Curse: wearer must drain the lives of a number of victims each month equal to twenty Hit Dice), Circé's Unbreakable Chain of Binding (artifact: a being must save vs paralyzation -6 or be captured by the chain, a bound being is helpless and under total control by the user, can cast Charm Monster 3/day, Domination 3/day, Geas 3/day, Banishment 1/day and Imprisonment 1/day, Curse: wearer takes triple damage from Holy Water), Portable Hole, Circlet of Mental Fortitude, Ring of Wishes (6 charges), Ring of Health (immunity to all diseases), Periapt of Proof against Poison, Girdle of Many Pouches, Black Robe of the Arch-Magi (actually it is shaped as a green dress), four Pearls of Spell Holding (2 x Spellstrike, 1 x Limited Wish, 1 x Worldwalk).

Notes and History

Circé is the legendary sorceress from the Greek Mythology. She was the one, who turned the crew of Odysseus into pigs during his famous journey (the Odyssey). She is a Chosen of the Greek Goddess of Magic, Hecaté and is considered a mortal enemy of the Greek Pantheon. Circé was the first mortal to learn magic from the Greek Gods and is probably the most powerful wizard in Greek history. She is extremely good with polymorph spells and is considered THE authority on curses on the Outer Planes. She lives on a small island, located on the River Styx at the precise place, where it enters Mount Olympus. Circé is an ancient antagonist of many Greek Heroes and Gods, who have tried in vain to eliminate her for millenia. She has been the bane of countless heroes and has defeated and slain several Demi-gods during her long

career. Tarnitos the Titan of Control was one of these victims, who thought he could slay the Black Sorceress. Instead Circé stole his powers, his body and imprisoned his soul on some unknown demi-plane on the Ethereal plane. This event has scared away a lot of her divine enemies, who fear a similar fate (the exact method she used is unknown, but is believed to have included some very powerful True Dweomer spells and help from Hades, God of the Underworld and Hecate, Goddess of Magic). Circé has recently made an alliance with Malar the Beastlord (an evil God from the Forgotten Realms) and one of his priests: Karr'Rexx the Stalker. She has agreed to help them in exchange for future aid against the Greek Pantheon and a powerful adventuring band called The Eight Immortals, who have crossed the Black Sorceress.

Daemon Wind-Caller

Wizard 11th Tiefling Male

STR 13, DEX 18, CON 16, INT 19, WIS 14, CHA 15, COM ?, PER ?

AC -2, hp 48, MV 12, MR None AL CG, Age 24, Height 68 in., Weight 151 lbs

Skin Alabaster, Hair None, Beard None Eyes Black, Vision Infra 60', Wealth A few CP's

Daemon is of average height and weight. He has pure white skin, and there is no hair on his body. There is a tattoo of a star over his right eye, and it glows when Daemon works magic. Daemon has virtually no body fat, and is in great physical shape.

Weapons

Weapons used:-Dagger proficiency, staff proficiency

Non-Weapons Proficiencies

Water find, somatic concealment, reading/writing, spellcraft, blacksmithing, navigation, fire Building, blind fighting, tumbling, herbalism

Spell casting

Daemon has all of the spells up to fifth level from The Players Handbook, and the Dragon Kings hardbound. He can cast up to fifth level spells from allspheres. Level- 1 2 3 4 5 6 7 8 9 # of spells- 4 4 4 3 3

Special abilities

Darkness, 15' radius-1/2 damage from cold

Possessions

3 two-gallon waterskins-10 days iron rations-50' of rope-flint and steel-spellbooks (Daemons spellbooks are kept in their own private dimension. Daemon can open a gate to the dimension by speaking a command word and willing the gate to open.)

Magical Items

DragonsDeath, a +5 steel dagger. This dagger can locate the nearest defiler, when its command word is spoken. It also does 3d10 extra damage to any defiler it hits in combat, and stuns any defiler going thru the Dragon Metamorphosis for 1d4 rounds in addition to the extra damage. DragonsDeath has an intelligence of 16, can communicate telepathically, is Chaotic Good, and despises defilers.

Notes and History

Daemon was a mage living in the Cage, until one day he fell through a one use portal that led to Athas. He has grown to love Athas. Daemon is on good terms with all of the Veiled Alliance factions, is a friend of Oronis the Avangion King. He enjoys tracking down and killing defilers, and has destroyed 53 to date.

Dragan Karathon

Assassin/Medium 9th /5th Spider Mutant Male
Master Killer, Summoner of Evil

STR 12 , DEX 18 , CON 13 , INT 10 , WIS 10 , CHA 3 , COM , PER

AC 2, hp 92, MV 12, MR 0 AL CN, Age 5, Height 7'2", Weight 350 lbs

Skin Purple, Hair Ice Blue, Beard- Eyes Yellow, Vision Normal/Infara 90, Wealth 504,000 gp

A tall ugly assassin, Dragan has four bone arms 3' long each that extend from his lower torso. He has a pair of deadly fangs on his upper jaw. He is a compulsive gambler, cheats and never gets caught. He is never seen with out his many pets. These include a giant gecko, two wasps, a cow named Bessie, a turtle and a spitting cobra. He fights for the side of Good unless Evil pays way more.

Weapons

He uses two daggers, strikes with his bone arms and bites. He has many syringes filled with posion and his other weapons are usually posioned.

Non-Weapons Proficiencies

Dragan has the following proficiencies: Alchemy(10), Trapping(15), Stealth(all but desert.18), Acrobatics(18), Herbalism(13), Quick Draw(18). He can speak Commom, Elven, Kender and Theive's Cant.

Special abilities

Dragan has the following theives abilities. CW:98, MS:64, HS:50, HN:78, OL:66, RT&FT:61. His backstab mutiplier is x3. Dragan can summon three first level spirits and 2 second level sprits. He has not yet recived traning as a medium.

Possessions

Leather armor, normal sword, theive's tools, two trap syringes, one double dose syringe, one triple dose and one five dose syringe. Two Vampire teeth, ash of a Red dragon, silver pentegram.

Magical Items

Dagger of Venom, Dagger of concealment+2, Mantle of mist, Spider Harness, Elemental potion(ooze), Ring of bone blasting, Essence of darkness, powder of black arts.

Notes and History

Dragan is the result of a mage's experiment. He was thrown out of the mages tower and left for dead. He survived and befreinded Korr, Tad, and Dallban. Dragan has battled everything from liches to goblins, but has yet to face a dragon in combat. He wants to slay a dragon to discover the reason for his strange name.

Draskilius

MAGE 29th Lich male

STR 14 , DEX 16, CON 16 , INT 18, WIS 18 , CHA 5 , COM -, PER -

AC 0, hp 111, MV 12, MR 10 AL CE, Age 1200, Height 5'11, Weight 85 lbs

Skin GREY, Hair WHITE, Beard Eyes RED, Vision NORMAL, Wealth 10,000 gp

Draskilius was a powerful good arch-mage, until he was corrupted by the hand and eye of Vecna. This caused him to go insane with illusions of power, and he tried to take over the world. He was stopped, but not killed and was entombed for 1000 years. He was released by a human thief, and again tried to take over the world. He was killed this time but his spirit is trapped inside the hand of vecna and is trying to get out!

Weapons

Staff (proficient) Dagger (proficient) Darts (proficient) Sling (proficient)

Non-Weapons Proficiencies

All mage All priest All general

Spell casting

Effective casting level=29

Special abilities

Raise undead Lich special abilities

Magical Items

Hand of Vecna, Eye of Vecna, Robe of the arch-magi (black), Staff of the magi, ring of wizardry(4th)

Drumorg

Fighter/Assassin/Cleric 40th Cambion male
Son of Demogorgon

STR 20 , DEX 20 , CON 20 , INT 20 , WIS 20 , CHA 20 , COM , PER

AC -6, hp 200, MV 18", MR 75

AL Chaotic Evil, Age 30, Height 5'11", Weight 140 lbs

Skin Gray, Hair Ashen, Beard - Eyes Glowing White, Vision Normal + 12" Infra/Ultra, Wealth 10000 GP
Drumorg, son of Demogorgon, is the founder and most powerful member of the Colossus of Chaos, a ruthless band of pirates, cutthroats and bandits out to take over the world. His army consists mainly of demons, but anyone he hires is not long hired and will go on to other things. Drumorg and the Colossus are arch enemies of the Lawful Sect, the Dark Force and the Magic Circle, three teams out to equilibrate chaos but not necessarily evil.

Weapons

+6 defender (2-handed sword), +5 scimitar of speed, +3 crossbow of speed, +2 dagger of venom.

Non-Weapons Proficiencies

Alchemy (can create poisons).

Spell casting

Can do anything a 40th level evil cleric could do.

Special abilities

Can use the following abilities at 40th level at will: detect magic, detect illusion, polymorph self, teleport without error. He can do anything a 16th level assassin/spy can do.

Possessions

Dirk in boot, long bow, 3 doses of type 'A' poison.

Magical Items

See "weapons" and elven chain +5.

Elektra

Dragon Priest 7th Blue Dragon female

STR 23 , DEX 8 , CON 9 , INT 17 , WIS 14 , CHA 13 , COM , PER

AC -3, hp 66, MV none, MR 30 AL CN, Age 308 (mature), Height Body Length: 89' Tail Length: 57' Wing Span: 109', Weight unknown lbs

Skin blue scales, Hair more blue scales, Beard - Eyes sapphire blue, Vision Infra 120', Wealth 3000000 gp

Elektra is a mature dragon stuck in a small space. As such, she has grown somewhat pudgy from plentiful food and infrequent exercise.

Weapons

Her claws inflict 1d8+7 damage, and her teeth, 3d8+7 damage.

Non-Weapons Proficiencies

Spellcraft (Priest), Appraising, Tease, Gaming, Observation, Debate, Hagglng, Persuasion, Speaks and reads Blue Dragon, Chromatic Dragon, Common, Undercommon, Thorass, Dwarven/Dethek, Aelvar/Espruar, Auld Wyrnish, High Draconic, Elder Runes (read only), Dragon Runes (read only).

Spell casting

Casts standard clerical spheres, spells/day by level: 6/3/3/2.

Special abilities

Dragon fear; her roar forces all within 25' to make a save vs. PPDM at +1 or flee. Her breath weapon is a lightning breath causing 14d8+7 damage. She turns undead as a 7th level Dragon Priest. Like all Blue Dragons her age, she has a 42% chance to communicate with any creature, and can do the following at 14th level: Create/Destroy Water 3/day, immitate sounds at will, Dust Devil 1/day. She is also immune to electricity.

Possessions

Her hoard includes a Rod of Ressurrection (18), 7 Potions of Healing, a Wand of Size Alteration (37), a Wand of Petrification/Depetrification (16), a priest scroll of Heal, and a wizard scroll of Reincarnation. She also has a Stepping Stone linked to another on the surface.

Notes and History

Elektra is known in her corner of the dungeon for providing healing for a price. Most of her hoard was accumulated this way. She is also one of the leading causes of the chaos in her area, mostly due to bizarre magical items and misleading information sold to cheapskate adventurers. Elektra prefers to trick other inhabitants of the dungeon into bringing food to her, since she's a little too out-of-shape to make hunting enjoyable. In the case that she needs to fetch her own food, she will use her stepping stone to visit the surface. She keeps the stone a secret, in order to avoid jeopardizing her source of easy food. Oddly enough, Elektra was placed in one of my dungeons expressly for the purpose of providing healing to anyone smart enough to recognize it. They weren't.

Eric Draven

Crow (specialty class) 10th

Half Elf Male

STR 18/00 (Mus 18/Sta 18), DEX 18 (Aim 18/Bal 18), CON 16 (Hea 16/Fit 16), INT 16 (Rea 16/Kno 16), WIS 12 (Inn 13/Wil 11), CHA 16 (Lea 17/App 15), COM , PER

AC -2, hp 100, MV , MR

AL cn, Age doesnt, Height 5'9", Weight 150 lbs

Skin face painted blk/wht, Hair balck (to shoulders), Beard - Eyes blue, Vision infra 60', Wealth 500 gp

He is my adnd version of the Crow (from the movie). He wears all black and has a Crow as a familiar. With his crow, he has telepathic comm. and recieve/sense data. His crow can cast cause fear at masters command. It has talons that due dagger damage +3.

Weapons

Scimitar (sp), Dagger (sp), Long Bow (sp), Short Sword (sp), SPAS S&W Spraygun (shot gun - range 600 ft; 2d6) 30 shells, 2-Hand Weapons Spec., Ambidex.

Non-Weapons Proficiencies

Blindfighting, ventriloquism, observation, set snares, endurance, Martial Arts: Kung Fu, Chi' attacks, choke hold, parry all, basic parry, grappling block, iron skin, flying kick.

Spell casting

Innate spells: charm person, charm monster, suggestion.

Special abilities

Can leap 6' into air at will. Thief Skills: OL:45%, PP:95%, F/R T:75%, MS:95%, HS:95%, DN:80%. He is known as The Crow, an undead angel of vengeance, by his painted face. He is feared because of his reputation in ancient folklore. He was at one time alive and normal until he and his wife were unjustly murdered. His body then became possessed by the spirit of the crow. He must take two pills per day from his neverending bottle of prozac or else he becomes extremely depressed.

Possessions

Cestus, nagge tempo (10), food rations, black leather trench coat, zippo, about 500gp.

Magical Items

Ring of polymorph self 1/day, ring of regeneration, slippers of spider climbing, gauntlets of ogre power, Scimitar of speed +2, Trenchcoat of fire resistance, Magical bottle of prozac.

Estmere Brawlcho Coldwing

Dragon Mage 15th Silver Dragon, Male

Lordship in Waterdeep

STR 21, DEX 17, CON 16, INT 21, WIS 22, CHA 16, COM 15, PER

AC -8, hp 134, MV 12, F36, MR 45 AL LG, Age 8,1200, Height na, Weight 4865 lbs

Skin silver, Hair white, Beard - Eyes amber, Vision 60' Infra, Wealth 280,0000 gp

body;96' tail;46' upon his breastplates he has a crystal with Mystra's symbol upon it. In Waterdeep he has gained the respect as a mage of stature and warrior of noble causes, as well as a teacher in the studies of elemental spells and forces. His amber eyes are from a birth defect when he was a drow. He was polymorphed when he was an 8th level drow mage. He hates the drow way of life, therefore wishes to remain in this new form

Weapons

Natural claw and bite attacks. Longsword (p), throwing daggers, +3 longsword/+4 vs. chromatic dragons.

Non-Weapons Proficiencies

Etiquette, spellcraft, religion, ancient languages, ancient history, herbalism, flight, snatch, kindred bond, astrology, endurance, forgery, appraising, languages; drow, drow hand chant, mt. dwarf, high draconic, metallic drake, chromatic drake, common, elvish (surface).

Spell casting

MAJOR: elementals (fire/water). Level; 15th. Schools: invocation/evocation, divination, conjuration/summoning.

Special abilities

Breath weapon: cone of cold, or paralytic gas, cloud walk-innate, feather fall-innate, control weather-innate. Communicate with intelligent creatures 36% chance.

Possessions

Spell books(10) spell components, napsack, robes of silk when in elvin form, waterskin, circlet of silver.

Magical Items

Staff of power, H. Handy Haversack, ring of spell storing, ring of blinking, periapt of wound closure, 4 potions of healing, med. bag of holding, tome of gainful knowledge.

Notes and History

Used to be a drow of the 23rd house of Menzo. travelled to surface on a raid (to escape way of life) joined with adventuring group called "Black Gold", on one adventure he pitted against an archmage from Thay where he was polymorphed into a random dragon for his slave. When freed he chose to remain in his new form to amend for his former life as a drow. To this day he is member of "Black Gold".

Genzo Taira

Fighter 30th , Cleric 20th Githyanki (male)
Destroyer of the Githyanki Queen

STR 19 , DEX 18 , CON 20 , INT 17 , WIS 14 , CHA 13 , COM , PER
AC -6, hp 200, MV 12 (96 on Astral Plane), MR 0 AL Lawful Neutral, Age 1000 (max age 2000), Height 5'11", Weight 100 lbs
Skin Githyanki grey, Hair Black, Beard - Eyes Black iris, Vision Ultra 24', Wealth 5000 gp

Looks like a normal githyanki, with standard githyanki gem armour, silver sword. Rebelled against the Githyanki Queen with his friends from the Lawful Sect (see www.geocities.com/~infra-red/barons_island_sol.txt)

Weapons

Silver sword (vorpal, +5), heavy crossbow (of speed, +3).

Non-Weapons Proficiencies

Armourer, weaponsmith, swimming, running, astrology, astronomy, religions (gith, elven).

Spell casting

CASTS AS: Cleric LEVEL: 25, SPHERE: All.

Special abilities

Can PLANE SHIFT at will, ULTRAVISION 24' cast on him permanent duration.

Notes and History

Genzo Taira and the rest of the Lawful Sect (General Tiger, Hasophel, Mephistopheles) went out to destroy the Githyanki Queen, and succeeded. This triumph enabled all githyanki to augment to infinite levels in any gith class (fighter, mage, psionist, knight) Genzo is a deserter of the Githyanki race since he did not share common beliefs with his fellows. When he was 11th level, he was, as all Githyanki are, taken to the Githyanki Lich Queen. Of course he had devised a plan, and the entire Lawful Sect destroyed the Lich after a long battle with her and her men-at-arms. Genzo can use fear at will on creatures with 1 HD or less. He attacks with a huge silver hammer +5 that has the power of disruption (as mace of disruption) and speed (as scimitar of speed). The hammer does 4d6 points of damage per attack. He can use spells as a shekunjia of 15th level. He can plane shift at will.

Geribold

Red Dwarf Male
Last of The Red Dwarves

STR 20, DEX 15, CON 20, INT 10, WIS 15, CHA 12, COM , PER

AC -13, hp 45/45, MV , MR 80

AL , Age , Height 4'3", Weight 135 lbs

Skin Pasty White, Hair Deep Red, Beard Deep Red

Eyes Blue, Vision Normal, Wealth 15607 gp

The Red Dwarves are an ancient race, not known to many. They were hated by Elves, and hunted by them. Therefore only one remains. This one is Geribold. He is extremely strong and agile (surprisingly), and has learned many fighting styles, passed down through the generations of Red Dwarves. His father (name unknown) was tragically killed by a High Elf, no more than a month ago. When attacked he grabs his hammer, jumps at his foes and shatters their weapons, if not their skulls, and sends them fleeing away. He will allow his enemies some mercy, if he is winning he will let his foes run away, but will not hesitate to kill. He doesn't attack without being threatened, and will help out those he deems worthy.

