

The City of Glasya Labolas

Denizens of the City

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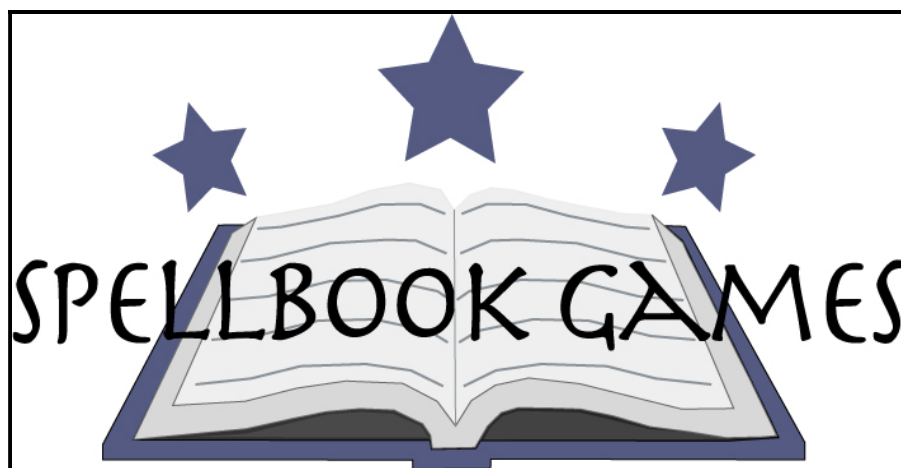


INFERNO: CITY OF GLASYA-LABOLAS

DENIZENS OF THE CITY

**WRITING AND PRODUCTION
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DENIZENS OF GLASYA-LABOLAS

This book is a companion to *Inferno: City of Glasya-Labolas*, and provides statistics and information about characters who may be encountered in the diabolic city. The book also describes new Devils seen for the first time, and alien races from universes in the Celestial Spheres. Games Masters who are not using Glasya-Labolas may find this book a useful source of fully described new characters for their campaign, as well as new and unknown monsters.

The characters were developed using the Portal to Adventure rules, but should be easily adopted for use with versions of Dungeons and Dragons from the 1970's and 1980's, and similar rule sets. Games Masters who use Versions 3.x and later rule sets will have more work to adapt the characters to those systems.

DENIZENS

Abbar Holchister, Borister Neighborhood Boss, male Human, 62 years, Master Minstrel and Bard, neutral tending towards evil, Agility 17, Intelligence 15, Stamina 13, Strength 13, Will 16, hp17, SPM+2, Languages: Common, Infernal Cant, Trader's Cant, Thief's Cant, Elvish (60%), Centaur (40%), foreign language. Religion: Lucifer. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Armor: Minstrel's Robe AC20. Weapons: silver-bladed *Dirk +1 (undead detecting)*, *Rapier +1*, Hatchet (*double damage*). Gear: *Magic Bag* (500 pound), *Drums of Panic*, *Dancing Flute*, *Potion of Invisibility*, *Ring of +1 Protection*, 2x Wizard scrolls (Air, Fire). Knowledge: competent Marsh man, good Mountain man, very good with any stringed instrument, good with flute/oboe/saxophone, outstanding knowledge of sea songs, collects ancient song lyrics, good cook, excellent calligrapher (outstanding forger). Description: Stands 5 FT 10 inches, he has short cut brown hair beginning to grey, furrowed temple with a red birthmark, grey brows over green eyes, a long nose, small mouth, and a long salt-pepper beard. He has a slender frame with large hands and long fingers. He wears a derby hat, long silk robe over a black shirt and shorts, and sandals. He has a 100 GP earring in his left ear, a 200 GP silver-turquoise horse-shaped Pin, 850 GP gold-jasper-amber Ring, and a 1475 GP platinum-pearl Ring. His mistress is Elly Trolginne.

Abcromor, Priest L8, male Half-Elf, 114 years, evil, Agility 13, Intelligence 16, Stamina 13, Strength 12, Will 18, hp17, SPM+4, Languages: Common, Infernal Cant, Elvish, Dwarvish (20%). Religion: Lucifer. Racial Abilities: Low Light Vision, navigation by stars, +50% versus becoming lost, Persuasion/Influence +1, TH+1 with Bows. AC: 42 (-5 damage). Description: Stands 5 FT 10 inches, with short red-brown hair, a high forehead, thin red brows over golden eyes, a long nose (broken), a thin red moustache, and a small mouth. He has a slender frame and long fingers. He wears a short-sleeve purple tunic trimmed in gold with Lucifer's Unholy Symbol embroidered on the left top, black wool pants, highly polished black leather shoes, and a large foppish feathered hat. He has a leather thong around his neck holding a 420 GP jade Pendant, two 100 GP silver-ivory Armbands, a 250 GP gold Ring, a 750 GP gold-ruby Ring, and a 1720 GP platinum-diamond Locket. Armor: Padded Shirt, Padded Hood, Chain Mail Hood AC+2, Leather Arm Protection, Chain Mail Armor AC+12, Studded Leather Gauntlets AC+4, Leather Leggings. Weapons: Dirk, *Heavy Mace*+2, silver-headed *Light Mace*+1, Staff, poisoned Flail. Gear: *1d8 Cure Wounds Potion*, *1d12 Cure Wounds Potion*, *Zombie Salve*, *Levitation Boots*, *1000# Magic Bag*, *500# Magic Bag*, *Chain of Invisibility* (60x), *Spirit Binding Chains*. Knowledge: Poor Marsh man, adequate Mountain Man, good knowledge of religious history and ritual, adequate surgeon, good at field first aid, good knowledge of poisons, some knowledge of heraldry, sings as a bass, likes puzzles, is a good whittler and wood carver. Found at the Aszoclar Lode Mining Camp, Apophis Mountains. Prayers: *Devotion (free 14): Animate Bones, AC+18 Armorskin, -2 Blur Sight, Command Minor Undead, Create Minor Food, 1d6 Cure Light Wounds, 1d4+2 God's Fist at 6 rounds, 1d10+1 God's Missile, God's Sword at 5 rounds, Minor Escape, Minor Prayer, Mute, Reveal Hidden, Walk through Fire; Mystery (free 7): Animate Bodies, Banish Paralysis, Banish Spells, Deflect Magic, AC+30 Divine Armor, 2d8+1 God's Fire 10x10 FT, God's Serpent 2xHD5 Venom Snake, 1d10+2 Heal Wounds, Inflict Panic, Knock Out, Restore Sight; Majesty (free 4): Body Restoration, Creature's Form, 2d8+4 Cure Serious Wounds, Extraordinary Escape, Kill, Grand Crusade.*