Weapons

Weapons: Great Hammer, Hand Axe, Dagger.

Non-Weapons Proficiencies

Too many to list...

Special abilities

Blade Shatter- Destroys breakable weapons

Possessions

Ring of The Red Dwarves- Royal Ring of his family...

Ghere

*Cleric[kit: Alchemist]/Wild mage[kit: Assassin]/Thief[kit: Stalker] (32/26/22) Male Ghaunadon
Lesser Power of Pandemonium, Lord of Chaos, Anarchy, The Dark Angel, Patron of Outlaws*

STR 21 , DEX 24 , CON 19 , INT 21 , WIS 21 , CHA 24 , COM 24, PER

AC -12, hp 214, MV 36, MR 40

AL Chaotic, Age 1,286, Height Variable, Weight Variable lbs

Skin Variable, Hair Variable, Beard Variable

Eyes Burn with an inner black fire, Vision Planar, Wealth Godly

Ghere is one of the newest additions to the Faruenian Pantheon. His portfolios are: Pandemonium, Chaos, Anarchy, Disorder, Confusion, Defiance, Insubordination, Lawlessness, Uninhibition, Unpredictability, Outlaws, Wild Magic, and Wild mages. He lives in the Anarchy Spire, in the Chaos rift, on the plain of Pandemonium. He is aligned with the following gods: Ozeel, Mask, Lloth, Mystra, Sune. His foes are: Amnutar, Juris, and Talos. After many years of serving not only as assassin, but personal servant of the new god Ozeel, and shortly after Ozeel obtained godhood. Ghere obtained enough power to be granted godhood himself as the new ruler of chaos. Along with this the former god Amnutar was brought back to balance the new power as well as the Demi-power of law Juris was raised to a lesser power. Being a wild mage Ghere was also granted wild magic by Mystra in order to keep it out of Talos's hands. His church is currently spreading in popularity over the face of Toril. His followers have even begun to overthrow many evil governments through out the continent of Faruen. Most notably they assisted in overthrowing Szass Tam the Zulkir of Necromancy in Thay. Ghere's order follows the belief that the races have served to pollute the world with their laws and regulations. He seeks to purify the world of oppressive governments and to recreate the natural wonder of Toril. He is a friend of Love and War, and although he is aligned with Ozeel he respects nature. The prime requisite of his order is intelligence not wisdom.

Weapons

Staff 4 (sp), Short swords (4 sp), all others proficient.

Non-Weapons Proficiencies

All.

Spell casting

Can cast all priestly spells as a 32nd level cleric, except Chaos spells which he casts at a 96th level ability. He can cast all Mage spells as a 26th level mage, except Wild magic spells which he casts at a 78th level ability, and he may cast three wild magic spells in addition to combat in a round.

Special abilities

He can cause all in his sight to internally combust with Dark Fire (fire that burns cold at a temperature of absolute zero). All struck in such a manner must save vs. spell with a negative 10 penalty or instantly die. If they do save they receive 12d10 points of damage. All who meet his gaze must save at a -15 or be instantly charmed as if under a friend's spell. At will he can release a ray of confusion. All struck by such a ray are paralyzed for 5 rounds, -1 round per 5 levels of the character. All spells cast within 100 yards of him have a 20%, +5% chance per spell level of wild surging. All spells cast at him must make a saving throw = to that of their casters -20, or be rebounded back at their caster as a wild surge. All non-wild magic weapons striking him must pass a saving throw or explode as their enchantment is violently ripped from them. Dealing their wielder 10 points of damage. He can only be hit by +2 or better weapons.

Possessions

He has two avatars of himself that walk in the mortal realms. The first is the Mage. This avatar appears shrouded in robes of black fire, and he wields a staff +9 that he can use to attack five times per round. The other avatar is his "Hitman". This avatar appears in whatever form it wishes. It wears two black bracers that can either loose ten bolts per round of dark fire each dealing 1d8+10 points of damage, or sprout two twin short swords of black fire that he can use to attack 12 times per round each successful hit dealing 1d12+20 points of damage. Each avatar retains Ghre's abilities, immunities, attacks, and defenses as Ghre himself as they are merely his embodiment on Toril.

Handel Peacemaker

Psionicist 12th Tiefling Male
Doctor of Mental Health (medieval psychiatrist)

STR 10 (Mus 11/Sta 9), DEX 12 (Aim 12/Bal 12), CON 13, INT 15 (Rea 13/Kno 17), WIS 17 (Inn 17/Wil 17), CHA 17 (Lea 16/App 18), COM, PER

AC 10, hp 50, MV 12, MR nil AL NG, Age 26, Height 5'10", Weight 160 lbs

Skin pale, Hair black, Beard none Eyes totally silver, Vision infra 60', Wealth 5000 gp

Good looking young man, physically fit, gentle features, almost feminine face, speaks with a slight lisp from 2 small fangs, usually dressed in robes of white or light grey with dark trousers, sometimes hooded when traveling

Weapons

Dagger, quarterstaff, warhammer, he has a single slot devoted to each of these only.

Non-Weapons Proficiencies

Hypnotism 3 slots, Meditative Focus 1 slot, Healing 2 slots, Herbalism 2 slots, Sage Knowledge (medicine) 3 slots, Psioncraft 2 slots.

Special abilities

Telepathy :- any but must have Psychic surgery, aura alteration, telepathic projection, empathy
Psychometabolism :- any healing, defensive eg. cell adjustment, absorb disease. Metapsionics :- convergence, empower, receptacle has all defense modes and 150 psp (random roll method). Also has 2 small fangs that cause 1d3 dmg and a save vs poison or be disoriented for 1d4 rounds, (-2 to all rolls) has the ability to hypnotize through talking as the proficiency. This is usable at will and only takes a few seconds. This is a result of pheromones and hyper / ultra frequency sounds he can make. It is not magical. He must make a proficiency check to use it (with a +3 because he also has the proficiency) with a cumulative -1 for every person after the first he tries to hypnotize. A separate check must be made for each person. His silver eyes

reflect any gaze attack but do not protect him from the attack itself. they merely cause the attacker to save against his own attack.

Possessions

Has basically any normal equipment for an adventurer. A bag of herbs, potions and medicines
Medical equipment eg. bandages, scissors, small rubber mallet has a small crystal (3" long) he uses in hypnosis sessions (gives a +1 to the proficiency check)

Magical Items

Staff +2/+3 vs psionic/mind affecting creatures int 12 ego 10 power score 13 psp 30 -empowered with cell adjustment, absorb disease, absorb poison Ring of Elemental Form (earth) - doesn't know its powers
Ioun stone +1 Wisdom, Amulet of Life Protection, various potions of healing/health, hat of disguise - usually looks like a headband.

Notes and History

Handel was always known for his ability to make even the most stubborn people see things his way. He always used this ability to make peace between rivals and to arbitrate disputes. One day his elder brother, an adventurer, fell prey to a mindflayer and was rendered insane. Handel dedicated his life to helping those who suffered mental and physical illnesses. To better understand the mental processes he became a psionist of renown. Eventually able to cure his brother he then set up shop near the Bleak House in Sigil offering his services to those who needed it. He doesn't ask for money from those too poor to pay but expects some remuneration from clients who can afford it. Any attempt to cheat him ends in failure due to his mental skills and his brother's right sword arm. During his travels and studies he has seen just about everything so will not be surprised by most things. He has found that a large number of his clients tend to be adventurers so has contacts and favors owed him across the known planes. He prefers talking to fighting and will always try to head off a fight with his hypnotic abilities. In battle he always uses his mental abilities to incapacitate but not kill. A favorite is to use fate link with an enemy thus making the enemy reluctant to harm him for fear of getting hurt. He rarely travels now but can be a good source of information and healing if the PCs would rather stay away from priests. He also uses his Aura Alteration to cure curses though this is very expensive. Sometimes he accepts a favor owed instead of money but only from those he knows he can trust. He is not a member of any faction but has good relations with all except Xaostitects who think he is the antithesis of all they stand for. He is especially popular with the Athar as he can heal them without the interference of meddling priests. Handel himself follows a deity of healing but does not preach to others. He has a very live and let live attitude.

Izyurirosu 'Ripost'

Thief [swashbuckler] 17th Tiefling Male

STR 15 (Mus 17/Sta 13), DEX 17 (Aim 16/Bal 18), CON 14, INT 17 (Rea 16/Kno 18), WIS 15 (Inn 17/Wil 13), CHA 14 (Lea 12/App 16), COM, PER

AC 2, hp 118, MV 12, MR 0 AL C/G, Age 9, Height 5'4", Weight 103 lbs

Skin covered in soft white fur with black tips, Hair Longer on top but similar to fur on body, white with black tips., Beard Eyes Irridescent, Vision Infra (60'), Wealth 117 gold carried, 10,000 gold worth in gems gp

'Ripost' is a nine year old Tiefling, however, having cat blood as a part of his genetic makeup makes him a young adult at nine. He stands just over five feet and is covered in a light, soft fur that is white with black tips. He has long pointed ears that resemble those of a lynx. He normally wears a very typical swashbuckler outfit (black cannons, rich maroon vest and soft low boots, all covered with a full blue/black cape). He does, however, carry with him a backpack with other articles of clothing that he has collected from many different lands for special occasions (arabian knights, seafaring dress, etc.). He is always quick to react, and neat in appearance, even when eating rocks and dirt on the road. His irridescent

eyes sparkle and almost glow at times, even during the day. And when he's not wearing his oversized cloak, his fiendish, bat-like wings, are his most prominent characteristic.

Weapons

Rapier (sp), Stiletto (p), Sabre (p), Dagger (p), Two Weapon Style (p).

Non-Weapons Proficiencies

Tumbling (8/+5) Blind Fighting, Jumping (8/+5), Thieves' Cant, Fall/Jump (11/+5), Endurance (3), Orienteering (7/+5), Juggling (8/+3). Speak Kuyatan, Common.

Special abilities

Backstab (dam*5), Innate Darkness (15' rad.) 1/day, Baatorian Powers : Fireball 1/day, Command 1/day, Know Alignment 1/day, Undetectable Lie 1/day. +1 v Poison/Surprise, +2 v Electricity/Fire. Disarm (+1 init, -4 to hit), Fiendish Wings (mv 15, mc C). Ambidexterity, Keen Eyesight, Keen Hearing, Bruise Easily. OL 125%, F/RT 120%, CW 120%, HS 120%, MS 120%, Escape Bonds 120%.

Possessions

Black Canons, Maroon Vest, Soft, low boots, Belt, Blue/Black Cloak, Black, Leather Backpack, Black, Leather Gloves, A Dashing Arabian Outfit, A Dashing Watermark Outfit, Jacket made of Vrock Hide (w/ Feathers), A Specially designed cloak (for hiding vs. Infra), Thieves' Picks, Black Mask, Steel Gauntlets.

Magical Items

Rapier of Speed +2 Dagger of Speed Ring of Blinking Black Diamond (mage spellbook) Displacer Cloak.

Notes and History

Ripost was born and raised in the city of Sigil. Knowing the nature of the doors and portals in the city, Ripost was careful when going to places he had never been before. He has a handful of friends amongst the Baetzu in the lower planes. Occasionally they will assist him in a rough situation, usually this help equates to not being killed by them. One day, while wandering through town he found himself in another plane of existence. Scowling, he realized what he had done, and now found himself stuck in this new world. Falling into a group of travellers, he found himself in a long adventure trying to repair a dimensional rift created by a all powerful mage. Meeting the grand creator, to him, was no great thrill, but he knows how to appreciate the all mighty. His adventures continue to this day as he assists a samurai/monk in a search through the outer planes. Ripost, knowing the planes relatively well, helps the Samurai, Marasa, to find half of soul before his grace of god runs out and Marasa is a permanent resident of the planes.

Jazmine Drakar

Fighter 3rd Mage 2nd Cleric 3rd Sapphire Dragon/elf male
Member of The Purple Flame

STR 23 , DEX 21 , CON 24 , INT 23 , WIS 25 , CHA 22 , COM 21, PER

AC -10, hp 52, MV , MRAL NE, Age 2drg/119elf, Height 7'1", Weight 130 lbs

Skin Pale Blue, Hair Brown, Beard Eyes Blue, Vision Ultra 60', Wealth 2500 gp

Jazmine is female sapphire dragon who appears as a male elf in the Purple Flame. Only other members know her true identity. He wears a black silk body suite along with a dark blue tunic which has a purple flame embroidered on it. He acts as a fearless Warrior and a cunning Mage. He prefers to rely on his warrior skills rather than his mage skills during combat.

Weapons

Long Sword +5, Sword +3 Frost Brand, Long Bow.

Non-Weapons Proficiencies

Speak Elf, Ancient History, Blacksmithing, Bowyer/Fetcher, Carpentry, Direction Sense, Etiquette, Hunting, Languages, Ancient, Navigation, Reading/Writing, Spellcraft, Swimming, Blind-Fighting, Healing.

Spell casting

Cleric (3): all, astral, charm, combat, healing, law, necromantic, summoning, time, wards, guardian.

Special abilities

Detect undead at will, 15% resistance to sleep and charm, command undead, pray for wizard Necromantic spells, ID potion of undead control by taste, summon chilling scythe one time a day.

Possessions

12 feet of chain, 2 Whetstone, 5 pitons, 5 flask of oil, Tinder box, 2 Torche, 11 sheets of paper, 2 Fishhook, Bullseye Latern, Grappling Hook, 100' of silk rope, sealing wax, Personal seal, wineskin, 4 Vials of writting ink, 2 LG Sacks.

Magical Items

Amulet of Draconionkind, Ring of Purple Flame, Ring Of Telekinesis, Girdle of Many Pouches, Hewards , Handy Haversack, Quiver of Ehlonna.

Notes and History

Jazmine was given her Amulet of Draconionkind by her Father who is a Powerfull Wyrm Mage. She journeyed to Falcon's Gate where she met Necros. Due to Necros's unique outlook she decided to portray a male elf and join the Purple Flame. As all members of the Purple Flame he keeps their secrets safe.

Karaxilis

*Male Dracolich (Formerly Green Dragon) Great Wyrm Dragon Priest of Falzure (god of undead dragons) [21 HD]
One of the highest ranking and most powerful and influential members of the Cult of the Dragon*

STR 22 , DEX 14 , CON 17 , INT 16 , WIS 18 , CHA 16 , COM , PER

AC -9, hp 231, MV 9 (swim 9, Fly 30 (C)), MR 50 AL LE, Age 1722, Height Body Length 105' Tail Length 87' Wingspan 106', Weight never been weighed, but it's alot lbs

Skin Green scales w/bare spots, Hair still scales, Beard - Eyes Green points of light in empty sockets, Vision Infra (120'), Wealth See hoard below. Values around 3.8 million gp

Karaxilis (pronounced Ka-RAX-alis) is a huge dracolich with most of his flesh still intact. His eye sockets are empty, except for 1" glowing spheres the same green as his scales were in life. A holy symbol of Falzure (dragon skull in hexagon) is etched onto one of his larger chest sccales, near the neck.

Weapons

Karaxilis doesn't use weapons, and is proficient in ALL dragon-attack proficiencies. Claws inflict 1d8+2, and an extra 2d8 chill damage. Bite inflicts 2d10+12, and an extra 2d8 chill damage.

Non-Weapons Proficiencies

Spellcraft [priest] (16), Tracking [from air] (18), Navigation (14), Necrology (18), Netherworld Knowledge (15), Spirit Lore (12), Anatomy [Dragon, Demihuman & Beholder] (16), Rulership (16), Danger Sense (19), Swimming (22), Undead Lore (15), Netheril Lore (15), Legend Lore (15), Anauroch Lore (15), Cult of the Dragon Lore (17), Dragon Lore (16), Speaks and reads Green Dragon, Chromatic Dragon, High Draconic, Auld Wyrmish, Netheril, Common, Aelvar.

Spell casting

Priest spells/day by level: 7/7/5/5/3/3/2, all as 18th level priest, Major Spheres: All, astral, charm, necromantic, summoning, thought; Minor Spheres: Combat, divination, protection, sun (reveresed only). Favorite spells include Word of Recall, Breath of Death, Plague Curse, Miscast Magic, Resist Turning, 228

Animate Dead, Mental Domination, Undead Alacrity, Harm, Undead Spell Focus, Summon Undead, Continual Darkness. *Karaxilis also has the following spell-like powers:* Undead Plague (quest spell) 1/month, Shadow Form 1/day, Undead Control 1/3 days, Pass Without Trace 3/day, Entangle 1/day, Plant Growth 1/day, Warp Wood 3/day, Suggestion 1/day, Water Breathing at will.

Special abilities

Paralyzing Gaze - If Karaxilis makes eye contact within 40 yards, wictim must save versus Paralysis at +3 or be paralyzed as long as Karaxilis maintains eye contact. Paralyzing Touch - Characters touching the draconlich must save versus paralysis or be paralyzes for 2d6 rounds. Dragon Fear - The dracolich's roar causes all within 50 yards to save versus Paralysis at -5 or flee. Requires magical weapons to hit, but bonuses to damage do not apply, except from Dragonslayers and Undead Slayers. Communication: 76% chance to communicate with anyone. Turn Undead 6d6 (+6d4) affected

			Skeleton/1 HD	Enslave +	
Zombie	E+	Ghoul/2 HD	E+	Shadow 3-4/HD	E+
Wight/5 HD	E+	Ghast	E	Wraith/6 HD	E
Mummy/7 HD	Command	Spectre/8 HD	C	Vampire/9 HD	4
Ghost/10 HD	7	Lich/11 HD	10	Other	13

Immune to charm, sleep, enfeeblement, polymorph, cold, electricity, hold, insanity, death spells, magical attacks from wizards under 6th level, normal missiles, gasses, and first level spells from all classes. Breath Weapon: a 50' cloud of chlorine gas causing 24d6+12. Regeneration: Karaxilis regenerates 2 HP/round.

Possessions

Hoard: Lots & lots & lots & lots of stuff. Known to include a suit of Dwarven Plate Mail +3, Long Sword +3, Short Sword +4, a Ring of Protection +1, Ring of Strength 20, Bracers of Defense AC 7, and Chain Mail +1 from heroes he has defeated. He may also have the following items whihc may or may not have survived intact: Wand of Cones of Cold,, Wand of Magic Missiles, Staff of Striking, Potion of Fire Breath, Scroll of Protection form Magic, 4 beads of force, 3 javelins of lightning. He has also looted several ancient temples, and is likely to have many clerical items in his hoard. Elminster claims to know that this hoard values around 3.8 million gold pieces, but won't say how he knows.