Ablee Phoud, Gommacher Neighborhood Boss, male Gnome, 68 years, evil, Agility 12, Intelligence 17, Stamina 13, Strength 13, Will 19, hp17, SPM+1, Languages: Gnomish, Dwarvish (75%), Common (70%), Goblin (40%), Infernal Cant. Religion: Molarri, God of Gnomes (secondary Samael). Racial Abilities: Speak with animals (canine, feline, birds), Save +1 versus Domination/Mental Attack, TH+1 with Dirk/Rapier/Cutlass/Machete. Armor: Leather Armor AC+5, Leather Cap, Leather Arm Guards, Leather Leggings, small wood Shield AC+4 (*cold magic deflecting*). Weapons: poisoned Dirk, *Short Sword* +2 (fear blade), *Blowgun* +1, 20x Blow Darts (6x +1, 3x *paralyzing*, 2x *blinding*), Cudgel (*knockout*), *Javelin* +1, single-bladed *War Axe* +1 (*goblin cleaving*). Gear: *Dictatum's Pencil*, *Ring of Beasts*, *Spell Eating Ring* (Lesser, 1d20 roll GTET 12), *Daylight Lantern*, *Parchment of Amerigo*, *5x Dragon's Tooth Seeds*....continued next page

ABLEE PHOUND TO AELLORANBRU

Ablee Phound, continued... Knowledge: Competent Marsh man but avoids it when possible, good Mountain man, good with ciphers (invisible inks), outstanding scribe, good dyer and inker, competent forger, excellent with all kinds of money (counterfeit identifier), knows the accounting secrets of most of the important persons in the city, accomplished card counter, good at Gnomish dances. Description: Stands 3 FT 10 inches, long dark grey hair with tips dyed yellow, large forehead, black brows over silver eyes, small thin triangular nose, small black pointed moustache, small mouth, thin pointed chin. He has a small frame with a bit of a gut. He wears bright long-sleeve shirts, green or purple vests, dark red pants, red leather shoes, and a black beret embroidered with crossed lightning bolts.

Adalberth, Manager, Muckrunner Bunkhouse in Graulmwich, male Minotaur, 39 years, evil, Agility 13, Intelligence 16, Stamina 21, Strength 23, Will 16, hp32, SPM+1, Languages: Common, Minotaur, Thief's Cant (35%), Centaur (60%), Infernal Cant, foreign language. Religion: Samael. Description: He stands 7 FT 9, with a wide head, high forehead, thick brows over grey eyes, a long muzzle with brown nose, several silver-capped teeth, with a small black goatee. His horns are black streaked with ochre, each 16 inches long; his head/neck/upper back pelt is red-orange in color, and he has a jagged scar below his right ear. He wears a light green peasant's tunic, brown knee-length pants, moccasins, a black leather belt, and a wide-brimmed leather hat. Armor: Padded shirt, Leather Cap, Leather Armor (AC+8), Studded Leather Gauntlets (AC+3). Weapons: Dirk, Double-Bladed War Axe, Spiked Club, Throwing Stars. Gear: *1d8 Cure Wounds Potion*, *Flying Potion*, *Smee's Hogtie Rope*, *Ring of Locating*, *Ring of Healing* (hp1/minute). Knowledge: excellent marsh man, competent tracker, competent butcher, above average cook, very good at identifying edible and poisonous plants, good at field first-aid, likes hallucinogenic pipeweed, extensive knowledge of ribald limericks, exceptional at cursing, collects mystery novels.