Notes and History

Karaxilis is one of the most powerful dracoliches ever created (second only to Dragotha, as far as we know.) Most conflicts with this monster will be with the vast number of undead he enslaves and creates. If Karaxilis shows up personally, the best course of action is to flee. If this is not possible, characters should use fire spells of mass destruction. When last seen, Karaxilis was excavating a Netheril city near the western edge of Anauroch. (Actually he was making zombies, skeletons and 70 charmed Zhentilar calvary do the work.) He left when he had whatever he was looking for. Karaxilis has been doing this gor over 1000 yaears, and may in fact have caused the destruction of some of these cities in the distant past. Note: If a group of adventurers actually manages to defeat and kill Karaxilis they could be in even bigger trouble. Evil gods REALLY hate having their favorite dracoliches destroyed.

Karr'Rexx The Stalker

Dual-class Priest/Wizard [Spy] 21th /12th

Arcanaloath (Greater Yugoloth) male

Dread Huntmaster of Malar, Ruler of the Vilhorn Reach, Destroyer of the Emerald Enclave, Foe of Silvanus

STR 21 , DEX 13 , CON 20 , INT 18 , WIS 24 , CHA -3/21, COM -14/28, PER 17

AC -17, hp 155, MV 12, F 15 (A), MR 70 AL CE, Age 3305, Height 7', Weight 350 lbs

Skin Black Fur, Hair Black, Beard Black

Eyes Yellow, Vision Infra (120'), Wealth 2.000.000+ gp

Karr'Rexx is an Arcanaloath (Greater Yugoloth) and looks like a humanoid with the head of a jackal. He has a very thick, coarse, black fur that covers his body, large fangs and very big claws. He does not look like the typical Arcanaloath with his brutish and strong appearance. He is very charismatic, extremely beautiful and attractive to some types of fiends. To almost any other being, Karr'Rexx looks like their worst nightmare. In short: he looks like an Outer Planar werewolf on steroids. Due to this Karr'Rexx prefer to use a human form

that resemble a middleage, powerful built human High Priest of Malar. He typically dresses in his priestly robes and wears a great cloak made out of the feathers from a phoenix, he slew in personal combat. Karr'Rexx is also able to assume any humanoid, male form and often appears as a charismatic nobleman of the race, he is currently walking among.

Weapons

Natural Fighting Style (High Master)(#ATT 4, thac0 -3, 2 claw attacks/ 2 bite attacks, 2d6+12/2d6+12/3d12+12/3d12+12, speed 3 (6), special attack: poisonous claws cause target to have cumulative -1 to thac0 per hit until cured), Quarterstaff (Master).

Non-Weapons Proficiencies

Artistic Ability (Carving, Painting, Sculpting), Etiquette and Heraldry (Lower Planes), Acting, Disguise, Observation, Information Gathering, Bureaucracy, Diplomacy, Bargain/Haggling, Appraising, Alertness, Looting, Forgery, Gaming (Strategy Games), Spellcraft (Wizard), Spellcraft (Priest), Religion, Psionic Lore, Rejuvenation, Mental Armor x8, Monster Lore (Astral/Outer Planes), Magic Lore, Finesmithing, Somatic Concealment, Ancient History (Gehenna, Baator, Blood War, Abyss, Hades, Sigil), Contact, Hunting, Survival (Woods), Animal Lore.

Spell casting

Spellcasting as Wizard level 12; Spellcasting as Priest level 21 with the following spheres: ALL, ANIMAL, COMBAT, divination, elemental (all) HEALING, PLANT, protection, SUMMONING, SUN, travellers, WAR, WEATHER

Special abilities

Innate spells (Yugoloth): Alter Self (at will), Animate Dead (at will), Cause Disease (at will), Charm Person (at will), Improved Phantasmal Force (at will), Produce Flame (at will), Teleport without Error (at will); innate spells (Arcanaloth): Advanced Illusion (1/day), Continual Darkness (at will), Control Temperature, 10' (at will), Fear (Emotion)(1/day), Fly (unlimited duration), Heat Metal (at will), Invisibility (at will), Magic Missiles (5)(at will), Shape Change (into any humanoid male form) (at will), Telekinesis (at will), Warp Wood (at will); innate spells (Priesthood): Beast Claw (1/day), Rage or Animal Transfer (1/day); Permanent Spells: Deceive Prying, Foresight, Serten's Spell Immunity, Fear (10' radius, can be turned on/off); Psionic abilities (as level 13): Primary disciplines: Psykokinesis/Telepathy, psionic sciences: Disintegrate, Kinetic Control, Telekinesis, Telekinetic Barrier, Teleport, Mindlink, Probe, Psychic Surgery; psionic devotions: Know Location, Retrospection, Animate Object, Control Body, Cryokinesis, Inertial Barrier, Mass Manipulation, Molecular Agitation, Molecular Manipulation, Accelerate, Adrenalin Control, Iron Will, Dimension Door, Phase, Teleport Trigger, Timeshift, Awe, Amnesia, Convergence, ESP, Post-Hypnotic Suggestion, Receptacle, Sight Link, Sound Link (PSP 264 + 264 in receptacle, total 528 PSP); immunities: Acid (None), Cold (Double), Electricity (Normal), Fire (all)(None), Gas (Half), Iron (Normal), Magic Missile (Normal), Poison (None), Silver (None), Mindaffecting (None), magical+3 Weapons to hit, can read and speak all languages.

Possessions

Karr'Rexx carries virtually any kind of adventuring equipment in his portable hole.

Magical Items

Cloak of the Phoenix (MR +25%, can cast Firestorm 1/day, immune to all forms of fire), Ring of Protection+3, Unholy Icon of Malar, Brooch of Spellturning, Staff of Power, Portable Hole, Rod of Splendor, Tiny splint from "The Duplicator of Rubar" (Artifact: grants Foresight and acts like a ring of protection+2, curse: if two duplicates come within one mile of each other, they will trigger a cataclysm of meteor swarms centered on them), Scepter of Evil Might (Artifact), Orb of Evil Might (Artifact) (the last two as defined by the DM in his or her campaign)

Notes and History

Karr'Rexx the Stalker is the male part of Karr'Rexx the Divided Fiend. He and his "sister" Karr'Rexxina the Infiltrator was divided, when the original fiend was exposed to an artifact called "The Duplicator of Rubar". This artifact was, according to legends, capable of making an exact duplicate of the user. Unfortunately

something went VERY wrong during the process! Instead of two exact duplicates, the fiend was split in two. The feminine and cunning part became a female Arcanaloth (LE) and the masculine and aggressive part became a male Arcanaloth (CE). The two fiends are not on friendly terms as Karr'Rexx thinks (correctly!) that Karr'Rexxina stole his fortune when he was duplicated. (See history of Karr'Rexx the Divided Fiend for more details) (Karr'Rexx the Stalker should be linked to Karr'Rexx the Divided Fiend).

Karr'Rexxina the Infiltrator

*Dual-class Priestess/Wizard [Spy] 21st /12th
High Tyrancy and Special Envoy of Asmodeus*

Arcanaloth (Greater Yugoloth) female

STR 7 , DEX 19 , CON 10 , INT 20 , WIS 22 , CHA 20, COM 22/26, PER 17

AC -21, hp 105, MV 12, F 15 (A), MR 60

AL LE, Age 3305, Height 5' 11", Weight 120 lbs

Skin White Fur, Hair White, Beard None

Eyes Yellow, Vision Infra (120'), Wealth 5.000.000+ gp

Karr'Rexxina is an Arcanaloth (Greater Yugoloth) and looks like a humanoid with the head of a fox. She has a very fine, white fur that covers her body and very small claws. She does not look like the typical Arcanaloth with her frail and soft appearance. She is very charismatic, extremely beautiful and attractive to both humans and fiends. Her normal appearance is dressed in fine noblewoman clothes of whatever style is in fashion. She can use her innate ability to change appearance to any humanoid, female form and often appears as a beautiful noblewoman of the race, she is infiltrating.

Weapons

Natural Fighting Style (Master), Quarterstaff (Proficient). Natural Fighting Style (#ATT 4, thac0 2, 2 claw attacks/2 bite attacks, 1d3+3/1d3+3/2d6+3/2d6+3, speed 0 (3), special attack: poisonous claws cause cumulative -1 on target's thac0 until cured)

Non-Weapons Proficiencies

Artistic Ability (Carving, Painting, Sculpting), Etiquette and Heraldry (Lower Planes), Acting, Disguise, Observation, Information Gathering, Bureaucracy, Diplomacy, Bargain/Haggling, Appraising, Alertness, Looting, Forgery, Gaming (Strategy Games), Spellcraft (Wizard), Spellcraft (Priest), Religion, Psionic Lore, Rejuvenation, Mental Armor x8, Monster Lore (Astral/Outer Planes), Magic Lore, Finesmithing, Somatic Concealment, Ancient History (Gehenna, Baator, Blood War, Abyss, Hades, Sigil), Contact.

Spell casting

Spellcasting as Wizard level 12; Spellcasting as Priestess level 21 with the following spheres: ALL, ASTRAL, CHARM, combat, creation, DIVINATION, elemental fire, healing, LAW, NECROMANTIC, SUMMONING, thought, TRAVELLERS

Special abilities

Innate spells (Yugoloth): Alter Self (at will), Animate Dead (at will), Cause Disease (at will), Charm Person (at will), Improved Phantasmal Force (at will), Produce Flame (at will), Teleport without Error (at will); innate spells (Arcanaloth): Advanced Illusion (1/day), Continual Darkness (at will), Control Temperature, 10' (at will), Fear (Emotion) (1/day), Fly (unlimited duration), Heat Metal (at will), Invisibility (at will), Magic Missiles (5) (at will), Shape Change (into any humanoid female form) (at will), Telekinesis (at will), Warp Wood (at will); innate spells (Priesthood): Suggestion (2 HD/level, noncombat only) (3/day), Chill Gaze (2d4 dmg + slow effect for 1 round/level) (3/day); Permanent Spells: Deceive Prying, Foresight, Serten's Spell Immunity, Fear (10' radius, can be turned on/off); Psionic abilities (as level 13): Primary disciplines (Psychokinesis/Telepathy), psionic sciences: Disintegrate, Kinetic Control, Telekinesis, Telekinetic Barrier, Teleport, Mindlink, Probe, Psychic Surgery; psionic devotions: Know Location, Retrospection, Animate Object, Control Body, Cryokinesis, Inertial Barrier, Mass Manipulation, Molecular Agitation, Molecular Manipulation, Accelerate, Adrenalin Control, Iron Will, Dimension Door, Phase, Teleport Trigger, Timeshift, Awe, Amnesia, Convergence, ESP, Post-Hypnotic Suggestion, Receptacle, Sight Link, Sound Link (PSP 264 + 264 in receptacle, total 528 PSP), immunities: Acid (None), Cold (Normal),

Electricity (None), Fire (all) (None), Gas (Half), Iron (Normal), Magic Missile (Normal), Poison (None), Silver (Normal), Mind-affecting (None), magical+3 Weapons needed to hit. Can read and speak all languages

Possessions

Karr'Rexxina carries virtually any kind of adventuring equipment in her portable hole.

Magical Items

Robe of Eyes, Ring of Protection+3, Ring of Regeneration, Unholy Icon of Asmodeus, Brooch of Spell turning, Staff of Power, Portable Hole, Rod of Splendor, Philosopher's Stone, Circlet of Disguise, Tiny splint from "The Duplicator of Rubar" (Artifact, grants Foresight and acts as a ring of protection+2, curse: if two duplicates come within one mile of each other, they will trigger a cataclysm of meteor swarms centered on them)

Notes and History

Karr'Rexxina the Infiltrator is the female part of Karr'Rexx the Divided Fiend. She and her "brother" Karr'Rexx the Stalker was divided, when the original fiend was exposed to an artifact called "The Duplicator of Rubar". This artifact was, according to legends, capable of making an exact duplicate of the user. Unfortunately something went VERY wrong during the process! Instead of two exact duplicates, the fiend was split in two. The feminine and cunning part became a female Arcanath (LE) and the masculine and aggressive part became a male Arcanath (CE). The two fiends are not on friendly terms as Karr'Rexx thinks (correctly!) that Karr'Rexxina stole his fortune when he was duplicated. (See history of Karr'Rexx the Divided Fiend for more details).

Korelwyn

Mage [kit: Halruaan Mage] 5th Haunt Male
Spectral Sorcerer

STR 10 , DEX 12 , CON 10 , INT 18 , WIS 18 , CHA 14 , COM , PER

AC 0, hp 25, MV 5, MR 0 AL LN, Age 100, Height 5', Weight Nil lbs

Skin Translucent, Hair Translucent, Beard Translucent Eyes Translucent, Vision , Wealth Nil

Korelwyn appears in his natural form as a translucent version of how he looked like in life. His hair is tied back neatly into a ponytail, and he possesses a ten-day growth of beard. A silvery nimbus of the Art runs up and down his entire frame, adding to his enigmatic appearance.

Non-Weapons Proficiencies

Arcanology (Halruaan), cantrip, prestidigitation, reading/writing (Halruaan), religion (Faerun), research, spellcraft, tactics of magic, thaumaturgy.

Spell casting

Korelwyn is able to use spells as he did in life, and he casts them as a mage of the 5th level. As a Halruaan Mage, he makes all his saving throws versus spells at a +4 advantage, while those targets of his spells receive a -4 penalty when saving versus them.

Special abilities

Korelwyn is able to drain 2 points of Dexterity with each successful hit and can possess his adversity once the Dexterity reaches 0. Korelwyn has been granted the gift of spellfire by his patron, Azuth, the God of Wizards, and this has allowed him to retain his spellcasting abilities even in his undead state. He can call upon the spellfire within him once a turn, as a beam of ravening white flame. This beam is 5 feet wide, and up to 50 feet long. This gout of silver fire can pierce all known materials and magical barriers, and its touch deals 4d12 points of damage (no saving throw) to all beings struck by it and forces them saving throws versus magical fire on all non-living things it comes into contact with. Korelwyn can also dissipate his beam of spellfire into a cloud, so that it fills a cone-shaped area 5 feet wide at the base, up to 50 feet long, and up to 50 feet across its furthest extent. In this form, the silverfire does no damage, but banishes dead magic

areas forever, instantly restoring such volumes of space to normal in respect to magic. This spellfire can also be released with his own body to banish all external or psionic compulsions.

Lucifer

Evil Solar 30th Male devil
Prince of Hell

STR 24 , DEX 24 , CON 24 , INT 24 , WIS 24 , CHA 24 , COM , PER

AC -9, hp 300, MV 18", Fly 40" (MC: A), Swim 18", MR 90 AL Lawful Evil, Age 1000, Height 10', Weight 350 lbs

Skin molten copper, Hair bronze, Beard - Eyes glowing topaz, Vision 30" infra, 30" ultra, Wealth 90'000 gp

Lucifer, after being exiled for 200 years, has come back to find that some pretender, Asmodeus, has usurped his thrown and is in charge of the Nine Hells. After killing this phoney, he has taken over the thrown once again. The colour of his skin is molten copper, hair colour is bronze, and eyes are glowing topaz. He is lythe and handsome, and the deep, resonant voice is commanding. The wings are gray and bat-like. He is, in short, a typical solar save the wings, but his face betrays a great evil. He holds grudges until he can act upon revenge.

Weapons

He attacks 4 times a round with either his +5 vorpal sword of dancing or his 40" range composite long bow +3. For attack purposes, he is treated as a 20th level warrior.

Non-Weapons Proficiencies

Astronomy, strategy (war), weaponsmith, armorer...

Spell casting

He use the following abilities at will unless otherwise noted: antipathy/sympathy (4/day), animate object (4/day), astral spell, confusion, control weather, creeping doom (2/day), Drawmij's instant summons (triple effect), earthquake (2/day), finger of death (2/day), fire storm, unholy word (5/day), imprisonment (4/day), improved invisibility, mass charm (4/day), permanency (4/day), polymorph (any object, 4/day), power word (any, 2 day), prismatic spray, read magic, regenerate and reverse (3/day), restoration and reverse (3/day), resurrection and reverse (3/day), shape change, symbol (any, 4/day), teleport without error, vanish (4/day), vision (3/day), wind walk, wish (2/day). He is totally immune to all protection from evil spells and is always protected from missiles as the spell of the same name. He can commune as needed, give anyone a disease, curse or ancient curse as the spells by touch. When laying hands upon a creature, he can imbue them with perfect adaption for up to 100 years. He can detect (any sort, automatically) and dispel (any sort, by gaze). He can communicate via ESP, tongues and comprehend languages. He has infravision and ultravision to 36". Hearing and vision are quintuple human norm.

Special abilities

He can summon 1-2 greater devils or 2-4 lesser devils his choice, once every turn. Three times per day he can gate in one neutral evil planetar or two neutral evil astral devas. He is immune to cold, electricity, magic missile, petrification, poison, fire-based, or any gas attacks. Only +5 weapons or better can hurt them, and they are never surprised. He strikes first every round against all foes that have a dexterity less than 23. They are immune to life and strength loss, beguile, charm, hold, confuse, domination, feeblemind, paralyze, petrification, imprisonment, death spells, and death magic. He cannot be destroyed off the Prime Material Plane, and if killed elsewhere, his spirit teleports to the Prime Material Plane and he re-forms in 50 years. Lucifer cannot use, but is also immune to psionics.

Possessions

Small silver thaumaturgic triangle on a string necklace to keep all demons except princes and lords no closer than 10' radius away. 'shot gun' retrieved from a future time - when the 'hook' is pulled, a bang will occur

and a small metallic objects (shot gun shells) will speed to its target and damage it greatly. He has 30 metallic objects (shot gun shells) on hand.

Magical Items

As mentioned above: vorpal sword of dancing +5, composite long bow +3, cubic gate, mirror of imprisonment.

Lucifer

Fighter/Mage/Thief 20th /30th /30th Baatezu Male
Lord of Hell

STR 19 , DEX 25 , CON 17 , INT 25 , WIS 25 , CHA 18 , COM , PER

AC -10, hp 250, MV 24/36//12, MR 95 AL Lawful evil, Age 9000, Height 10', Weight 400 lbs

Skin White, Hair Black, Beard None Eyes Blue, Vision Infra (120'), Wealth Practically unlimited

Lucifer, the King of Hell, is a truly magnificent sight. He is like an angel, but his eyes betray a great evil. One that got him thrown out of Heaven by God Himself. He is the most handsome of all devils, and appears as a 10' human. His skin is as pale as an albino's, but his hair is as black as night. Lucifer wears beautifully ornamented baroque plate male without a helmet. He walks barefoot, but he immune to the harsh ground he walks upon. He carries a huge adamantite spear with a razor-edge point. Although he would rather beguile any opponent he might encounter, he is a terrible opponent in combat.

Weapons

Spear +5. Each time this spear strikes, it drains one-half of the victim's levels, even if they are immune to level drain. Anyone else handling this spear will take 5-50 points of damage, and will drop it immediately. Short Sword +5. This weapon acts as a vorpal sword on an unmodified roll of 15 to 20.

Non-Weapons Proficiencies

Bowyer/Fletcher, Etiquette, Healing, Heraldry, Navigation, Religion, Running, Survival, Swimming, Weaponsmith.

Spell casting

Lucifer can cast the following spell-like abilities, once per round at will, at 30th level of ability: beguile (as the rod), shape change, teleport without error

Mandarill Darkheart

Fghter/specialty priest/mage 17th /23rd /29th Human/undead (see below) male
Righthand of Cyric, the Chosen of Mask, the Gravedigger, the Deathmourner

STR 19 , DEX 22 , CON 24 , INT 21 , WIS 20 , CHA 16 , COM , PER

AC -10 or -8 (if surprised), hp 177, MV 12, 24 (fly), MR 90 AL NE, Age 3000+, Height 6'10", Weight 210 lbs

Skin green, Hair long and black, Beard short with moustache Eyes dark, mysterious, Vision Ultra 60' radius, Wealth unknown

He is very well built, strong-looking and handsome. He wears a long, flowing cape, and practical clothing, usually in greens, light purples, and sometimes reds and blues. He dislikes public appearances, always prefers to do things in the dark, mysterious ways. He hates all paladins, and all those who are good. He does not want anyone to learn how to harm him.

Weapons

Longsword, shortsword, dagger, knife, footman's mace (all these specializes).

Non-Weapons Proficiencies

Blind-fighting, endurance, landbased riding, airborne riding, etiquette, heraldry, ancient history, herbalism, reading/writing, religion, spellcraft, disguise, jumping, detect deception, various kinds of languages.

Spell casting

ALL Major sphere.

Special abilities

Mandarill has all the normal abilities for his classes and levels. Thief skills (granted by Mask). Summon any kind of undead (granted by Cyric) twice per day. Summon any denizen of the Hades once per day, teleport without error at will, charm gaze, immune to everything except holy water and holy priest spells.

Possessions

Knife, any traveller's gear.

Magical Items

Ring of protection +6, ring of shooting stars, ring of spell turning, ring of elemental fire command, ring of elemental earth command, ring of elemental water command, ring of telekinesis, bracers of defense AC 2, longsword +5 of life stealing, defender, sharpness and wounding, swordsword of quickness +4, staff of the magi.

Notes and History

Mandarill was once an honorable paladin, he was Lawful Good and adventured with a group of paladins. They had many adventures together, and spread goodness and law across Faerun. But one day something bizarre had happened. The paladins came across a ruined village. The paladins helped the wounded, and Mandarill found out who it was that was behind this: a tarrasque. Believing that this would be not more difficult than their most challenging battle so far, it wasn't at all as easy. The monster slew one of the paladins without getting as much as a scratch. It ate the arm of another, before it cornered Mandarill, wounding him badly. Later, a group of clerics of Mask found his body, and decided to have some fun by resurrecting Mandarill, thus corrupted his very soul and honor. He started twisting towards evil. But intelligent as he was (but not as intelligent as he is now), he saw through the clerics' deception, and was fascinated by their evil ways. And in a month's time, he became a man favored by Mask, who granting him eternal life. Because of his ignorance, he traveled to Hades and confronted Cyric, the new Lord of the Dead, the Prince of Lies. A long battle it was, but still Mandarill was defeated. Mask came in the nick of time to rescue his Chosen, but not without begging with Cyric's forgiveness. Cyric, seeing that this undead could be a powerful asset who would help him in his cause to defeat Mystra, he negotiated with Mask about letting Mandarill be his head-servant. Mask reluctantly agreed, thus giving Mandarill a more powerful warrior-priest.

Mangar Tolerim

Mage 36th

Human male (Lich)

Mangar the Mad/ Manger the Undying/ Manger, Psionicist bane.

STR 14 , DEX 16 , CON 12 , INT 22 , WIS 16 , CHA 9 , COM , PER

AC -4, hp 92, MV 6 (24), MR 35

AL N, Age 142, Height 5'11", Weight 168 lbs

Skin Grey (looks tan), Hair Black, Beard - Eyes Red (Almost Glowing), Vision Normal (But can see normally in total darkness), Wealth Unsurmountable

Mangar looks like a middle aged man about 50 or so with reddish eyes and a crazed look about him.

Weapons

Proficient: Staff, Dagger, Dart, Hand-to-Hand.

Non-Weapons Proficiencies

Reading/Writing, ancient Language, Spell Craft, Ancient History, Healing, Herbalism, Riding Land Based, Riding Air Based, Local History, Disguise.

Spell casting

Mangar has many librams and spectacularms that contain many spells, both of which he has acquired from adventures and other people, and spells that he has researched and created himself.

Effective casting level=36

Special abilities

Not only his expansive spell list, because of his undead (Lich) status, he has an aura of magic power that makes 5 HD creatures or less run away in fear (save vs spell). If he touches another in combat, he will inflict an extra 1d10 points of damage and the victim is paralyzed (save vs paralysis). He can only be hit by +1 or better weapons and he is immune to the following spells: Charm, Sleep, Enfeeblement, Polymorph, Cold, Electricity, Insanity, and Death.

Possessions

His fortresses, one on the top of Cairns Mountains and the other on the plane of elemental Air.

Some of the finest crystal and metal worked finery in all of the Realms. Many different kinds of artwork.

Magical Items

Through out the many years, Mangar has collected many magical items for both protection and beauty. They include (but are not limited to): Greenstone Amulet, Tailsman of Orcas, Beads of Force, Braces of Defense AC 2, Dearn's Instant Fortress, Thet of Ptah, Door of Teleportation, Cube of Frost Resistance, Ring of Blade Turning, Robe of the Archmagi, Amulet against crystal balls and ESP, Boots of Speed, Staff of Power, Blast Scepter, Rod of Absorbson, Cube of Force, Amulet of Magic Resistance (30%), Amulet of the Planes, Carpet of Flying, Staff of the Necromancer, Ring of Human Control, Amulet of Power, Crystal ball, Amulet of Arachnid Control, Ring of Rapid Regeneration, Amulet of Psionic Reflection, Ring of Spell Turning, Amulet of Weakening, Various Potions, Powders, Scrolls, and Wands.

Notes and History

Mangar was born to a rich merchant in the city of Greyhawk. His mother and father bought and sold expensive items needed for magical spells. As Mangar grew, he showed an aptitude for magic. He also had a nick for bargaining with people. It didn't take him long before he had learned some spells from some of the customers that frequented their shop. At the age of 10, he has sponsered by a friend of the family to go to the school of magic for an interview. At first, the board of mages decided that he was too young to enter, but after Mangar hit the head interviewer with Ride the Wind spell and then a Gust of Wind spell, they decided to let him in to try and harness his magical abilities and his temper. After many years of schooling, Mangar decided he had learned enough and went out to see the world. he adventured for many years through out Oerth, Krynn, and eventually Ansalon. He had met up with an adventuring group called the Caldain Fighters to delve into the underdark for treasure and glory. A member of the group gifted with psionics betrayed the party and led them to an ambush by an Illithid raiding party. Mangar managed to save half of the party, but the other half ended up as slaves for the Illithids. He went back to their community and wreaked havoc amounst them, unleashing every destructive spell he knew, looking for the psionacist. After bringing down the house "literaly" on the Illithids, he found the psionacist's location and tracked him down. The battle was fierce and Mangar succeded in destoying him, but he psychically paid the price. From this point on, he had an overwhelming urge to destroy all evil psionacists he came across. As he aed, the desire to rid the world of evil psionacists became so strong that he decided to embrace Lichdome to continue the battle. Over the years he fought many types of psionically empowered creatures. Including illithids, Dragons, and psionic liches. Now, his battles with those creatures has taken its toll and he views all psionic powers as evil. He has created many spells to deal specifically with them to destroy this "evil". He now has people, like Mordenkainen, Tenser, and Bigby helping him recover his psychically damaged mind and stop the needless destruction of psionacists. (Its either that, or they will have to take up arms against him and try to destroy him.) He is also sought after because of his knowledge of psionics and espically Illithids for weaknesses and limitation. His healing has come a long way, for now he can almost see a difference in evil and psionics (Almost).

Maya Jalavar

*20th Level Priestess of Ghaunadaur
Killer of Lolth, Defeater of Blackstaff*

Female Drow Shade

STR 17 , DEX 20 , CON 16 , INT 17 , WIS 18 , CHA 15 , COM , PER

AC -10, hp 112, MV 15, MR 90 AL NE, Age Looks 19, but is immortal, Height 6'2", Weight 150 lbs

Skin Black, Hair White, Beard None Eyes Purple, Vision Normal, Infra 120', Wealth Almost unlimited

Extremely tall for a Drow, Maya retains her lithe, 19-year old figure as dark dealings with shadowstuff has turned her into a shade.

Weapons

Long sword (1d8+17/1d12+17), Short Sword (1d6+12/1d8+12), Hand Crossbow (1d3/1d2 + sleep poison).

Non-Weapons Proficiencies

Etiquette, heraldry, ancient history, astrology, healing, herbalism, toxology, navigation, religion, spellcraft

Spell casting

As a priest, she may cast all priest spells, and may use 11 1st level spells, 11 2nd level spells, 11 3rd level spells, 11 4th level spells, 11 5th level spells, 9 6th level spells and 8 7th level spells.

Because she is a noble drow (q.v.) she may cast the following, once per round, at will: dancing lights, faerie fire, darkness, levitate, know alignment, detect magic, clairvoyance, detect lie, suggestion, dispel magic, detect undead, ESP, invisibility to undead.

Special abilities

Because she is a worshipper of Ghaunadaur, she is immune to poison, acid, corrosive substances, breath weapons, and elemental spells (to do with air, fire, earth, and water)

Possessions

She owns a lot of the drow sleep poison (save vs. poison -2 or fall asleep), and she also has a standard adventuring gear.

Magical Items

Adamantite elven chain +5, buckler +3, special silver sword (vorpal +5),

Notes and History

Maya started off in the city of Menzoberranzan, but was irritated by the other drow squabbling, so she escaped her home, and roamed into the deep Underdark. In this realm, she began to worship That Which Lurks, Ghaunadaur himself. Her studies lead her to the dark arts of becoming immortal. Liches were undead, and she wished to retain LIFE, not become undead. Therefore, she travelled the planes trying to find out how to become a shade. Her mighty god sent her a vision with a powerful rune that, if chanted, would turn his devote worshipper into shadowstuff. Without hesitation, she began the ritual, and became a shade. After spreading the word of That Which Lurks, the dark elf decided to inflict some damage on the World Above. She started off by seeking Blackstaff, the cocky archmage. After finding the arrogant swine, she proceeded to slice his head off with the powerful silver sword she had taken when fighting the githyanki. The word got around that a lone shade drow was lurking the realms. Now, Maya has planned to roam Undermountain, the great dungeon under Waterdeep. Although she has stormed and completely annihilated the first few levels, rumour is getting around that she might be looking for Halister himself. And what would she do if she found him?

Mensiros Kalkan

Priest of Undead deity (or use evil cleric), 27th Race: unknown, now a Greater Mummy. Sex: Male
The Concealed Doom, Master of the Pyramid, Portal Master, The Dream Lord

STR 16 (Mus 14/Sta 18), DEX 12 (Aim 13/Bal 11), CON 11, INT 19 (Rea 18/Kno 20), WIS 24 (Inn 24/Wil 24),
CHA 17 (Lea 19/App 15), COM, PER

AC -5, hp 97, MV 12, MR 60 AL NE, Age 726, Height 6' 5", Weight 212 lbs

Skin Gray, Hair White, Beard none Eyes Red, Vision Permanent True Seeing, Wealth Practically Infinite

Mensiros is a large, powerfully built man, dressed in fine robes, adorned with his holy symbol (a curled worm with a skull head)

Weapons

Mensiros normally uses a powerful Staff-Mace +4 that acts as a reversed mace of disruption (works against paladins and good priests) and also functions as a rod of terror and a rod of rulership. Proficient in: mace, staff, spear, warhammer.

Non-Weapons Proficiencies

He has the proficiencies: Undead Lore (never fails) Netherworld Knowledge (20) Anatomy (19) Oratory (20) Spellcraft (19) Religion (18)

Spell casting

Spheres: Major: All, Necromantic, combat, Elemental earth, charm, healing, Summoning, astral Minor: Sun, Thought Control Undead at +4 Animate dead at will Permanent Protection from good Charm Person by gaze Mummy rot All other Greater Mummy powers

Possessions

Robes, Holy symbol, scrolls

Magical Items

Talisman of ultimate evil, his Staff mace, prayer beads, robe of priestly might

Notes and History

Lord of the Pyramid High Priest of The undead

Mephistopheles

Fighter 30th, Mage 30th Devil male
Arch-devil

STR 20, DEX 24, CON 19, INT 18, WIS 18, CHA 15, COM, PER

AC -6, hp 180, MV 18", Fly 24 (MC:A), MR 85 AL Lawful Evil, Age 2000, Height 6'5", Weight 200

Skin Blue, Hair Black, Beard - Eyes Glowing Red, Vision Ultra/Infra 24', Wealth 30 000 GP

Mephistopheles used to be the ruler of the 8th Hell, but after resigning that position he joined the Lawful Sect, although he is not a real member, and goes about his own business before he would help the Lawful Sect. Mephisto can use the following spell-like abilities at 30rd level ability once per round at will: beguile, charm monster, cone of cold, detect invisible, detect magic, dispel illusion, dispel magic, geas, ice storm, illusion, invisibility, know alignment, produce flame, raise dead fully, read languages, shape change, teleport without error, fulfill another's wish, and unholy word once per day. Mephistopheles is immune to fire and normal weapons, takes half damage from cold and gas. Mephisto resigned his position as a Devil Prince because of the constant bickering of the other princes. He thought he would lead a better life on the

Prime Material Plane and so far he has become more powerful and would not give up his position to go back to being a devil prince. He travels with Dispater and General Monkey.

Weapons

SEE DESCRIPTION.

Non-Weapons Proficiencies

Armourer, Weaponsmith, Etiquette, Heraldry, Stealth (can move silently 99%), Astronomy.

Spell casting

SEE DESCRIPTION.

Notes and History

Mephistopheles used to be the ruler of the 8th Hell, but after resigning that position he joined the Lawful Sect, although he is not a real member, and goes about his own business before he would help the Lawful Sect. Mephisto can use the following spell-like abilities at 23rd level ability once per round at will: beguile, charm monster, cone of cold, detect invisible, detect magic, dispel illusion, dispel magic, geas, ice storm, illusion, invisibility, know alignment, produce flame, raise dead fully, read languages, shape change, teleport without error, fulfill another's wish, and unholy word once per day. Mephistopheles is immune to fire and normal weapons, takes half damage from cold and gas. Mephisto resigned his position as a Devil Prince because of the constant bickering of the other princes. He thought he would lead a better life on the Prime Material Plane and so far he has become more powerful and would not give up his position to go back to being a devil prince. He travels with Dispater and General Monkey.

Nadgara

Mage/fighter/thief 5th/10th/3rd Succubus Female

STR 16 , DEX 15 , CON 13 , INT 18 , WIS 12 , CHA 18 , COM , PER

AC 7, hp 105, MV , MR 35 AL CE, Age 23, Height 5'9", Weight 103 lbs

Skin Fair, Hair Gold, Beard N/a Eyes Red, Vision Normal, Wealth 0

Nadgara is a typical succubus who has found the power to planeswalk.

Non-Weapons Proficiencies

Flight

Spell casting

All aggressive spells available to her level

Special abilities

Flight

Notes and History

Nadgara Is (or was , for that matter,) a normal succubus in the 9 hells. She found the power of planeswalking when she had slain a large party of wizards and priests in the form of an amulet. She now wreaks havoc in all planes she is able to reach. In one small town, She is known as the deadwitch of The night, and in another, people think she is a ravenous werebat. In any case, her wish is to kill.

Nazar

Wild mage 7th Tiefling male

STR 9, DEX 16, CON 12, INT 19, WIS 15, CHA 13 COM , PER

AC 2, hp 17, MV 12, MR 0 AL Cg, Age 22, Height 179, Weight 60

Skin white, Hair long brown, Beard - Eyes red, Vision Normal, Infra(60), Wealth 600 (in gems) gp

Weapons

He is using a staff

Non-Weapons Proficiencies

Spell craft, giant common, common (read/write), orc, goblin, elf (read/write), tumbling, disguise, musical instrument (flute).

Spell casting

His important spells are :

Limbo's eruption (a second level wild magic attack spell surrounding the caster by a wild elemental energy (like in limbo more or less). Wind giant (the caster is levitating into a vortex (4 meters high) and a semi-giant made from wind dust and magical energy is created around him (str 19-20) (third level). Wind wolves (the spell creates 1-4+1 wind wolves (1# attack THAC0 17, 2d4 dmg + save or 1 str point lost for 1d6 rounds) a wolf is killed by a cold shot to a flute in the middle of his body or at the end of the spell duration (2d8 rounds (third level)). Limbo's flow (similar to limbo's eruption (fourth level)).

Special abilities

Darkness (15' radius), half damage from cold.

Magical Items

Ring of flying, waterskin of endless water

Notes and History

Nazar ran away to toril from sigil (after having a lot of troubles at the bird cage) he travels alone at the great waste at the present seeking a spell book he once owned (stolen from him).