Addanz Garlonn, Red Friar's Neighborhood Boss, male Human, Crusader L11, 49 years, evil, Agility 17, Intelligence 17, Stamina 17, Strength 15, Will 15, hp21, SPM+4, Languages: Common, Infernal Cant, foreign language. Religion: Lucifer. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Class Abilities: Dirk/Heavy Mace proficiency, Called critical hits (LVL-2/day at TH-3), Fight 3 foes at L6, Lay on Hands heal, Prayers at L5, Bar/Drive/Destroy Undead, Reincarnation, Resurrection. Armor: Steel closed-face *Helm AC+4*, *Plate Mail Armor AC+5* (reduced weight), Studded Leather Arm Guards, Studded Leather *Gauntlets AC+4* (missiles +2 TH), Chain Mail Waist Skirt, *Archery Gloves +2* (with bows). Weapons: gold-bladed *Dirk +1*, *Long Sword +1*, *Heavy Mace +2* (+2 damage, double damage versus Giant Insects), Staff, Short Bow, 30x War Arrows (8x +1, 2x +2, 2x flash powder arrow, *blinding gas arrow*), Hatchet (*door smashing*). Gear: *Ring of All Breathing*, *Blessed Surgeon's Needles*, *Silver Seal of Finding*, *Golem Copyist*, *Forever Flask of Poisons*, prayer beads, religious text, religious hymnal, religious ritual psalter, 5x *Unholy Water*, 3x *1d20 Cure Wounds Potions*, 2x *2d8 Cure Wounds Potion*, *Shapechanging Potion (Hill Giant)*, *Life Returning Salve*, *Salve versus Stoning* (petrification), Priest's scroll, 1000 GP gold chain, 850 GP platinum-sapphire Ring, 280 GP silver Armband, 120 GP copper-silver-amber Bracer. Knowledge: Good Marsh man and poor Mountain man, expert on religious rituals, extensive contacts among shrines and temples, good contacts among Healers, some contacts among bankers, good knowledge of hidden funds among the clergy, good knowledge of the mistresses among the clergy, good calligrapher, draws plants and birds, good card player, loves white wines and dislikes beers, poor drummer, extensive knowledge of historical chants and poems. Description: Stands 5 FT 9 inches with short cut black hair, a small forehead, thin black brows over light hazel eyes, a long thin nose, small mouth, small rounded chin with a close-cut black beard. He has a stocky frame and short legs, with an Unholy symbol tattoo on his right thigh and a ship tattoo on his left chest. He typically wears red or pink long-sleeved shirts, wide black belts with a 200 GP gold belt buckle, knee-length dark red pants, stockings, black leather shoes, and a long narrow black hat. Prayers: Devotions (free 12): *Armorskin AC+15*, *Blur Sight*, *Command Minor Undead*, *Compel Truth*, *1d8 Cure Wounds*, *1d8 God's Bolt*, *God's Sword*, *Minor Escape*, *Minor Prayer*, *Reveal Hidden*, *Speak to Animals*, *Sword Blessing*; Mysteries (free 8): *Animate Body*, *Aura of Calm*, *Banish Disease*, *Banish Spells*, *Create Major Food*, *1d12+4 Cure Wounds*, *Divine Armor AC+30*, *God's Hammer 20 rounds*, *1d12+2 God's Lightning Strike*, *Know Enemy*, *Release Undead*, *Restore Hearing*.

Aelloranbru, Hetman of the Muckrunner District, male Half-Elf, 104 years, evil, Warlock L12, Agility 19, Intelligence 16, Stamina 14, Strength 16, Will 16, hp18, SPM+1, Languages: Common, Infernal Cant, Elvish (70%), Centaur (60%), Lycanthrope (25%). Religion: Lucifer. Racial Abilities: Low Light Vision, navigation by stars, +50% versus becoming lost, Persuasion/Influence +1, TH+1 with Bows. Class Abilities: Dirk/Cutlass proficiency, Iron/Steel Limitations (LTET 25 pounds to cast spells), Spell and Attack in the same round (TH-3), Save +1 versus magic, Stealth bonus, Fight 3 foes at L5, Called critical hits (LVL-2/day at TH-3). Armor: *Leather Armor AC+14*, *Leather Cap AC+3*, *Leather Gloves AC+3* (+1 with missile weapons), studded leather *Arm Guards AC+2*, studded leather Leg Guards. Weapons: *Dirk+2*, silver-bladed *Rapier+2* (armor-ripping), 3x Throwing Knives (+2 damage), *Long Bow+1*, 40x *War Arrow+1*, Staff (*insect paralyzing*), *1d12 Fire Wand* (42), *Web Wand* (61). Gear: 2x (1000 pound) *Magic Bags*, *Traceless Shoes*, *Chain of Endurance* (Stamina+2), *Enchanted Figurine* (Gold Bee), *Floating Tent*, *Vision Crystal* (2000 yards, 37x), 2x *1d10 Heal Wounds Potion*, *2d8 Heal Wounds Potion*, 2x *Slippery Oil*, *Salve versus Undead*, *Salve versus Blindness*, 6x *Unholy Water*, *Enchanted Dutch Oven*. Knowledge: excellent Marsh man, competent Mountain man, outstanding archer (+2 with any bow, any range, +50 yard range), very good with crossbow (+1 any range), very good Bowyer and Fletcher, competent Tanner, competent guitar player, excellent knowledge of ales, good dart player. Description: He stands 6 FT 4 inches, should-length sandy hair, hazel eyes, thin grey brows, long thin upturned nose, dimples, wide thin mouth, grey goatee, slender frame. He wears a blue-aqua beret, silk shirts in bright colors, brown or tan slacks, ankle-high brown leather boots, he has a dark green Cloak with silver piping....continued next page

AELLORANBRU TO AMMAAR THORCASSES

Aelloranbru, continued... Spells Known: 9 free, *Bind Breath*, *Bind Weapon*, *Breath Shield*, *Displacement*, *Flame Up*, *Great Leap*, *Guard Self*, *Hero's Luck*, *Hero's Race*, *Hold Up*, *Ignite*, *Mage Torch*, *Mists of Fate*, *Object to Hand*, *Reveal*, *Spell Shield*. He has won several archery and crossbow contests over the past 20 years. He has a tame juvenile **Black Bear** (*Shadow*, HD4). He has an allergy to wine and gets knee pains when the weather changes (old injury).