Otto DarkStar

Theif [kit: Assassin] Tiefling Male

Triumvirate Lead King of Sylvania of the Plane of Arborea by defeating the towns Vampire Lord

STR 17 , DEX 18 , CON 17 , INT 16 , WIS 15 , CHA 13 , COM , PER

AC -5, hp 89, MV , MR AL L/N, Age 21, Height 5'0", Weight 135 lbs

Skin Stark White, Hair Black, Beard Black Stubble of a Goat-ee Eyes Laser Red, Vision Infra 60', Wealth 29,000 gp

A good self-respecting Tiefling Assassin that does his best to keep out of trouble but ends up making it worse. Always comes out on top of things. Very good at what he does. Friends consist of the townspeople of Sylvania for riding them of a Vampire Lord. Airship high-jacker wanted in the Plane of Mechanus along with friends Halfling William and Elf Wilbur something.

Weapons

Defender Sword +1 for normal tasks, Dragons Tooth Basilisks Tounge (curvy dagger) for backstabbing, Ring of Shocking Grasp for close jobs, Ring Of ShootStars for diversion and quick magic, Scarab of Insanity for get-aways and easy kills.

Spell casting

Has minor spell casting ability at Level 3 with Burning Hands and Aduible Glamour Magic Mainly used for Theiving purposes

Special abilities

Backstab at x5 able to inflict much damage with the use of Magic and Dragons Tooth Basilisks Tounge dagger +2, able to extend to short sword.

Possessions

100 Flasks of Greek Fire Oil, Hemp Rope, Grappling Hook, Airship, Much Gold

Magical Items

Rings of Shooting Stars, Shocking Grasp, Invisiblity, Rope of Climbing, Portable Hole, Scarab of Insanity, Defender +1, Long Sword, Dragons Tooth Basilisks Tounge Curvy Dagger +2.

Notes and History

Hijacked an Airship from a Proxy in Mechanus along with 2 partners Rid the Town of Sylvania, the Plane of Arborea, of the Vampire Lord King Alucard and took over the town after the demise of the him.

Praxius

Necro/fighter 8th
the electrician

Half-blue dragon/half elf, male

STR 19 , DEX 11 , CON 18 , INT 19 , WIS 10 , CHA 10, COM 8, PER

AC 6/0, hp 99, MV 16, MR AL NE, Age 56, Height 6'5, Weight 159 lbs

Skin pale blue, Hair none, Beard none Eyes blue, Vision Infra(100), Wealth 5 gold gp

4 armed, with blue scales on his fore-arms, he is not a sight to be admired. He wears chain mail leggings and a bronze, elven breast plate

Weapons

Warhammer, specialized longswrord(3)specialized spear proficient

Non-Weapons Proficiencies

Reading/writing electronics alchemy languages:elven, common, dragon

Spell casting

5th casting level, major access to all necromancy

Special abilities

Create/destroy water 2/day control undead as 5th evil priest lightning breath, 2/day 2d6+2 dmg elven resistance to charm spells immune to electricity

Possessions

3 shields 3 longswords electronically adapted: 1 hammer electronically adapted, 1 spear , bone 1 electronics kit 1 large backpack 5 small pouches 1 keg of ale (electronics treat metal armor as AC:10 and give +3 dmg) chain leggings bronze elven breast plate

Magical Items

1 magical bottle of everflowing beer one small animal skeleton shield, +5 defense.

Notes and History

This character has been drinking constantly to remove the pain the transforming caused him. The blue dragons experimented, trying to find the best warrior to take over the world with. They had seen others try, but this time..... They went to far. The young part-elf had killed the dragon's son and now wanders, searching for even greater revenge on his creator: to become a mindless dracolich!

Raven Darkstar

Fighter/Invoker 15th/19th Cambion male
Co-leader of the Shadow Hunters

STR 19 , DEX 19 , CON 15 , INT 21 , WIS 15 , CHA 12 , COM , PER

AC -10, hp 139, MV 12, MR 30 AL CG, Age 400, Height 6'3", Weight 300 lbs

Skin Black, Hair Silver, Beard - Eyes Red, Vision Normal, Wealth Unlimited

Weapons

Scimitar (sp), Proficient in: Staff , Dagger , Dart , Sling.

Non-Weapons Proficiencies

Blind Fighting, Tracking, Hunting, Read/Write, Spellcraft, Herbalism, Endurance, Ambidexterity, Speaks: Common, Cambion, Drow.

Spell casting

Raven casts as a 19th level invoker. Raven can also communicate telepathically with his twin brother, Talon.

Special abilities

Detect Magic (permanency spell), Command Languages (permanency spell).

Possessions

Raven carries whatever items he feels are necessary for completing each expedition.

Magical Items: Sword of the Abyss: Charm, Regenerate 3 HP/Turn, Improve AC by 3, Magic Resistance 30%, Teleport to the Abyss, Staff +5, Gauntlets of Many Rings, Ring of Protection +4, Ring of Fire Elemental Command, Ring of Wizardry (1-3), Bracers of the Blinding Strike, Cloak of the Bat, Bag of Holding, Boots of Speed, Boccob's Blessed Book, Bag of Holding.

Notes and History

Raven's mother was seduced by a Balor which had taken human form. She died in childbirth, leaving behind infant sons; Raven, and his twin brother, Talon. The boys were and raised by their father in the hopes that they would become evil as they matured. This did not happen. When the boys reached manhood, they slew their father. Many tried to kill them for this offense. In the end, they were exiled from their home. Together, they formed the Shadow Hunters. When not adventuring, they take up residence in Shadowdale and frequently visit Myth Drannor. For complete company history, see the Shadow Hunters adventuring company.

Rhadumanthis the Twisted

Mage 27th Lich Male
King of Vassa

STR 16 (Mus 16/Sta 16), DEX 16 (Aim 14/Bal 18), CON 18 , INT 25(Rea 25/Kno 25), WIS 18 (Inn 18/Wil 18), CHA 10 (Lea 11/App 9), COM , PER

AC -15, hp 150, MV 24, MR 50% AL CE, Age 300, Height 6', Weight 135' lbs

Skin Balck, Hair black, Beard Eyes red, Vision Infra 120', Wealth 2,000,000 gp

Rhadumanthis is a twisted looking lich with dcaying black skin and peircing red eyes

Weapons

Staff of withering, Staff of Lifeslaying, staff of the magi, dagger+5, Pro:staff, dagger, darts, sling, staff sling

Non-Weapons Proficiencies

Thantamugry, tactics of magic, sage knowledge(Cyrtalogy), necrology, netherworld knowledge, spellcraft, astrology, religion, arcane lore, herbary,

Spell casting

Has a 27 level mage

Special abilities

Those of a lich

Magical Items

Staff of lifeslaying(submitted), staff of the magi, staff of wthering, wands of fire, ice, lighting, conjuration, paralyzation, magicmissile, polymorphing, bracers of defence AC0, rode of the ArchMage(BLack), slippers of spider cimbling, amulet of the planes, cloak of the bat, ring of spell turing, golems(2-stone, 1-iron, 1-bone), ring of wizardry(1st-9th), braket of regeneration, crown of the beholder(submitted), mirror of lifetrapping, mirror of mental prowess, crystal ball, sphere of annialtion, talimanof the sphere.

Notes and History

Rhadumanthis choose to becomea lich to increase his own power and has takenover the kingdom of Vassa, he plans to take over has much of the realms has he can. NPC only please.

Sardanis Silverbane

Dragon Slayer 21th Undead Human Male

Member of the Deathbringers, Silver Killer

STR 25 , DEX 18 , CON 0(18) , INT 18 , WIS 18 , CHA 18 , COM , PER

AC -12, hp 203, MV 15, MR 60 AL C/E, Age 55, Height 6'11", Weight 378 lbs

Skin None, Hair Blonde, Beard Eyes Red (Brown), Vision Ultra 120ft, Wealth 250000 gp

Very Large, Silver Dragon Armor in tarnished and decaying flesh falls out from openings. The helm is in the shape of a dragon head with two pinpionts of red light in the eye sockets.

Weapons

King Sword Specialization +6/+6

Non-Weapons Proficiencies

Dragon Tracking, Tracking, Survival, Endurance, Arial Combat, Dragon Lore, Dazzel. Languages Realms Common, Dragon-Kin, Dragon, Red Dragon, Silver Draogn, Elven, Drow.

Special abilities

Regenerates 2HP Per Round, Immune to Dragon Fear, Breath Weapons Immunity Save for No damage otherwise Halved, Can't be Turned, +2 or Better Waepon to Hit, Dragon Attacks, Wing Attack, Breath Stun, Great Blow, +3 to Hit Against Dragons, +5 to Hit Against Silver Dragons, +1/Level to Damage Against Silver Dragons

Magical Items

Silver Dragon Armor +6, Ring +4, Helm of Underwater Action, Dragon Slayer King Sword +5, Vorpall Two-Handed Sword +5, Ring of Telekinesis.

Notes and History

Sardanis was born on Krynn in a small village. During the War of the Lance two dragons were fighting in the sky, one was Red and the other was Silver. The two dragons killed eachother but the silver's last thrashing destroyed the village and everyone in it. Sardanis was the only survivor. He vowed that day to find the knowledge and strength to learn to kill these accursed creatures. He went to Palanthis a caught a

spelljamming ship off Krynn. There he trained and searched for the knowledge he needed. He found that knowledge on a planet that dragons ruled. He stayed there and learned everything he needed. When he was ready he began killing every dragon he found, especially Silver. This brought him to fight a very powerful Brass. During this battle he was hit by a nasty spell that transported him off that planet and to Toril. On Toril he met up with the Deathbringers. Alanis, seeing the use for a dragon slayer, offered him to join up to kill dragons. He accepted and traveled with them. Sardanis became undead during this time. It happened when a wish went wrong. He was fighting undead and he made a wish to be Immune to Energy Drain, but instead of getting that power he became one of them. He tried to reverse it but couldn't. But Sardanis caught the attention of Talos during he vent of destruction. Talos came to Sardanis and told him he would become an Immortal of Talos if he defeated the Avatar of Chromatic Dragon. This is still up for Grabs.

Selaya

Fighter/Mage [War Wizard] 10th / 15th

Avariel Demigoddess

Royal princess (displaced, exiled), Daughter of the elven goddess Aerdrie Faenya (slayer of the former Avariel king)

STR 13 (Mus 10/Sta 16), DEX 21 (Aim 21/Bal 21), CON 8 , INT 17 (Rea 15/Kno 19), WIS 18 (Inn 20/Wil 16), CHA 19 (Lea 19/App 19), COM 19, PER 16

AC -3, hp 62, MV 13, fl 24 (B), MR 30%, and 90% vs Sleep/Charm AL Neutral Good (Chaotic tendencies), Age a bit more than a millenia, she stopped counting long ago, Height 5'4", 5'8" at wings, Weight 78 lbs lbs

Skin fair, Hair Snowy white, Beard NONE Eyes Icy blue, Vision Very acute, far seeing vision / Infra 120', Wealth several dragon hoards worth hidden, and a few priceless gems on her (at LEAST 1000-5000 gp)

Selaya is simply lovely... and even that word is an understatement. The only beings which could rival her would be nymphs. This avariel has an aura of calm and command about her which often make other people receptive to her. She also intimidates, scold, taunt and insult others very easily and with suprising results. She has a commanding demeanor and a cold nature, but she has feelings and is good of heart, although very few can see this. She often seems aloof and as the bad habit of knowing "too much". Selaya takes great pride in her being and what she has accomplished. However, very few things ever suprise her or bring her happiness. Her one true joy is flying. She takes incredible pride in her soft snow white wings, which gives her a wingspan of about 18' when fully extended. She is a dedicated wizardess and a strong fighter. She is quick on her feet and very nimble. In fact, her unearthly (divine) speed, grace, and agility made her survive through triky situations. As any Avariel, she only wears light armor so that her flight would not be impeded. She is usually dressed in furs and wears a breast plate to protect her vitals.

Weapons

High mastery with the light crossbow, expertise with thrown daggers and short swords, proefficient with long swords and bolas. As part of her war wizard training, she has had additional training with the long sword as a weapon of choice in melee combat.

Weapons: Light crossbow of accuracy +3 Frostbrand Long sword +3/+6 vs. fire using Short sword +1/+2 vs. enchanted or magic using creatures 4 throwing daggers 2 bolas Enchanted boltcase: Infinite supply of +3 light quarrels Both magical swords have received "Glass Steel" spells. The short sword glows dimly green when magic is used about: the stronger the magic, the stronger the glow.

Non-Weapons Proficiencies

Etiquette (Cha/0), Animal lore (Wis/-1), Weather sense (Wis/-1), Direction sense (Wis/+1), Mountaineering (NA), Hunting (Wis/-1), Artic and forest survival (Int/0), Spellcraft (Int/-2), Healing (Wis/-2), Herbalism (Int/-2), Engineering (Int/0), Tactician (Int/+1), Observation (Int/0), Iron Will (Wis/-2), Musical instrument : Harp (Dex/+1)

Spell casting

Wizard spells:

1st : (5) Ice sword, Ice bolt, Protection from combustion

2nd : (5) Wings of Ice
3rd (5) Wings of Ice II
4th (5) Wings of Ice III, Summon lesser elemental
5th (5) Acceleration, Swift flight, Wings of Ice IV
6th (2) Summon greater elemental, Heartseeker
7th (1) Blizzard, Commune with element

These are all spells of her own make. Selaya greatly dislike using fire, so she concentrates on cold wide ranged attack spells. She also has a fondness for the school of divination and also uses illusions, phantasm and conjuration/summoning. Selaya has also access to clerical magic through her divine origins. She has the same spheres as a druid and she has no spell progression. Her spells are those allowed by her wisdom bonus.

Special abilities

Selaya can fly quite nicely. She can also conjure at will a dust devil, an aerial servant or a sylph. She has high resistance to sleep and charm spells as any elf. She can also freely change back and forth into the form of any avians (including their larger versions and special avians such as griffins, her favorite is the fast falcon or the giant eagle). She can teleport without error (three times a day) and dimension door at will. Selaya is a master of plane traveling thanks to her mother's blessing and can freely plane shift (again, at will) Selaya has bonuses dues to her War Wizard kit when planning battle. Under a few conditions (such as knowing terrain and have competent underlings) she can give her troops a +1 to all rolls for the battle. Selaya's presence on a battlefield, flying and hovering above her foes while launching spell attacks and diving in to attack boost her troops morale to FEARLESS (20).

Possessions

About anything she needs, she creates by magic.

Magical Items

She has a krynnish Dragon ord (A.K.A Orb of dragonkind) which she has mastered. She has a magical breast plate +3, and an amulet in the shape of a golden bird of prey which allows her to conjure a Pheonix once per year (the amulet can also transform Selaya in a Pheonix... but she wouldn't survive the transformation), she also has a haul of other Magical Items which she deposited in hiding places throughout the planes, founf in the hoards of dragons she defeated.

Notes and History

Selaya was born as the 8th daughter of a royal couple. She was quite tomboyish and was raised as a general for her father's army. Early after her birth, her mother's avatar disappeared. She became a successful and competent war wizard shortly after her first century. In time, she realized that her father was a horrible tyrant to her people, but the avariels submited to his rule. Outraged at the newly releaved truth, she found out that her father had been long dead, but a shapechanger demon of no small magical ability had taken his form. She rebelled against the imposter, but was forced to flee when faced to his awesome magical might (she was 3/3 then). She fled the realm of the Avariel, pursued at every corner of the journey to gain strength by the Black flight: the king's elite warrior-assasins. She fought several skirmishes. Was often severly wounded, but in time she prevailed. After three centuries, she returned back to her homeland, crushed everyone loyal to the demon-king. Then she faced the fiend in battle and won out. Fearing retribution from her people, she fled into artic wastes where she had sought out shelter once and now resides there. Although she is not idle. Often, people in need may see the fleeting shape of an angel drop in to fight or to advise. (Since as per yet Selaya no longuer has any troops to command, most of her kit's bonuses are for naught.).

Shadraq Dyllarim

Fighter 35th Vampiric Diaboli Male
High King of Borderlun

STR 16 , DEX 20 , CON 16 , INT 16 , WIS 8 , CHA 18, COM , PER

AC -3 / -7, hp 176, MV , MR AL Neutral Evil, Age 28, Height 6', Weight 169 lbs

Skin Indigo Blue, Hair Dark Blue, Beard No Eyes Yellow, no pupils or irises, Vision Normal, Wealth

Shadraq stands 6' with a medium build. He is a Diaboli, a race of demonic, devilish looking creatures, generally good-aligned. He however is not. He is also the only known blue diaboli, who are usually red. Shadraq's skin and short curly hair are indigo blue, his eyes are pure yellow, with no pupils or irises. A long, thin tail protrudes from his lower back, ending in a metal-reinforced arrowhead-tip. His canine teeth are long and sharp, almost demonic or vampiric in appearance. Shadraq wears a blood red breastplate and metal cod-piece. He wears bracers that extend from wrist to elbow, blood red, with runes and spikes at the elbow. His shin-plates and shoulder-plates are also red, but he wears no other clothing or armor. Two katanas with red and black hilts hang from his back. On his belt rest a small hand-crossbow and two rods about a foot long and carved with runes. Shadraq has a strange, almost oriental rune graven in black on his forehead. A close oberver notices a signet ring on his left hand, with a black and red design on it.

Weapons

Katanas *2 - High Master , Javelin*1 -Master , Trident - Master , hand Crossbow*1 - Expert

Non-Weapons Proficiencies

Military Tactics , Leadership , Acrobatics , Dungeon Stealth , City Stealth , Detect Deception , Animal Training-Ravens , Blind Fighting Deception , Wall Climbing , Intimidation , Danger Sense , Convincing , Ambidexterity.

Special abilities

Vampiric Powers (while Shadraq is a vampire, he is a diaboli as well, meaning his vampiric powers are similr but not the same as a normal vampire, rather than turn into a bat, he becomes an Eyewing, and the sun does not affect him) , Kalel Death Ray -2/day (a beam of pure black energy given to him by an God in return for a service, the rune on his forehead glows black when this power is activated and black energy flows along his body to his swords, which then emit a dark beam of force doing 5d10 damage)

Possessions

Rope 50ft , Torch *2 , Grappling Hook , Belt Pouch *4 , Backpack, Cloak , Mask , Signet Ring (marking him as High King of Borderlund) , Thin Robes(in pack)

Magical Items

Katanas *2 +4, +4 vs. Weapon Using Monsters and Undead, Javelin of Piercing *1 , Platemail +1 of Command , Ring of Protection +1 , Ring of Vampiric Regeneration , Elixir of Health , Boots of Elvenkind, Bracers of Blinding Strike , Rod of Lordly Might , Rod of Weaponry , Vengeance Arrow.