Alaric Kolstar, Deputy Guildmaster, Ridge Runner Guild, male Human, Master Miner, 66 years, evil, Agility 14, Intelligence 16, Stamina 17, Strength 14, Will 17, hp21, SPM+2, Languages: Common, Trader's Cant, Infernal Cant. Religion: Dharo, God of Earth and Stone (secondary Asmodia). Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Armor: Steel closed-face Helm (*all breathing, all seeing*), *Leather Armor AC+6*, *Leather Arm Guards*, *Studded Leather Gauntlets AC+3*, *Leather Leg Guards*. Weapons: *Knife of Piercing*, 1d10 Miner's Mattock, silver-bladed *Short Sword +2*, Staff (+4 damage versus giant rodents). Gear: *Magic Hole 3 FT*, *Gorgosh's Dragon Bridle*, *Infrared Spectacles*, *Charm versus Shaman*, *Amulet of Luck* (+2, 10%), *1d10 Cure Wounds Potion*, Wizard's scroll, Priest's scroll. Knowledge: A poor Marsh man but very good Mountain man, expert miner, good ore assayer, journeyman smelter, very good with picks and mattocks (+2), expert with poisonous plants, competent poisoner, learning hypnosis, generally good at discerning falsehoods (+2), frequent brothel customer, talented amateur painter. Description: Stands 5 FT 4 inches with a bald head, wide high forehead, thin grey brows over brown eyes, a short wide nose, with a thick salt-pepper moustache and a wide mouth. He has a burly frame, wide shoulders, muscular torso, wide hips, and large hands. He has a dark tan, a double mattock tattoo on his left backside, and extensive burn scars on the back of his left leg. He wears dark blue turtleneck shirts, a purple-white leather vest, white leather belt, a purple-yellow-white kilt, long stockings, and white leather shoes. He is married to Mearvine Kolstar, Hetman of the Mortal District; he doesn't like Elves or Half-Elves.

Almot Proquay, Banker, male Dwarf, 106 years, evil, Agility 12, Intelligence 16, Stamina 14, Strength 13, Will 16, hp18, SPM+1, Languages: Common, Dwarvish, Gnomish, Elvish (45%), Infernal Cant. Religion: None. Racial Abilities: Infrared Vision, sense of direction underground, Save +1 versus Disease/Poison/Magic, Find Hidden Doors +1, TH+1 with War Hammers/Axes. Armor: None. Weapons: Dirk, War Hammer, single-bladed *War Axe +1*. Gear: *Ring of Regeneration* (hp1/5 minutes), *Pendant of Beauty*, *Earring of Telepathy*. Knowledge: Poor Marsh man, good Mountain man, journeyman printer, competent engraver, good mathematical ability (loan/interest), good accountant, excellent knowledge of currency and exchange, good knowledge of debts owed by important persons in the city, enjoys high cuisine, extensive knowledge of Elven wines, plays poker well, adequate at playing bridge, likes stage magic, follows horse racing. Description: Stands 4 FT 1 inch with short red hair, a wide wrinkled forehead, thin red brows over brown eyes, a long crooked nose, high cheeks, thin mouth with a reedy voice, and a red-grey beard. He has wide shoulders and a stocky frame with a beer gut and short legs. He has a red birthmark on his left neck, and scars on his right shoulder. He charges aliens additional interest.

Al Niethimes, Obby Neighborhood Boss, male Gnome, Shaman L5, 106 years, evil tending toward neutral, Agility 12, Intelligence 18, Stamina 12, Strength 13, Will 15, hp16, SPM+1, Languages: Common, Gnomish, Dwarvish (30%), Elvish (40%), foreign language (50%), Infernal Cant. Religion: None. Racial Abilities: Speak with animals (canine, feline, birds), Save +1 versus Domination/Mental Attack, TH+1 with Dirk/Rapier/Cutlass/Machete. Class Abilities: Dirk/Bow proficiency, Iron/Steel Limitations (LTET 25 pounds to cast spells), make Charms and Amulets. Armor: *Wizard's Robe AC16*, *Wizard's Hat AC6*. Weapons: gold-bladed curved Dirk (poisoned), *Short Sword +1*, Staff, *Hatchet +1*, *Stoning Wand* (22x), Short Bow, 35x War Arrows (3x smoke arrows, 2x *1d10 explosive arrow*, *Arrow of Paralysis*). Gear: *Nergod's Ring* (invisible to Undead), *Ring of the Invisible*, *Serpent Wand* (34x), *Flask of Endless Mead*, *Small Print Spectacles* (magnifies x10), *Glasses of Sight*, *Chain of Blindness*, *Bracelet of Tirelessness*. Knowledge: Poor Marsh and Mountain man, prefers urban environments to the outdoors, good dyer and inker, excellent Printer, extensive contacts at the Libraries and among Sages, extensive historical knowledge of the city, good historical knowledge about most important persons in the city, good at calligraphy, good at detecting forgeries, plays the bells. Description: Stands 3 FT 7 inches, he has a bald head, thin yellow brows over brown eyes, a small nose and mouth (two gold teeth), and a short manicured brown beard. He has a slender frame and long fingers. He wears long-sleeve dark shirts, a purple vest, brown pants, brown leather boots, and a red felt hat. Spells: Basic (free 8): *1d6 Attack* (Force), *Confuse Weapons*, *Dominate Person*, *Friends*, *Horga's Mage Block*, *Identify Magic Effects*, *Illusion*, *Minor Sleep*, *Remove Panic*, *Waken*; Lesser (free 5): *2d6 Attack* (Force), *1d6 Attack* (Acid, Cold, Fire, Lightning), *Arrow Volley 1d8 arrows at hp1d3*, *Aura of Heroism*, *Cloud the Mind*, *Disperse Magic*, *Gregor's Mage Drain*, *Hold in Place*, *Stun 1d12 rounds*. Morty Mol, an injured (cannot fly) **Giant Owl** lives at his printing shop (HD3, hp15, Beak 1d6, Intelligence 16).

Ammaar Thorcasses, Perrywinkle Neighborhood Boss, male Gnome, Master Barrister, 117 years, neutral tending towards evil, Agility 12, Intelligence 21, Stamina 15, Strength 12, Will 18, hp19, SPM+1, Languages: Common, Gnomish, Dwarvish (40%), Elvish (20%), Infernal Cant. Religion: Shodassa, Goddess of Justice, Oaths, Protection (secondary Amayon). Racial Abilities: Speak with animals (canine, feline, birds), Save +1 versus Domination/Mental Attack, TH+1 with Dirk/Rapier/Cutlass/Machete. Armor: None. Weapons: *Dirk +1*, *Short Sword* (poisoned), *Light Mace +2* (*paralyzing*). Gear: *Ring of Escapes*, *Stone of Truth Telling*, *Potion of Truthfulness*, *Potion of Oaths*, Wizard's scroll (4x Geas). Knowledge: Poor Marsh man and poor Mountain man, expert with diabolic law, good with court procedures, good at persuasion, good with bribes, extensive knowledge of the legal issues of the important persons in town, good knowledge of who is bribing who in town, has numerous persons he is bribing, good contacts among banks and court employees,...continued next page .

AMMAAR THORCASSES TO BART O'KERRIWOG

Ammaar Thorcasses, continued... Description: Stands 3 FT 11 inches with thick salt-pepper hair, a high wrinkled forehead, grey brows over black eyes, a thin crooked nose, wide mouth, and long chin. He has a thin frame and short legs. He wears a long-sleeved black shirt, black trousers, polished black shoes, and a bowler, sometimes he wears a black cloak with gold trim and an ermine collar.

Arkanda, King of Numbers, male Human, 43 years, evil tending toward neutral, Agility 12, Intelligence 16, Stamina 14, Strength 13, Will 17, hp18, SPM+1, Languages: Common, Trader's Cant (50%), Gnomish (15%), foreign language, Infernal Cant. Religion: Pithius. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Armor: *Cloak of Disguise*. Weapons: *Dirk +2*, *Cutlass +1 (hand cleaving)*, Cudgel, Light Mace (*knockout*). Gear: *Amulet of Luck (+2, 10%)*, *Earring of Telepathy*, *Locket of Calling*, *Frictionless Oil*, *Shapeshifting Potion* (Gnome), *Armorskin Potion AC+18*. Knowledge: Poor Marsh man and Mountain man, excellent odds maker, good handicapper of chariots and horses and gladiators, extensive knowledge of betting systems, extensive knowledge about bookies and gamblers in the city, good files about the betting histories and debts of important persons in the city, good contacts among gladiators and jockeys, has many debts and blackmail payments, familiar with many kinds of currency and currency values, partial to stout beers, likes opera, poor singing voice, good knowledge of drinking songs. Description: Stands 5 FT 2 inches, balding with a few thin brown hairs on top, large ears, thin brown brows over green eyes, long thin nose, dark brown moustache, small mouth, with a thin brown goatee (somewhat nearsighted, may wear spectacles). He has a burly frame with the start of a beer gut, long supple hands, and large feet. He wears a white-grey striped tunic, dark grey leather belt with a 250 GP silver buckle, dark grey pants with a black stripe, and grey leather shoes, with a black derby hat and dark brown cloak.

Aunlor Chirmial, Stumpy Neighborhood Boss, male Elf, 172 years, Master Engineer, evil tending toward neutral, Agility 12, Intelligence 19, Stamina 16, Strength 14, Will 18, hp20, SPM+3, Languages: Common, Elvish, Dwarvish (80%), Centaur (30%), Harpy (40%), Infernal Cant. Religion: Lupanno, God of Crafts and Making (secondary Pithius). Racial Abilities: Low Light Vision, navigation by stars, +50% versus becoming lost, Persuasion/Influence +1, TH+1 with Bows. Armor: *Chain Mail Hood AC+2*, *Chain Mail Armor AC+6*, Leather Arm Guards, Leather Gauntlets, Studded Leather Waist Skirt, small wood *Shield AC+3*, yellow leather *Gloves versus Electricity*. Weapons: *Dirk of Spiders +2*, gold-bladed Short Sword, *Hornet Dart*, *Sling +1*, 40x Shot (5x *Knockout Shot*). Gear: *Skyhook*, *Quiet Ring*, *Spectacles of Kent*, *Locket of Truthfulness* (not worn), *Gergale's Charm* (versus mental control/domination), *Id10 Cure Wounds Potion*, *Burn Salve*, *Salve of Regeneration*. Knowledge: Poor Marsh man, very good Mountain man, excellent engineer especially with bridges, good architect specializing in towers and foundations, competent miner, excellent spelunker, amateur astronomer, partial to ales, good bowler, collects ornate pewter vessels, dislikes Goblins and Giants. Description: Stands 6 FT 7 inches with thin silver hair and a balding top, he has a small forehead, silver brows over blue eyes, a long thin nose, a long thin moustache, wide mouth with gold tooth, and a small chin with thin silver goatee. He has thin shoulders and a wiry frame with long legs and large feet. He usually wears a light metal ring tunic over a white shirt, black leather belt, dark wool pants, and high black leather boots, with a black derby hat.

Bannerban, South Angle Neighborhood Boss, male Human, Master Tanner, 60 years, evil tending towards neutral, Agility 13, Intelligence 17, Stamina 17, Strength 13, Will 16, hp21, SPM+2, Languages: Common, Trader's Cant, Infernal Cant, foreign language (70%), Minotaur (20%). Religion: Samael. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Armor: *Leather Cap AC+3*, *Leather Armor AC+5*, Leather Arm Guards, Studded Leather Gauntlets, Studded Leather Leg Guards, medium wood *Shield AC+3 (2/day levitation, 10 minutes)*. Weapons: *Dirk +2* (poisoned), *Ghost Knife*, *Doppelgard +2* (shapeshifting weapon type), silver-headed War Hammer, Spear (double damage versus mammal beasts). Gear: 6x *Hell Cakes*, *Fire-Tipped Stick*, *Lock Picks +1*, field first aid kit (+hp2), *Frightful Mask*, 4x *Unholy Water*, *Memory Stone*, *Id10 Cure Wounds Potion*, *2d8 Cure Wounds Potion*, 2x *Disease Antidote*, *Salve versus Rotting*, *Salve versus Cold and Freezing*. Knowledge: Good Marsh man and competent Mountain man, good trapper, excellent tanner, good leather worker, competent dyer, amateur taxidermist, collects unusual pelts and hides, excellent contacts among the Fire Service, good contacts among leather and dye workers, good contacts among mountain trappers, knows the current marsh and mountain rumors, fears incorporeal Undead. Description: Stands 5 FT 4 inches with a bald head, wide wrinkled forehead, thin black brows over hazel eyes, long crooked nose, small mouth, and a thin black beard. His skin is dark and tanned, he has wide shoulders and chest, smaller hips, and longer legs with small hands. He wears a red leather shirt edged in silver, black leather belt, knee-length tan leather pants, and brown (spotted) leather boots, and black leather beret, with an ermine fur cloak.