Notes and History

Shadorak is born to a cursed Diaboli woman named Sicos'ta Dylarrim. Sicos'ta was the Sister of the Lord of Delpharius, unfortunately she had a closet addiction to Potions of Rainbow Colors. While pregnant with Shadorak she overdosed and died in childbirth. Before marrying a Delpharius Lord, Shadorak's father, Sicos'ta had been kidnaped by an enemy of Lord Dylarrims. This enemy, a Dark Elf (not Drow) Arch-Mage and father of Shadorak's future companion Kazin, was eventually defeated by Dylarrim but not before he brought down a terrible curse on Sicos'ta. This curse was a contributing factor to the evil nature of Shadorak. A young Shadorak attempts to assassinate his uncle, a famed hero and Lord of Delpharius (Fire's Keep) . Failing this he drives the diaboli out of Fires Keep with the help of The Dark Knights (an evil paladin order). The diaboli swear revenge but are forced to return to the Nightmare Dimension. Shadorak, Hagar the Puny, Jorfax, Bloodshadow (deceased), Hired Goon (Gywyth Noanaem), Kazin ,and others band and adventure together for personal gain. The Dark Knights betray Shadorak and take over Delpharius. Jorfax creates an assassins guild, Hagar builds a trade empire. The second Lord High Dark Knight is killed by Hagar. The Dark Knights collapse. Shadorak regains control of Fire's Keep. The Emperor of Taitong is assassinated by Jorfax. Hagar, Shadorak, and Hired Goon conquer Bladesuka, a large dwarven kingdom, Hagar crowns himself Emperor of Bladesuka. Shadorak builds an army of Gnolls and Grimlocks and leads

them back to Delpharius. He hires Kazin to be his personal mage, and appoints an Ogre-Mage as his seneschal. Shadorak is joined by a small force of orcs and goblins and hires a large army of mercenaries. With these forces he begins a takeover of Borderlund, still weak from the Dark Knight wars. He conquers two countries which, added to Delpharius makes him king of three out of twelve Borderlund countries, and mines a large vein of Mithril which he fortifies. He also receives two wishes, one is used to summon 120 Dragon-Kin to his army. Gywyth Noanaem builds a castle on the islands near Avendoraldithia and forms alliances with his adventuring partners Shadorak, Hagar, and Jorfax. Shadorak, despite the betrayal of two major components of his armies, conquers Borderlund in a series of bloody wars and proclaims himself, in a ceremony with all the captured King's Thegns (forced to acknowledge him) , High King of Borderlund. Kazin is also proclaimed High Archmage of Borderlund, and the Black Paladins of Zakrin are given official status as the religion of Borderlund for their aid. Because of his vast new territory and the threat of Gith Zerai, Gith Yanki, and the Halfling Warlord, Shadorak begins major recruitment sweeps of Borderlund, and recruitment envoys to major Gnoll tribes. The Immortal, Richard Lionheart, returns to the flesh in the hopes of becoming a God. He arrives as a baby but is advanced to the age of 16 by a magic item made by his immortal form. He is taken in by Kazin as promised in an earlier altercation between Gywyth, Shadorak, Kazin, and Lionheart in which the three were granted great powers. A rune is graven on Shadorak's forehead, giving him the power to call forth a Black energy, able to be channeled through his hands and swords into a devastating energy blast. Kazin is given a similar rune, which makes him invulnerable to psychic attacks. I have no idea what Gywyth's rune does. Shadorak gains more than 600 Minotaur troops and consolidates his power. He also establishes a personal Tower of Sorcery for Kazin. The bitter Gywyth Noanaem, angry at them for pushing him down Eomunds Neverending Stairs in an earlier adventure, makes several attempts at Shadorak's life. Shadorak's main squeeze, a drow vampire chick, returns and becomes his consort, and also, at Shadorak's request, turns him into a vampire as well. As an other dimensional diaboli, Shadorak's vampire form is different. He turns into an Eye-wing instead of a bat, and the sun doesn't affect him among other differences. Shadorak discovers Gywyth's involvement in the assassination attempts, he and Kazin beat the living crap out of Gywyth. Shadorak attempts to turn the unconscious Gywyth into a lesser vampire to serve him, but Hel, Gywyth's goddess, saves him and he becomes a normal vampire with no ties to Shadorak. Needless to say the companions disband. Shadorak, King of Borderlund, and Kazin, High Archmage of Borderlund, wage war with Gywyth, Kingpriest of the Jungle Islands of _____. Jorfax is the Guildmaster of a powerful Assassins Guild, and Hagar the Puny is TradeKing in Bladesuka and Hagarshima.

Shkrilgar

Silversann Trobriand automaton
disgusting bloody metal pervert

STR 15 , DEX n/a , CON n/a , INT 14 , WIS n/a , CHA n/a , COM , PER

AC 4, hp 24, MV 18, MR 40 AL N(chaoticish), Age 528, Height 1', Weight 50 lbs

Skin flat black metal, Hair n/a, Beard n/a Eyes like the shutters on a camera, Vision 180' in all except completedarkness, Wealth 1500 gp

Looks like a mechanical silverfish with several fine manipulators attached to its body near the base of its head that look like antennae with pincers on the end. Made of a flat black metal that does not reflect light. 2and a half foot long

Non-Weapons Proficiencies

Elvish, dwarvish, orc, goblin, drow, undercommon, common, read/write, spellcraft, religion,

Spell casting

"hes" working on it

Special abilities

Detect magic, read magic, can duplicate the abilities of a wand of metal and mineral detection(the above three operate at all times), immune to the effects of a Trobriands ring, subject to the effects of Trobriands master ring, can command all Trobriands atomatons within 100 yards, can produce the spells magic missiles, sheild, and cantrip 4 times each per day at 12th lvl, immune to poison(potions too) and illusions and mind affecting spells, stores electrical damage to release on the next thing it touches, half dammage from fire/cold, dies from metal to wood spells. note: this guy is a metal construct so there will be some other things that will or won't affect him

Possessions

Large pile of metals hidden somewhere, books on magic and magical creations, and a incorrect map of faerun

Magical Items

Himself. Three plates on body one for the magic missiles, one for the sheild spell, and one for the cantrips Trobriand ring(inside him so its almost impossible to find wand of lightning (16 charges), wand of wonder (48 charges).

Notes and History

Shkrlilgar was created by Trobriand over five centuries ago in one of his undermountain laboratries. Shkrlilgar was soon put to work scavenging around in the caverns of Undermountain until he found one of Trobriand's workshops and began attempting to preform magical research Trobriand came along and Shkrlilgar earn the distinction of being the first automaton to disobey Trobriand by telling the metal mage to "go get jibbed"(something learned from adventurers) when ordered to get out of the workshop. Shkrlilgar was very soon in Trobriands graveyard alone but for some broken automatons. Then years passed and Shkrlilgar, driven by boredom, went slightly mad and developed a personality. Once other working automatons came along Shkrlilgar was soon put in charge of iterrigation of prisoners as his warped mind and tendencies to poke and prod the prisoners got the best results (and some rude shocks for the prisoners). In fact his indecent poking and proding got him his name as a group of orcs kept calling him "Shkrlilgar" which is orcish for disgusting bloody metal pervert. During the interrrogations Shkrlilgar's personality and neurosis developed further. Five years ago a group of extremely gullible adventurers stumbled into Trobriands graveyard. These adventurers almost managed to let all the atomatons out but managed to escape and allow only Shkrlilgar to get out. The adventurers limped away to further disasters while Shkrlilgar was soon picked up a mage of some power who kindly enchanted bits of him with the not so kindly plan of using Shkrlilgar to rule the world(or a small portion at least) the mage was killed by some adventurers before the plan was complete. Since then Shkrlilgar has wandered across the realms annoying mages with his curiosity about magic and is trying to get the rest of the automatons out of trobriands graveyard as even he is not delusional enough to think he can question(annoy) everyone by himself.note other atomatons are not deranged, they are serious and are trying to find out how to cast spells.Also though Shkrlilgar is curious and fairly benign , he cannot comprehend this like pain, eating, good vs evil, choas vs law, the difference between preists and mages, etc

Sir Cortas Stormbringer

Anti-Paladin 30th *Death Knight (Half-Drow) Male*
Death Knight of Talos, Member of the Deathbringers

STR 22 , DEX 20 , CON 0(18) , INT 18 , WIS 17 , CHA 16 , COM , PER

AC -12, hp 252, MV 15, MR 75 AL C/E, Age 65, Height 5'6", Weight 200 lbs

Skin , Hair None, Beard Eyes Red, Vision Ultra 120ft, Wealth

Emanates evil and destruction.

Weapons

King Sword Specialization +6/+6, Lance +3/+3

Non-Weapons Proficiencies

Ancient History, Weather Sense, Riding Air, Riding Land, Herbalism, Blind Fighting, Religion, Spellcraft, Languages, Realms Common, Elven, Dwarf, Goblin, Orc, Minotaur.

Spell casting

Casting as a 30 Level Anti-Paladin of Talos

Special abilities

Lightningbolt 10d6 3/Day, Shocking Grasp 1/Day, Any Power Word 1/Day, 30HD Fireball 1/Day, Globe of Darkness 1/Day, Dispel Magic 2/Day, Detect Magic at Will, Detect Invisibility at Will, Wall of Ice at Will, Control Undead as Paladin.

Magical Items

Unholy Platemail +5, Earring +5, Electric Fury King Sword +6.

Notes and History

Cortas' parents were killed when he was young. From then on he has relished almost nothing but destruction. He became an Anti-Paladin and roamed the realms destroying. He went to Waterdeep and there he found a woman with as much flair for destruction as he was. They spent time together killing and destroying taverns all over. She was with child when the forces of Tyr came and tried to arrest them. She was killed and taken to the temple. Cortas killed all the priests he could to find his unborn son, but failed. He was under a temple of Tyr when he found the Deathbringers. Talos himself directed him to find Garret Jaxx. He joined the group and traveled with them. It was then he came to Phlan to find out what was happening to Talos worshipers. He and Garret killed the Paladin of Tyr in front of the temple. The rest of the temple emptied on the street to avenge the death of their fellow and bring the evil to justice. They succeeded in that and Cortas was killed in battle and Garret was taken prisoner. But Talos had other plans and brought Cortas back as a Death Knight. Cortas then freed Garret and they left Phlan. This eventually brought them to the Forest of Wyrms and the battle with Cyric. The priest called on Cyric and he answered, Cortas did the same. The result was a battle between the two Avatars, this destroyed the mountain and killed two of the Deathbringers. But Talos defeated Cyric and Cortas was given a large amount of power. He is to work for Talos in the Planes, until the Deathbringers or Talos needs his power on Toril.

Stallac Benadi

Cleric of Bane 24th

Banelich

STR 14, DEX 13, CON 16, INT 19, WIS 19, CHA 13

AC -5, hp 98, MV 12, MR 50%

AL LE, Age 26, Height 5'10", Weight 160 lbs

Personality: Inhuman, Deceptive, Shrewd, Patient

Non-Weapons Proficiencies

Many.

Spell casting

Priest Spells: So powerful is Stallac's new form that he could cast any priest spell (from any spell sphere) without need of divine assistance. The spells still require verbal and somatic components, but material components are no longer needed, the casting time is normal. Spell Progression 1st: 12 2nd: 11 3rd: 10 4th: 11 5th: 9 6th: 8 7th: 3

Spells:

Command x3, Detect good, Detect magic, Magical stone, Light Protection from good x2, Sanctuary, Invisibility to undead, Pass without trace 2) Charm person x2, Heat metal, Hold person x3, Know alignment, Produce flame, Silence 15' radius x2, Draw upon holy might. 3) Animate dead x3, Cause

blindness , Cause disease , Curse , Paralysis , Dispel magic x2 , Protection from fire.4) Cause serious wounds x3 , Poison , Protection from good 15' radius , Reflecting pool , Spell immunity , Tongues , Produce fire , Free action , Mental domination , Dimensional folding.5) Dark promise , Dispel good , Flame strike x2 , Slay living , Wall of fire Air walk , True seeing , Battletide.6) Blade barrier x2 , Harm , Conjure fire elemental , Word of recall , Animate object , Reverse time , Sols searing orb.7) Unholy word , Destruction , Earthquake.

Special abilities

Saving throws: Paralyzation/Poison/Death= 2 , Rod/Staff/Wand= 6 , Petrification/Polymorph= 5 , Breath Weapon= 8 , Spell= 7 +5 bonus to all savings , +4 bonus vs Mind attacks spells or powers. *Special Weakness:* Holy water from lawful good temple of Lathander does 1d10 points of damage , all other holy water cause 1d6 points of damage. *Special Defenses:*(1) +2 magical weapon needed to hit.(2) Aura of power such that any creature of fewer than 5 Hit Dice (or less than 5th level) that sees the Banelich must flee in terror for 5d4 rounds. Those with 5 or more Hit Dice (or levels) make a saving throw vs. spell to avoid this effect(3) Stallac is able to regenerate 5 hit points per round. This ability will continue to operate regardless of circumstances or surroundings. The Banelich is even able to regenerate after being reduced to ashes. (4) Immune: Charm , Sleep , Enfeeblement , Cold , Polymorph , Electricity Insanity , Death , Poison , Sunlight , 1st level illusions. (5) Cannot be turned in lair and outside is turned as special. (6) Can turn and command undead. (7) If destroyed it will reform in 2d10 days at the site of the phylactery.

Special Attacks: (1) Priest Spells , (2) Touch causes 1d10 points of unearthly cold damage and forces the victim to make a successful saving throw vs. spell as if hit with an emotion spell, or suffer from complete hopelessness. (3) COLD FIRE: Can produce blue-green negative energy fire that inflicts 3d10 points of freezing damage. Even beings normally immune to cold damage (because of their nature or a magical item or effect) suffer half damage. The Banelich can throw up to two balls of this coldfire per round , a coldfire missile has a range of 60 yards. (4) PAINWRACK: Any living creature that makes eye contact with the Banelich suffers 2d10 points of damage from severe, muscle-wrenching pain unless a successful saving throw vs. spell is made. The Banelich can use this power only when it wishes. (5) VOICE OF MALEFICENCE: Failure of a saving throw vs. spell by a victim to whom the Banelich talks for one turn results in a sleepy trance wherein the victim reveals any secrets known to him or her. The saving throw wherein the victim reveals any secrets known to him or her. The saving throw may be rerolled every six turns. Each consecutive hour the Banelich talks to the victim , a +1 penalty is applied to subsequent saving rolls. (6) GRASP OF DEATH: The touch of the Banelich kills instantly unless the target successfully saves vs. death magic. A person so killed can be resurrected only by a good priest and not by potions or magical items. The Banelich can use this power once a day. When it is active, a nimbus of coruscating black flame surrounds its hands. (7) DOOM GAZE: The Banelich is able to cause the instant death of a living person just by looking at him. The Banelich is successful if the character fails a saving throw vs. death magic. The victim may be resurrected, but only by a good cleric and not by potions or magical items. The Banelich can use this power once a day.

Possessions / Magical Items

Footman's Mace +5 (1d6+6 dmg Thaco:0) , Ring of fire resistance Ring of protection +3 , Robe of protection +2 , Wand of negation (78) Amulet of proof against detection and location , Slippers of spider climbing , Horn of blasting , Broom of shielding (89). Potion of speed , Potion of flying , Scroll at 24th lvl Fire storm-Symbol- -Mindshatter-Rainbow-Stone tell-Creeping doom .

Notes and History

Here is the corrected form of the Banelich Stallac from Ruins of Zhentil Keep. There were many mistakes like the level of Stallac the MR and the powers he got for living (unliving) as a Banelich for 500 years and more , also the spell progression is wrong and the spells given to him the RoZK looks awful. IMHO i think he is one of the coolest evils i ever seen...he spurned Cyric !!!! he is something else :-). Background: Stallac's background is detailed in the RoZK Spells: Dark Promise , Battletide are detailed in the RoZK RoZK= Ruins of Zhentil Keep.

Stephen Soulrender

Necromancer [Kit: Undead Master]

Elf (Zombie Lord) Male

STR 14 , DEX 15 , CON 16 , INT 20 , WIS 16 , CHA 16 , COM , PER

AC -11, hp 43, MV 12, MR 100

AL LE, Age 116, Height 06' 1", Weight 130 lbs

Skin Rotting/Light, Hair Black/Blond, Beard - Eyes Red, Vision Infra 60', Wealth 1200 gp

Once an extremely evil elf, Stephen was reincarnated by his current master and teacher. He performs several dark missions for this entity. He wears a ring of personal illusion, which masks his Zombie Lord odor and causes him to appear as a normal elf.

Weapons

Long Bow w/18 Sheaf Arrows and 12 silver sheaf arrows, long sword.

Non-Weapons Proficiencies

Appraising, Close-Quarter Fighting, Blind-Fighting, Spellcraft, Danger Sense, Ancient History, Ancient Languages, Chanting (for use with intelligent zombies), and Observation.

Spell casting

Specialized School: Necromancy
Spell List: Cantrip, Magic Missile, Find Familiar, Read Magic, Detect Magic, Protection from Good, Change Self, Friends, Light, Burning Hands, Shocking Grasp, Alter Self, Deafness, Blindness, Color Spray, Acid Arrow, Tasha's Uncontrollable Hideous Laughter, Wizard Lock, Improved Phantasmal Force.

Special abilities

Converse w/risen dead at will, speak w/dead by touch at will, 1d10 permanent punching damage, Vile odor in natural form, control zombies within 10', Animate Dead 1/day, Slay one creature of equal or less hit dice and raise it as a zombie under Stephen's control if that creature fails its save vs. death 1/day, Command Undead as a priest of the same level.

Possessions

Clothes, Flint and tinder, 50' rope, quiver, spellbook, others unimportant.

Magical Items

Ring of personal illusion that masks his odor and makes him appear as a normal elf, Medallion that can cast Heal 4/day, Wand with multiple spells, which are currently unknown.

Notes and History

An evil elf that was raised by his current master/teacher. His latest feat was retrieving the Dragonscroll, a powerful artifact, from the mountains of death.

Sungold

Great Wyrms 12th Dragon Male
Champion of clan Exaurdon on Exaurdon Isle

STR 24 , DEX 14 , CON 20 , INT 20 , WIS 12 , CHA 21 , COM , PER

AC -12, hp 232 (24d10HD), MV Base Rate 12, Flyingclass C 40, Swimming 15 -12, Jump 3, MR 70

AL Lawful-Good, Age 1283, Height 162 Body Length, 146 Tail Length, Weight ? lbs

Skin Golden Scales, Hair none, Beard Golden Eyes Blue, Vision 120' Infra, Wealth 5720000 gp

Sungold is average to good as Gold Dragons go. He has traveled far and near keeping an eye on things for his clan. Though not well known he is good enough to survive and rarely bothers many, therefore staying out of harms way.