Bart O'Kerriwogg, Barrister, male Human, 46 years, evil, Agility 12, Intelligence 19, Stamina 12, Strength 13, Will 14, hp16, SPM+0, Languages: Common, Elvish, Dwarvish (40%), Centaur (60%), Djinn (25%), Infernal Cant. Religion: Shesho, God of Order and Evil. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Armor: *Enchanted Vest AC5*, *Leather Gloves AC4*. Weapons: Gold-bladed Dirk, Light Mace. Gear: *Life Detecting Ring*, *Id8 Cure Wounds Potion*, *Invisibility Potion*, *Poison Antidote*. Knowledge: Poor Marsh man and poor Mountain man, excellent knowledge of court procedures, good knowledge of Diabolic law, good orator, good at persuasion (+2), understands contracts, good relationship with several Magistrates, chariot racing and boxing fan, likes Elvish wines, poor darts player, likes jigsaw puzzles. Description: Stands 5 FT 8 inches with dark brown (dyed) hair, a wide forehead,...continued next page

BART O'KERRIWOG TO BRAETHERN CRI

Bart O'Kerriwoff, continued...large long nose, high cheeks, large mouth with one gold tooth, he has a close cropped brown beard. He has wide shoulders and a portly figure, large hands, and shorter legs. He wears frilly white shirts under a light purple vest, a black leather belt with a 200 GP gold book-shaped Buckle, knee-length black pants, long stockings, polished black leather shoes, a knee-length purple frock, a dark bowler hat, and carries an umbrella (stiletto in the handle). He is known for having a prickly personality and a large ego.

Bessie Lamadrose (aka Bess the Terrible), **Deputy Guildmaster, Ridge Runner Guild**, female Elf, Shaman L9, 42 years, evil, Agility 16, Intelligence 20, Stamina 14, Strength 12, Will 14, hp18, SPM+3, Languages: Common, Elvish, Efreet (40%), Infernal Cant. Religion: Samael. Racial Abilities: Low Light Vision, navigation by stars, +50% versus becoming lost, Persuasion/Influence +1, TH+1 with Bows. Class Abilities: Dirk/Bow proficiency, Iron/Steel Limitations (LTET 25 pounds to cast spells), make Charms and Amulets. Armor: *Wizard's Robe AC22, Wizard's Hat AC10, Leather Gauntlets AC+3* (3/day Strength +3, 15 minutes), *Belt of Protection* (AC+2, saving rolls +2). Weapons: 2x Dirk, *Scimitar +2*, Spear, *Javelin +1* (double damage), 3x Throwing Stars (1x *Star of Slaying*, 5x). Gear: *Armor Lessening Wand AC-12* (48x), *Wand of Delithin* (trap detecting), *Daylight Lantern*, *Sky Hook*, *Magic Bag* (800 pounds), 2x *1d10 Cure Wounds Potion*, *Salve versus Stoning*, 2x *Universal Antidote*, 4x *Unholy Water*, *Oil of Slipperiness*, 800 GP gold Hair Pin, 3150 GP gold-amber-pearl Choker, 620 GP silver Earrings, 2840 GP gold-diamond-sapphire Brooch, 200 GP silver Ring, 620 GP platinum Ring, 500 GP gold-jade Armband, 1070 GP gold-ruby Bracelet. Knowledge: Competent Marsh woman and outstanding Mountain woman, good at field first aid (hp+2), good tracker, extensive knowledge of land beasts, excellent knowledge of mountain geography, extensive knowledge about dragons, good spelunker, makes various fermented drinks from saps and plant mash, good alto singer, started in a city brothel. Description: Stands 6 FT 3 inches with shoulder-length auburn hair, small forehead, long thin nose, pointed ears, high blush cheeks, and a thin mouth. She has wide shoulders, a substantial bust, wider hips, long legs, and large feet. She has a dove tattoo on her left arm and a crossed crook tattoo on her right ankle. She wears long dark green leaf-print dresses with a silver belt, yellow hose, and dark green leather shoes, a wide yellow-gold hat, and wears a gold-grey hooded cloak. Spells: Basic (free 14): *1d6 Attack* (Force), *Detect Life's Forces*, *Confuse Weapons*, *Detect*, *Dominate Person*, *Identify Magic Effects*, *Jaco's Mesmerize*, *Illusion*, *Remove Confusion*, *Remove Panic*, *See Enchantments*, *Waken*; Lesser (free 11): *2d6 Attack* (Force), *1d6 Attack* (Acid, Cold, Fire, Electricity), *Arrow Volley 1d8 at 1d3*, *Aura of Heroism*, *Cloud the Mind*, *Disperse Magic*, *Dominate Creature*, *Gregor's Mage Drain*, *Hold in Place*, *Stun 1d12 rounds*, *True Sight*; Greater (free 7): *2d6 Attack* (Acid, Cold, Fire, Electricity), *Astral Gate*, *Clone Person*, *Geas*, *4d12 Meteor Cluster 50x50*, *Minor Time Walk*, *Spell Permanency*, *Soul Transfer*, *Teleportation*.