Weapons

Claws, Bite, Breath Weapons of Cone of Fire and Cloud of Chlorine Gas, Wing Spurs. *Proficiencies* :claw attack, claw/claw, bite, claw/claw/bite, (2)breath weapons, dragon flight, aerial combat, wing buffet, wing spur.

Non-Weapons Proficiencies

Alertness, danger sense, hunting, survival, healing draconic, healing demihuman, swimming, kindred bond, chanting, intimidation, set traps, tracking, lore.

Spell casting

Mage :1st to 8th . Priest/Cleric :1st , 2nd , 3rd , 4th .

Special abilities Immune: to Fire and Gas breath. Treasure Known 95% (in case someone has taken part of his treasure). Speak with Intelligent Creature 73%. Dragon Fear 50yds, -4 for people to save vs. fear. Innate abilities: Water Breathing, Speaking with Animals Freely, Polymorphself 3 times per day, Bless 3 times per day, Detect Lie 3 times per day, Animal Summon 1 a day, Luck Bonus 1 a day, Quest 1 a day, and Detect Geas 3 times per day.

Possessions

Treasure Hoard: Excluding the various magical items collected over the centuries.

Magical Items

Wing Spurs +2, Various items in Treasures Stronghold.

Notes and History

Sungold grew up normally and after years of hard work made it to the rank of Champion in his clan. He was a great help during a certain war of clans, and was dubbed worthy of the rank. He is bonded with kindred, Durdyn Do'Urden (a powerful good aligned drow warrior). His clan leader at the moment is , Or Dragon Lord, Magnern. His daughter sits in the council halls as Grand Advocate for the clan, and sits in her fathers stead. Magnern being a Great Wyrm, and his daughter Aureen being a Mature Adult of considerable power. Sungold watches as his role as Chamion decides for him and makes sure to keep order and peace as best he can.

Talon Darkstar

*Ranger 20th [kit: Archer Ranger]
Co-leader of the Shadow Hunters*

Cambion male

STR 19 , DEX 19 , CON 15 , INT 17 , WIS 14 , CHA 12 , COM , PER

AC -8, hp 117, MV 12, MR 0 AL CG, Age 400, Height 6'5", Weight 267 lbs

Skin Black, Hair Gold, Beard - Eyes Red, Vision Normal, Wealth Unlimited

Weapons

Longsword (sp), Proficient in: Longbow, Throwing Dagger, Short Sword, Staff.

Non-Weapons Proficiencies

Blind Fighting, Endurance, Riding (Horse), Swimming, Spellcraft, Tracking, Herbalism, Speaks: Common, Cambion, Drow.

Spell casting

Talon has the ability to cast spells as a 20th level Ranger. Talon can also communicate telepathically with his twin brother, Raven.

Special abilities

CW : (95%), HS : (99%), MS : (99%), Takes half damage from electricity (bonus from his armor).

Possessions

Talon carries with him the items he feels necessary for each expedition.

Magical Items

Dragonclaw, longsword +4, vorpal, INT 16, EGO 16, AL CG -Double damage to evil dragons, Detect evil dragons, 90 feet, Lightning bolt, 1/day 8d6 damage. 4 Daggers of Throwing +4, Bow of Light : shoots 3 magic missiles as arrows per round, web, 1/day, continuous light 1/day. Ring of Regeneration, Ring of Fire Elemental Control, Gem of Insight, Figurine of Wondrous Power, Black Wolf, Cloak of the Bat, Boots of Speed, Blue Dragon Scale Armor.

Notes and History

Talon's mother was seduced by a Balor which had taken human form. She died in childbirth, leaving behind two infant sons. The boys were raised by their father in the hopes that they would become evil as they matured. This did not happen. When the boys reached manhood, they slew their father. Many tried to kill them for this offense. In the end, they were exiled from their home. Together they formed the Shadow Hunters. When not adventuring, they take up residence in Shadowdale and frequently visit Myth Drannor. For complete company history, see the Shadow Hunters adventuring company.

Thadous Spangler

Necromancer 18th Was human male now Undead (Mummy) Looks like a Dowagu but angle like.
Domain lord of Ravenloft

STR 20/25 (Mus 20/Sta 20), DEX 17 (Aim 17/Bal 17), CON 14, INT 17 (Rea 17/Kno 17), WIS 13 (Inn 13/Wil 13), CHA 12 (Lea 12/App 12), COM 14, PER n/a

AC -8 var, hp 144, MV 14, f36, MR 75 AL NG, Age 65, Height 12'L, Weight Var lbs

Skin Scaled, Hair White, Beard none Eyes Blue, Vision Undead, Wealth 1 rubie gp

Currently he looks an angle like version of a Dowagu. 12'l including tail(no legs) 4 arms scaled from torso down, white skinned from torso up. 20' wing span Tip to Tip.

Weapons

Quarterstaff, darts, hoe

Non-Weapons Proficiencies

Common, swimming, reading & writing, spellcraft, religion lang. ancient, gem cutting, hurlism, alchemy, brewing, lang. litch.

Spell casting

Casts as a 18th lvl Necromancer. Can't cast 9 lvl spells do to low INT.

Special abilities

Refer to Ravenloft Ancient Dead book. +3 or better weapon to hit, ONLY the weapons +'s do damage. Immunity to cold, elericity, fire, and standard undead immunities. Resist Earth. Rejuvenation, cause disease, fear at save -4, detect invisibliity, infra vision 30', alter form, charm, delay, illusion, command elemental (fire), passage, retain abilities, symbiosis, grapple. Most of the abilities are Mummy abilities. can walk though ravenloft mist(do to HD) if not traped in his Land (DM option).

Possessions

Tomb w/ amulet key used to be magical/intellegent. Long story.

Magical Items

Rapier +2 9 life stealer, Long sword (Vorpal), Long sword +2 (luck Blade no charges) Hoe W/ Earthquake spell, Staff of Power, Robe of ArchMagi, and 2 china bowls (Summon Fire Elemental).

Notes and History

Has always lived in Ravenloft. Started out as a very weak mage AI was LN (ie 5 str) Originally died from a heart attack (how pathetic I know but it did happen). Was brought back as a lich by Ravenloft. He gained possession of a cildren that eventually twisted his AI to LE. Durring an adventure he went for a power trip and was ripped from his imortal body to that of a normal human male again. Which also took away almost all of his magical items and chaged his AI to NG. When he returned to his companions (a lich, Weredragon, and Walrus Man(who is now stuffed) and found himself in a hellish world and very weak. To made it short they had killed him and used spells, and the ritual for making a Mommy to bring w/in the group. Feel free to E-mail me for more info. All comments are welcome good or bad. P.S. This is my real character! Versions of him are available at different points in his life (stronger and Weaker).

Thrakan Serena Dracona

Mage [Lorekeeper] 18th Crystal Dragon, Female
Last of the Crystal Dragon Clan

STR 23 , DEX 18 , CON 18 , INT 25 , WIS 25 , CHA 19 , COM , PER

AC 4, hp 195, MV 14, 18 (F), MR 99 AL Nuetral w/ good tendencies, Age 1263, Height 15' tall, 20' long, Weight unknown lbs

Skin (Scales) shimmery translucent white, Hair none, Beard none Eyes Silver, Vision Infra 90 ft,
Wealth 900,000,000,000 gp

Magestic dragon! Can Polymorph into an old, ugly, hag, or a young, beautiful, maiden at will.

Weapons

2d6 damage w/claws, 2d4 damage w/tail, 3d6 w/fangs. As a human, dagger, longsword, quarterstaff, throwing stars, lasso.

Non-Weapons Proficiencies

Ancient history +2, Healing, spellcraft +2, ancient languages, modern languages, reading, astrology, Dragon lore +3, religion, Languages-common, dwarven, high elf, dark elf, dryad, centaur, pixie, ancient language of the dragons, ancient form of the common language

Spell casting

Can cast all 1st through 5th level spells(has them all memorized), can cast any spell level

Special abilities

Can tell a person's alignment at will, can polymorph at will, instills fear

Notes and History

Thrakan is the clan name. She is the last dragon of her kind. She will help anybody who is willing to help her revenge the death of her mate.

Threidese

Assassin/Spy 20th Shade male
Master Assassin

STR 17 , DEX 25 , CON 15 , INT 19 , WIS 19 , CHA 17 , COM , PER

AC -5, hp 200, MV 24", MR 50 AL LE, Age 25 in human terms, 1025 in real life, Height 5'10", Weight 130 lbs

Skin Dark, Hair Black, Beard - Eyes Brown, Vision Can see perfectly in total darkness, Wealth 9000 gp

Black cloak, silver elven chain, blue tunic. He has hair is straight and down to the bottom of his ears. He carries a dagger in his boot as well as his magic stuff.

Weapons

+5 vorpal sword that telescopes from dagger to 2-handed sword.

Non-Weapons Proficiencies

Architecture, running (speed - 36" every other round) and weaponsmithing.

Spell casting

He casts spells as a 16th level mage and a 17th level druid.

Special abilities

Can 'command undead' as an evil 20th level cleric.

Possessions

Dagger in boot, lock picking stuff in other boot.

Magical Items

Telescoping sword, mantle of Celestian, shoes of Farhandghn.

Notes and History

Threcidese the Assassin found a book entitled "In the Shade" and found it to be the formula of how to become a shade. After becoming one, he insured no one else would be able to use the book, and he destroyed it along with his human-hood.

Thurbard

Dark Paladin [kit:Cavalier/Death Priest/Shadow Ranger[kit:Falconer] 9th/12th/6th Human Male Vampire
Night of the Death Lily, High Priest

STR 19 , DEX 20 , CON 16 , INT 17 , WIS 21 , CHA 18 , COM 20, PER

AC -15, hp 107, MV 24, MR

AL LE, Age 32, Height 6'4", Weight 200 lbs

Skin pail, Hair Medium brown, Beard - Eyes red, Vision Infra 200 yds, Wealth 20,000 gp

Thurbard is a vampire following the "Kindred" rules, as clan Toidor. He is the only Dark Paladin of his religion in our world in which Cyric has been de-throned, and Kelemvor has been replaced by an evil god,(the next Jergal only with out tyranny hatred or strife.) This god known as Ozeal is his patron. He is also as specialty priest of this religion, and a Falconer, only using crows to further his god's will. He is one of Ozeal's three chosen, and upon death he is enshrouded in black flames that resemble a crow which fully heals him in one round.

Weapons

Heavy war lance +3: Double specialized, and he gets a +2 for being a cavalier. Supernatural strength and specialization bonus he gets a +16 to hit and a + 38 to damage. Mace: Triple specialized S.S. Spec. Bounus = +12 +18. Frost brand: Quadrouple specialized, between his mace and his frostbrand he gets 6 attacks per round. S.S. and Spec. bounus = +17 to hit and + 24 to damage. Short bow: Double specialized, S.S. and spec. bonus = 10 =15.

Non-Weapons Proficiencies

Necrology, religion, anatomy, read/write, nether world knowledge, ancient history, monster lore, spirit lore, healing, herbalism double specialized, observation, alertness, etiquette, land based riding, intimidation, venom handling, falconry, sculpting, ranger stuff.

Spell casting

Spheres Charm, Combat, divination, elemental, healing(only revered effects), necrologyPsionic wild talent: Banishment Psp's 70Can create ten undead at will each day, can summon a minor death once per day, immune to all electricity, disease, and death spells.

Possessions

Plate armor made from dracolich bones +3, Heavy war lance +3, mace, Frostbrand +3, Bowling ball of perpetual motion +3, Ceramic figurine filled with unholy water, Black shortbow, 10 arrows, 6 arrows of druid slaying, Death Lily, 6 thousand gold in gems, holy symbol, razzor-shield.

TigerFangs

Fighter 7th Githzerai male
Guy you don't want to meet in a dark ally

STR 19 , DEX 17 , CON 15 , INT 12 , WIS 10 , CHA 10 , COM , PER

AC -6, hp 57, MV 12, MR 10% AL Chaotic Neutral, Age 213, Height 5'1", Weight 102 lbs lbs

Skin moldy yellow, Hair deep red, Beard - Eyes green, Vision infra 60ft, Wealth 7000 gp

TigerFangs is a crazy Githzerai warrior who has selected some of the most baazar weapons of all time. He is highly dextrous and has travelled the planes extensivley.

Weapons

Club of Sharpness +3, Holy Terror Hockey stick +3, Vorpall whip +3, Rolled up newspaper +5.

Non-Weapons Proficiencies

Survival (Baator), Planology, Planar awareness, Warp sense, Fiend Identifying.

Spell casting

Major access to Chaos(priest).

Special abilities

Psionics.

Possessions

Mundane equipment, Planar survival kit, Baatorian daggers, Crest of the GithZerai, Gauntlet of Slaad.

Notes and History

A sworn enemy to the Githyanki, TigerFangs Is noted for his extreme strength and skill. His parents were killed by GithYanki long ago.

Tran Balor

Fighter/mage 25th /1st Tanar'ri male
Master of the Abyss, the Black Balor

STR 25 (Mus 16/Sta 16), DEX 21 (Aim 20/Bal 21), CON 21 , INT 20 (Rea 16/Kno 15), WIS 22 (Inn 14/Wil 19), CHA 23 (Lea 14/App 20), COM 24, PER 22

AC -6, hp 230, MV 15,fl 36 (B), MR 70 AL C-E, Age unknown, Height 12', Weight 400 lbs

Skin black, Hair black and fur black, Beard - Eyes pitch black, Vision normal, Wealth 200 gp

Normal for a balor exaped black fur instead of red he is a demi-god he is bigger and muscular then most balors and is dominet in the chain he loves to make his army of horried creaturs and take over lands/plains. 256

He looks hard, tuff, mean, stronge, and isn't affraid of any one or thing even tho there is a lot that can kill him.

Weapons

Weapons lv 4, +9 to attack +10 to damge.

Non-Weapons Proficiencies

Writing,lv1, negotating,lv 5, intimedation lv 5, convincing lv 4, read magic lv 1, hunting lv 3, fist fighting lv 10.

Spell casting

Demi-god powers implode: to death,5 times a weekexplode: to death,5 times a weekpower word die , at will,50 hp, power word kill, at will,50 hp, power word fire, at will,50 hp, power word stop, at will, 50 hp, power word stun, at will, 50 hp, power word death, at will, 50 hp, immune to all electriced, resistent to fire, create death night,once a month, and more he does not know about...

Special abilities

Tran is imortal and can only die by a surten spell that his family has

Possessions

Balor items are all magical.

Notes and History

Tran was born to a dark goddess he was the baby and the favor of his mother becaus he was the only evil kid she had he was beat by his mom so he hates every one exapte a human named joy who he fell in love with and had a kid namde merlin with he is a war leader and has had two army's he was givine a younger half brouther and half sister ha now works for his half brouther ozy a warlord of isharie balor will fight if any one tries to stop him at his goal he is hated in two diffrent words for killing shintra, a minotar paladin who killed his sisters, balor is ruthless and cunning he will do waht ever it takes to do what he want no mater the danger,consequencesm,or who must be killed as long as it isn't joy!!!Tran has joined forces with his younger half brother and his true sister along with the faceless fighter and draco with them togeather it makes the alliance of evil them together is all the evil war lords that have stronge army's joy and tran had gotten in a fight when the first meat and now they have resolved thier problems ozy, balors half brother is the leader of the alliance and has his brother at second in comand Tran wouldn't listen exapet ozy is the son of veron and tran's mom he , as in veron is as stronge as the strongest gods in the worlds and ozy matches him.

Trent

*Fighter/Mage 18th / 18th
Aider of the Good*

Bronze Dragon Male

STR 24 (Mus 24/Sta 22), DEX 17 (Aim 20/Bal 22), CON 22 , INT 24 (Rea 20/Kno 24), WIS 20 (Inn 22/Wil 24), CHA 15 (Lea 20/App 22), COM 12, PER 22

AC -5, hp 222, MV 12, MR 80% AL LG, Age 1274, Height 10'1", Weight 875 lbs

Skin White, Hair Bronze, Beard None Eyes Golden, Vision Infra(120'), Wealth See Below gp

Trent is the NPC of my campain. He is a noble Bronze Dragon that has polymorped himself into a humanoid form. He help out the party by giving them some quests and some rewards. He has no home, like most dragons. Instead he has a Cloak of Infinate Holding, and he keep his entire stash in that. He rarely involves himself actual fighting, excpet when the situation is dire.

Weapons

Trent mainly uses his Azurite Longsword (4d10+5/4d10+5) and is specialized once in each type of weapon (except for maces and polearms)

Non-Weapons Proficiencies

Most conceivable.

Spell casting

Access to all mage spells.

Special abilities

Trent can: Use a breath weapon as though he was an 11 class dragon. Also he can attack with two Weapons of giant size, even though he doesn't have the needed size.

Possessions

Massive stash of \$ in cloak. The rest of his fortune is magical.

Magical Items

Azurite longsword. And several small magical Weapons in the cloak.

Notes and History

Trent has long since left the greedy and territorial life of the dragons, and has since turned to aiding all causes of good. It is possible to see him with Pioter, a high level Paladin. And usually discuss how to further the cause of good. It is believed that a long time ago, Pioter's GreatGrandFather (also a Paladin, it's a family tradition) was able to change Trent's attitude and to help the causes of good in a more active manner.

Tripod Frgraren

Fighter 23rd

Almost Human Male

Lord

STR 19, DEX 12, CON 18, INT 7, WIS 4, CHA 6, COM 19, PER -

AC -10, hp 183, MV 15, MR 30

AL C EVIL, Age 46, Height 7'3", Weight 258 lbs

Skin Pale, Hair None, Beard - Eyes Dark "Very", Vision norm, Wealth -23 gp

Big Bad 'n Handsome.

Weapons

Short Sword , Sling.

Non-Weapons Proficiencies

Wining, Te-cermony.

Special abilities

Regenerate 20 Hp / Round.

Possessions

A Plate of Porridge.!

Magical Items

+5 Sling , Short Sword +2 (+5 Against Women n' Children), PlateMale +10 Shield +3 Ring of Protection -3 (Cursed), +3 Back Scratcher.

Notes and History

Tripod was born on a dark stormy night in the deepest pit of hell. Since his birth he has been on a crusade against humanity and sees everybody as his enemy.

Velocity

Fighter 16th , Cleric 16th , Assassin 16th
Killer of King Azoun

Male cambion

STR 24 , DEX 24 , CON 24 , INT 20 , WIS 17 , CHA 18 , COM , PER

AC -10, hp 250, MV 18, MR 95

AL CE, Age 150, Height 6'0", Weight 200 lbs

Skin Gray, Hair Black, Beard - Eyes Green, Vision Normal + Infra 300', Wealth 90 000 gp

A natural outcast from the Abyss, this dark character was banished from the Neither-Regions only to be flung into Limbo, where the Githzerai taught him all they knew, and soon he grew to be a mighty warrior, priest and assassin.

Weapons

Black cutlass +6 defender (DMG: S: 1d12, M/L: 2d12). Dagger of venom (on roll of 19-20, victim saves vs. poison or dies). Scimitar of speed +5 (always attacks first per round).

Non-Weapons Proficiencies

Armorer, weaponsmith, chaos lord (can predict weather in Limbo), technologist (can create complex devices, such as cannons, flick knives, etc.).

Spell casting

All spells of an evil cleric, 16th level. All spheres allowed.

Special abilities

All abilities of 16th level fighter, evil cleric and assassin.

Magical Items

Shoes of Fharlangn, Mantle of Celestian, Black splint mail +5 [See weapons].

Venger

Greater Yugoloth Enhanced Ultroloth

xp: 90,000

STR 21 (Mus 21/Sta 21), DEX 22 (Aim 22/Bal 22), CON 20 (Hea 20/Fit 20), INT 20 (Rea 20/Kno 20), WIS 20 (Inn 20/Wil 20), CHA 10 (Lea 12/App 8), COM 8, PER 18

AC -9, hp 13+26 HD (200 hp, including high CON), MV 15, Fl 15 (C), Sw 15, MR 60% (100% to 1st lvl spells)

AL NE, Age 3500, Height 6'6", Weight 250 lbs

Skin dark gray, Hair none, Beard Eyes large looking like fire-opals, Vision Normal, Infra 240 feet, ultra 120 feet, never surprised, Wealth Irrelevant

Appears as faceless humanoids. Wears flowing cape or cloak. Communicate by telepathy. Though evil, ultroloth are cerebral and reserved.

Weapons

Ultroloth will rarely enter combat and rarely have to. When they do so, they can attack in 2 ways:

1. 2 attacks per round with hands: 1d12 of searing energy DAM for each hand strike. THAC0: -1 When using the attack priority system, the scale is 24. This results, for each hand, in the following table:

d10	1	2	3	4	5	6	7	8	9	0
segments	3	3	3	4	4	5	5	5	6	6

When using weapons (sword or great pole-arms), add +9 DAM for Strength bonus. They are considered specialized in the weapon they wield. The weapon is magical 40% of the time. Usually, these weapons are of +4 enchantment, and they possess special powers. Ultroloth always know those powers and can use them to full power.

Non-Weapons Proficiencies

DM's choice.

Spell casting

Has developed special spells of his own. These spells may be reproduced if somebody is ever able to find Venger's spellbooks. Venger is able to relearn those special spells without studying them each day. He has the spell ability of an 18th level mage for those spells only.

Level 1 2 3 4 5 6 7 8 9

Number 5 5 5 5 5 3 3 2 1

Venger's Sphere of Distraction. Illusion, phantasm level 1

Venger's Sphere of Fascination. Illusion, phantasm level 1

Venger's Sphere of Wounding. Evocation level 2

Venger's Sphere of Magnetism. Alteration level 3

Venger's Sphere of Seeing. Divination level 4

Venger's Sphere of Transportation. Alteration level 5

Venger's Sphere of Imprisonment. Evocation level 6

Venger's Sphere of True Seeing. Divination level 6

Venger's Sphere of Protection. Abjuration level 7

Venger's Sphere of Absorption. Abjuration level 8

Venger's Sphere of Reflexion and Disintegration. Abjuration level 9

Innate Spell-like abilities, at 15th-level of spell use, usable once per round, at will:

Air walk, Alter self, Animate dead, Animate object, Bind, Call lightning, Cause disease (reverse of cure disease), Charm person, Color spray, 7 times per day, Control winds, Detect invisibility, lie, magic, poison, and scrying, always active, ESP, Fear, Fire storm, 1 time per day, Geas, Improved phantasmal force, Know Alignment, always active, Mass suggestion, 1 time per day, Passwall, Pass without trace, always active, Produce flame, Read magic, always active, Shout, Solid fog, Symbol, any time, 1 time per day, Teleport without error, Wall of fire.

Can gate one yugoloth of any weaker type with 100% chance of success, 1 time per day per type of yugoloth (there are 7 other types)

Psionics **Level** Disc/Sci/Dev AT/Def MAC MTHAC0 PSP's

13 5/7/24 All/All 2 5 250

Powers of travel and combat.

Special abilities

Any person that meets the gaze of the ultroloth must save vs. spells or stop *fascinated* (as if affected by a *hold person* spell). Even if the person makes his saving throw, he will not see an ultroloth, but a dearly loved and respected person. Harmed only by weapons of +3 or greater enchantment. Special immunities due to high intelligence and high wisdom. He can use any magical items, regardless of class or race limitations. Affected by listed attacks forms:

<u>Attack</u>	<u>Damage</u>
Acid	none
Cold	double
Electricity (lightning)	full
Fire (dragon, magical)	none
Gas (poisonous, etc.)	half
Iron weapons	none
Magic missile	full
Poison	none
Silver weapon	full

Possessions

DM's choice.

Magical Items

DM's choice: contained in a portable hole and a bag of holding.

Notes and History

Yugoloth are the absolute evil of the lower planes. These creatures inhabit the planes of Acheron, Gehenna, Hades (The Gray Waste) and Tarterus (Carceri), often acting as mercenaries in the Blood War between the baatezu and tanar'ri. Ultroloth are the ultimate level of the corruption of the Yugoloth. Nothing occurs in the mercenary ranks that these beings do not know about. Actually, Venger is roaming the planes looking for the 4 copies of the *Book of Keeping* (See Monstrous Compendium Outer Planes Appendix, MC8) and also looking for the Seven Swords of Wayland (see the The Book of Ages).

Spellbook of Venger

Sphere of Distraction. Illusion, phantasm level 1

Range : 30 yards + 10 yards per level
VSM : VS
Duration : 4 rounds + 1 round per level
Casting Time : 1 segment
Area of Effect : 1 Creature
Saving Throw : Negate

Spell description : A white and opaque sphere engulf the victim's head. The inner luminosity of the sphere impedes. All concentration. The victim can move as he wants, but the sphere stays on him.

Sphere of Fascination. Illusion, phantasm level 1

Range : 30 yards + 10 yards per level
VSM : VS
Duration : 4 rounds + 1 round per level
Casting Time : 1 segment
Area of Effect : 1 Creature
Saving Throw : Special

Spell description : A blue sphere whirls around the victim's head, catching his full attention, unless a save vs magic is successful. If the save is made, the sphere simply hovers over one's head. The spell affects only creatures of level/hit dice lower than 7. A hit on the victim breaks the spell.

Sphere of Wounding. Evocation level 2

Range : 40 yards + 10 yards per level
VSM : VSM
Duration : Instantaneous
Casting Time : 2 segments
Area of Effect : 1 or more creatures in a 10-foot cube
Saving Throw : None

Spell description : Use of this spell creates small blue spheres of magical energy that dart forth from the wizard's palm and unerringly strike their target (like a magic missile spell). Against creatures, each sphere inflicts 1d6+1 points of damage per round (because of the wounding) until the victim is healed. For every two extra levels of experience, the wizard gains an additional sphere: 2 at 5th level, 3 at 7th level, 4 at 9th level and 5 at 11th level, 6 at 13th level and 7 at 15th level (the maximum). If the wizard has multiple sphere capability, he can have them strike a single target creature or several creatures within the area of effect. Material component: a leech.

Sphere of Magnetism. Alteration level 3

Range : 30 yards + 10 yards per level
VSM : VSM
Duration : 3 rounds per level
Casting Time : 3 segments
Area of Effect : 30 feet radius sphere

Saving Throw : None

Spell description : A big sphere with a very strong magnetic power draws ferrous and magnetizable material toward its center. The sphere must be centered on such an object. Objects drawn by the sphere have a strong tendency to stick together at the center. The penalty to AC is equal to the weight (in pounds) divided by 10 rounded up, and the attacks (to hit and DAM) penalty is equal to the weapon's weight (in pnds) divided by 2 rounded up. For exemple a plate mail (50 pds) incurs a -5 penalty on AC, while a long sword (4 pnds) incurs a -2 penalty on to hit and damages. Evidently, someone with a club in leather armor doesn't have any penalty within the sphere, neither AC nor attack. The force exerced on any object is equal to 3 times its weight. The force exerced between a plate mail (3x50 pnds) and a long sword (3x4 pnds) is equal to 162 pounds. Anybody with a maximum press equal to or greater than 162 pounds , i.e. a strength of 14 or greater, will be able to separate these two objects within the sphere. Material component: lodestone

Sphere of Seeing. Divination level 4

Range : 60 yards
VSM : VSM
Duration : 1 round per level
Casting Time : 4 segments
Area of Effect : 30 yards radius sphere
Saving Throw : None

Spell description : This unmovable sphere acts as a Detect invisibility and a Detect magic spell within its area of effect. Everything is revealed to everyone. Material component: a pinch of silver powder.

Sphere of Transportation. Alteration level 5

Range : 0
VSM : VS
Duration : 1 turn + 2 rounds per level
Casting Time : 5 segments
Area of Effect : 10 yards radius sphere
Saving Throw : None

Spell description : This sphere, centered on the caster, can contain up to 50 pounds per level of material (designated by the caster during the actual csating). The sphere can fly at speed up to 48 (MC B). Acceleration and deceleration effects are not felt by the travelers. The caster can cast spells through the sphere and during travel. During the casting, the caster can program the sphere to follow any target. If this target is destroyed, the sphere's control come back to the caster. Objects not designated by the caster are left behind at the sphere's departure.

Sphere of Imprisonment. Evocation level 6

Range : Touch
VSM : VSM
Duration : 1 round per level
Casting Time : 6 segments
Area of Effect : 1 Creature
Saving Throw : None

Spell description : This spell creates a rotating and spinning sphere around the victim. The victim is continually tumbling within the sphere: concentration is impossible. The sphere is AC-2 and can sustain as many hp of damage as the caster had (when fully healed). Material component: a small cristal sphere

Sphere of True Seeing. Divination level 6

Range : 60 yards
VSM : VSM
Duration : 1 round per level
Casting Time : 6 segments
Area of Effect : 30 yards radius sphere
Saving Throw : None

Spell description : This unmovable sphere acts as a True Seeing spell within its area of effect. Everything is revealed to everyone. Material component: a pinch of silver powder.

Sphere of Protection. Abjuration level 7

Range	:	0
VSM	:	VSM
Duration	:	Special
Casting Time	:	1 round
Area of Effect	:	10 feet radius sphere
Saving Throw	:	None

Spell description : A translucent, almost transparent, sphere engulfs the caster for a maximum duration of 1 turn per level, unless struck by a spell. The sphere dissolves 3 segments after a spell strikes it. The spell that dissolves the sphere cannot harm the caster inside it. Note however that the surrounding fire created by a fireball will still burn the sphere's caster after the sphere dissolves. The sphere can move with the caster. The caster can cast spells from within the sphere outward without dissolving it. Missiles weapons (except magic missile spells and the like) can go through the sphere without affecting it or being affected by it. Anyone trying to go through the sphere suffers 25 hp of damage (no save) and is blinded for 2d8 rounds (save for half duration). Material component: a small cristal sphere

Sphere of Absorption. Abjuration level 8

Range	:	0
VSM	:	VS
Duration	:	Special
Casting Time	:	1 round
Area of Effect	:	15 feet radius sphere
Saving Throw	:	Special

Spell description : A translucent, almost transparent, fixed sphere engulfs the caster for a maximum duration of 1 turn per level, untill it has absorbed as many spell level as the caster has levels (e.g. 20 spell levels will destroy a sphere casted by a 20th level mage). The caster can cast spells from within the sphere outward without dissolving it. He can also enter and exit the sphere with no ill effect or dissolving it. Anyone trying to go through the sphere suffers 25 hp of damage (no save). All magic item entering in contact with the sphere is temporarily drained or becomes non operating unless a saving throw (value 13, unmodifiable), is made.

Spell level drain on the sphere

- * Each weapon drains 1d5 spell level. Each plus drains as much spell levels. Item inactive for 1 round per level of the caster.
- * Wands loose 1d4 charges permanently. This drains as much spell levels.
- *Potions are rendered useless (2 charges).
- *Scroll are destroyed (as many charges as spell levels on the scroll).
- *Artifacts are not affected, but drain 3 charges.
- *Summoned monsters drain 1d3 charges and are thrown back to their origin unless a ST vs spell is made.
- *An anti-magic shell destroys and is destroyed upon contact with this Absorption Sphere.
- *A prismatic sphere keep the Absorption sphere outside of itself, but drains 9 levels.
- *A disintegrate does double damage (12 levels)
- *A wand of negation drains 4d4 charges per use (no save)
- *A rod of cancellation destroys the sphere. Everything inside the sphere must save vs Mordenkainen Disjunction or dissapear to nothingness. Living being suffer 25 hp of damage (no save).

Sphere of Reflexion and Disintegration. Abjuration level 9

Range	:	0
VSM	:	VS
Duration	:	1 round per level
Casting Time	:	5 segments
Area of Effect	:	15 feet radius sphere
Saving Throw	:	Special

Spell description : A translucent, almost transparent, fixed sphere engulfs the caster. The caster cannot cast any spell toward the outside of the sphere. Any spell cast toward the sphere is reflected back to the original caster. Any other being other than the caster trying to go through the sphere, in either direction,

must save vs magic or be disintegrated (50 hp dam if succesful, but still cannot enter). If that happens, everyone within a 10 feet radius receives 30 hp of damage (no save) (except the mage who cast the sphere) and is blinded for 4d4 rounds (no save). If a person is wearing Eyes of the Eagle, he is permanently blinded. Anyone seeing the sphere and located outside the 10 feet radius, but closer than 100 feet, is blinded for 1d4 round (save for half duration). Area spells, like fireball, are not reflected, but take effect on the sphere's surface.

Spell level drain on the sphere

*An anti-magic shell destroys and is destroyed upon contact with this Absorption Sphere.

*Individuals within the spheres suffers 3d10 hp of damage (no save).

*A prismatic sphere has a very dramatic effect. Anyone within 90 yards of the contact point receives 1d6 prismatic effect. Both spheres are destroyed.

*A disintegrate destroys the sphere with no ill effect.

*A rod of cancellation destroys the sphere. Everything within a 30 yards suffers 10d10 hp of damage (save vs magic for half damage).

Zxchlin

Mage 4th Xixchil Male
Expert Xixchil Surgeon

STR 11, DEX 19, CON 16, INT 18, WIS 12, CHA 9 *15, COM , PER

AC -8, hp 23, MV 12, MR 0 +99 AL TN *LG, Age 45, Height '6, Weight 182 lbs

Skin Diamond Studden Green, Hair nil, Beard - Eyes Insectoid Blackish, Vision Bug Eyed, Like Normal, Wealth Millionaire.

*means for other Xixchils. Quoted the "Best in the Bus." His Bod. Manipulations are done with an experts touch.. His experteis gives a +2 to the Save vs. Death when Getting Manipulated. And only fails on a 19 or 20 when rolling for his Prof. Check.. He has a brother named Xytil, who he has transformed into a most formidable killing machine.

Weapons

Uses Hand Claws (2d4 Med. 2d6 Large), Implanted Long Spears (2d8 Med. 3d6 Large) And a bite (Rarely used!) He is not a warrior and would rather work than fight...His brother is his personal body guard. He has 4 attacks per round w/penelties as -0, -2, -1, -3 THAC. First are the Claws.Ambidextrous (Naturally) and has Two at a time Wep spc once.

Non-Weapons Proficiencies

Body Manipulation (Spc Proficiency only for Xixchil Wizards) spc 4 times for extra benifts givin by DM (The +2 for Save vs. Death). Body Manipulation is in the Spacefarer's handbook. He has invented many ingenious Manipulations including implanted magical items (like Fire shooters and Lightning Rods) and Hyper Reg. (1 hp every 3 rnds.) and implants which give immunity to poison.

Spell casting

He is a General Wizard, and never cared to much for spells which would not help his work.

Special abilities

Xixchils have a poison and an Anethsttic described under Xixchils in the Spacefarer's handbook. Basically He must first taste the victim, this can be done by licking blade after second hit, then forms a deadly poison which is specially set to your certian body type (Save w/-4). He can spit it, or lick it on his blade (On a succesful hit, he caused double damage if they fail saving) and with his bite, his poison does damage equal to his TOTAL hitpoints...This isn't very damaging with him but is devestating w/his brother (His causes 107 Dam!) plus the 1d4 for bite. This affects only human sized or smaller creatures. Anesthtic causes para for 1d6 TURNS, on a succesful bite, Sav Vs Para.

Magical Items

Inside his body was implanted a "Good Luck Charm" This charm is a rare Relic which Gives him a 99% MR and a Regeneration of 5 hp per round, even after DEATH!!! His body regenerates around the stone, making the stone impossible to remove. Unless the Anti-Relic is used, which is currently in another Galaxy, in a wasteland, covered in snow... This Anti-Stone does not shine and even if the players used Psionics and Detect magic, it can only be found 1% out of 200%, for the whole snow fields look exactly alike, and it is far underground...He chose a well place to put it!

Notes and History

Zxchlin was born to be a surgeon, and will live till he dies at the age of 167 (Because of the stone, which will crumble as he dies of old age, for it has become quite attached to him! His brother does not know of the stone, but thinks his brother just Regenerates fast... Zxchlin would never travel, unless it was the only way to save his brother...That's about it, for unlike most Xixchil, Zxchlin loves his brother (Brotherly Love guys, don't get wise on me). His brothers name is Xytil, as mentioned above. Xixchil should ONLY be used as an NPC, and only if he thinks Bod. Manipulation is fair...His price for humans is around 50,000 GP for humans, but only 10,000 GP for Xixchil These prices can be raised or lowered according to the ability gained.