Blair Rey, Owner, Big Blair Rey's Outfitters, Warlock L11, male Half-Elf, 112 years, evil (neutral, wears a silver *Ring of Aura Adjustment* to hide), Agility 16, Intelligence 20, Stamina 16, Strength 13, Will 15, hp20, SPM+2, Languages: Common, Elvish, Centaur, Minotaur, Infernal Cant, Merchant's Cant, foreign language. Religion: Samael (Khurmo, God of Animals and Herders). Racial Abilities: Low Light Vision, navigation by stars, +50% versus becoming lost, Persuasion/Influence +1, TH+1 with Bows. Class Abilities: Dirk/Cutlass proficiency, Iron/Steel Limitations (LTET 25 pounds to cast spells), Spell and Attack in the same round (TH-3), Save +1 versus magic, Stealth bonus, Fight 3 foes at L5, Called critical hits (LVL-2/day at TH-3). Description: He stands 6 FT 5, with long silver-blond hair often worn braided (200 GP silver-turquoise clasp), he has a long face with high thin brows, silver eyes, a long thin nose, and a pointed chin that looks unshaved. He wears short-sleeved green tunics over knee-length brown/tan leather pants, low-top leather shoes, and a large hat. Armor: Padded Shirt, Leather Hood AC+2, Leather Armor AC+5, Leather Arm Protection, Studded Leather Gauntlets AC+3 (*TD+4 versus Snakes and Reptiles*). Weapons: Dirk +1, Staff, Long Bow (30x War Arrows), *Machete +1*. Gear: *1d10 Cure Wounds Potion*, *Rodent Repelling Powder*, *Bang Powder*, *Salve against Stoning*, *Traceless Boots*, *Mirror Locket*, *Ring of Invisibility to Undead*. Knowledge: outstanding marsh man, excellent with ciphers and codes, proficient at observation, above average ability at chess, collects centaur art, is very good with thrown axes and knives (+2 TH). Found on Caimanland island; Blair is an intelligence agent for {city/country in the Games Master's campaign} and has a network of eighteen informants in the marsh and in Glasya-Labolas (Lalgon suspects but is very loyal to Blair); he generally hides his Warlock abilities. Spells: free 13, *Bind Breath*, *Bind Tongue*, *Bind Weapon*, *Breath Shield*, *Displacement*, *Flame Up*, *Great Leap*, *Hero's Race*, *1d8 Icy Spray*, *Mage's Torch*, *Mists of Fate*, *Object to Hand*, *Reveal*.

Braethern Cri, Chillingham Neighborhood Boss, female Half-Elf, Wizard (Air, Fire) L12, 55 years, evil tending towards neutral, Agility 14, Intelligence 19, Stamina 13, Strength 12, Will 18, hp17, SPM+5, Languages: Common, Elvish (65%), Infernal Cant, Arcanan, foreign language (55%). Religion: Balarama, Goddess of Knowledge and Magic (secondary Lucifer). Racial Abilities: Low Light Vision, navigation by stars, +50% versus becoming lost, Persuasion/Influence +1, TH+1 with Bows. Class Abilities: Dirk/Staff proficiency, Iron/Steel Limitations (LTET 25 pounds to cast spells). Armor: *Wizard's Robes AC30*, *Ring of Protection +2*. Weapons: silver-bladed *Dirk +1*, *Rapier +2* (*Crusader Bane*), Long Bow, 50x War Arrows (15x +1, 8x +2, 3x smoke arrows, *4d10 Crater Arrow*), Staff (+2 damage versus Humans). Gear: 2x *Magic Bag* (1000 pounds), *Spectacles of Kent*, *Armoire Charm*, 2x *1d10 Cure Wounds Potion*, 3x Wizard's scroll, 5000 GP platinum-ruby-emerald Locket, 2x 1000 GP gold Rings, 2200 GP pearl Necklace, 500 GP bronze-amber Armband, 6400 GP gold-diamond Tiara. Knowledge: poor March woman, poor Mountain woman, prefers cities to the outdoors, extensive knowledge of enchanted items (+3 to identify items as enchanted, +2 to identify the item), good knowledge of enchanting rituals, good knowledge of ancient literature, good at ciphers. Description: Stands 6 FT with waist-length yellow-gold hair, gold brows over brown eyes, long thin upturned nose, small chin, wears a lot of make-up. She has wide shoulders, a substantial bust, and moderate waist, with very long legs. She wears her robes with a black leather belt, black leather sandals, and often carries a parasol (*Wand of Death Rays* {14} hidden in the handle)...continued next page

BRAETHERN CRI TO CARONNIUS VANCK

Braethern Cri, continued...Spells: Basic (20 free): *1d6 Attack* (Lightning, Fire), *Call Breezes*, *Call Flames*, *Command Fires*, *Consume*, *Detection*, *Double*, *Flare*, *Foul Wings*, *Illusory Appearances*, *1d12 Magic Grenade*, *Putrid Scents*, *Remote Push*, *See Invisible*, *Smokescreen*, *Target Missiles*, *Waken*; Lesser (16 free): *2d6 Attack* (Lightning, Fire), *1d6 Attack* (Cold, Acid, Force), *Acrobat's Guile*, *Area Silence*, *Blindness*, *Breathe Poisonous Fumes*, *Choke*, *Darkness Zone*, *Daylight*, *Disperse Magic*, *Fire Ring*, *3d6+5 Hailstorm 20x20*, *Hide Object*, *Invisibility*, *Remove Air*, *Shield versus Fire*, *Swift Feet*, *Vision*; Greater (12 free): *2d6 Attack* (Cold, Acid, Force), *All-Seeing Eyes*, *Banshee's Wail*, *Confusion*, *Eye on the Wall*, *3d8 Fire Hail 20x20*, *Flight*, *Magic Gate*, *2d8 Magic Timed Blast*, *Planar Transport*, *Protective Wards*, *Summon Djinn*, *Teleportation*, *Wall of Fire*, *Wall of Force*.

Breen Jack, Distillers Row Neighborhood Boss, male Human, Master Brewer, 56 years, evil, Agility 13, Intelligence 18, Stamina 13, Strength 14, Will 18, hp17, SPM+0, Languages: Common, Trader's Cant, Dwarvish (50%), Infernal Cant. Religion: Varatha, Goddess of Merriment and Music (secondary Samael). Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Armor: Chain Mail Hood AC+2, Chain Mail Armor AC+6, leather Gloves, leather Leggings. Weapons: 2x Dirks, *Machete +1*, *Spear +1 (returning)*, *Bucher's Cleaver* (+3 versus Beasts, 1d8 versus Beast/1d4 other). Gear: . Knowledge: Competent Marsh man and poor Mountain man, outstanding brewer, good vintner and winemaker, competent glassblower, competent farmer (grains), very good at nine pins. Description: Stands 5 FT 3 inches with long greying hair worn in a ponytail, he has a large wrinkled forehead, thick grey brows over lavender eyes, short thin nose, wide mouth with a silver tooth. He has a portly frame. He wears long-sleeve shirts in blue, a dark brown vest, long brown pants, and brown leather shoes, he often wears a long leather apron.

Brutus Hektor Sparien, male Human, Rascal L9, General Manager at Uldanor's Boat Yard in Graulmwich, 46 years, neutral, Agility 19, Intelligence 16, Stamina 14, Strength 13, Will 13, hp18, SPM+1, Languages: Common, Merchant's Cant, Thief's Cant, Gnomish, Infernal Cant, foreign language. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Class Abilities: Dirk/Rapier proficiency, Armor Limitations (no Breastplate/Backplate, Plate Armor, Steel Helm, Medium/Large Shield), No weapon larger than a Cutlass, TH+1 Saber/Rapier, TH+2 fighting with 2 Dirks, TH-2 any two-handed weapon, Bonus for stealth/picking locks/disarming traps, Called critical hits (LVL-2/day at TH-3), Fight 3 foes at L5. Description: He stands 6 FT 2, he has a long face, thick short-cut black hair, thin brows, grey eyes, a thin upturned nose, thin lips, short-cut black beard, darting sneaky eyes. He has a thin wiry frame and long legs, very long delicate fingers. He wears mottled green/tan tunics, tan pants, moccasins, a black leather belt with a 40 GP silver-topaz boar's head buckle, and a black beret. Armor: Padded Shirt, open steel Helm, Studded Leather Armor, Leather Arm Protection, Leather Gloves AC+2 (TH+4 unarmed combat). Weapons: *Dirk +2*, *Rapier +2 (Armor Ripper)*, Throwing Knives. Gear: *Shapechanging Potion* (Giant Snapping Turtle), *1d8 Cure Wound Potion*, *Ring of Protection versus Poisons*, *Sky Hook*. Knowledge: A poor marsh man, excels at Rapier (+1 TH), very stealthy (+2), outstanding Boatwright and designer, excellent fisherman, above average cook, exceptional reader (collects modern foreign-language fiction), an excellent backgammon player, poor chess player. He has a female cat, Abbigall. He supplies off-book boats to several smugglers (Red John, Welton the Long, Turatalagos, Vera Cannes).

Burly Stenn, Blacksmith, male Dwarf, 119 years, evil, Agility 14, Intelligence 13, Stamina 19, Strength 18, Will 13, hp23, SPM+3, Languages: Common, Dwarvish, Gnomish, Infernal Cant. Religion: Dergavi, God of Dwarves. Racial Abilities: Infrared Vision, sense of direction underground, Save +1 versus Disease/Poison/Magic, Find Hidden Doors +1, TH+1 with War Hammers/Axes. Description: He stands 4 FT 4 with short-cropped red hair, thick red brows, a wide face, big round nose, several missing teeth, a dark red moustache, and a long red beard streaked with grey. He wears a thick leather shirt, leather pants, black high top boots, a 45 GP short silver chain with a Dergavi holy symbol, and a black leather cap. Armor: Padded Shirt, open steel Helm, chain mail Arm Protection, Chain Mail Armor AC+5, steel Gauntlets AC+2. Weapons: *Dirk +1*, single bladed silver War Axe, *War Hammer +2* (Boljaskor, Intelligence 15, Will 14, Spell Holder: *1d12 Lightning* 2/day, *1d10 Fireball* 2/day). Gear: *Armorskin Potion AC+12*, *1d10 Cure Wounds Potion*, *Poison Antidote*, *Telekinesis Ring*, *1000# Magic Bag*, *Mosho's Mask*. Knowledge: expert Blacksmith, competent weapon smith, good swimmer, journeyman forger, keeps an extensive journal. He is also an excellent artificer, especially with Dwarven-made objects but does not advertise this skill. Found on Caimanland island.

Caribreaga, Type 6C Devil, Diabolic Overseer of the Muckrunner District

Caronnius Vanck (aka Cory V), **The Throat Neighborhood Boss**, male Human, Seer and Shaman L8, 48 years, evil, Agility 12, Intelligence 20, Stamina 17, Strength 12, Will 20, hp21, SPM+7, Languages: Common, Arcanan, Elvish (50%), foreign language (70%), Djinn (30%), Infernal Cant. Religion: Nariglo, God of Revenge and Death (secondary Samael). Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Class Abilities: Dirk/Bow proficiency, Iron/Steel Limitations (LTET 25 pounds to cast spells), make Charms and Amulets. Armor: *Wizard's Robe AC18*, *Wizard's Hat AC8*, red leather *Gloves AC+4*. Weapons: *Long Sword +1 (protection AC+4, saving rolls +2)*, *2d8 Frost Staff* (42x), *Wand of Killer Hares* (HD3, 1d8 bite, 57x), *Spell Storing Ring* (12x 2d8 Fireball, 8x 1d12+2 Lightning Bolt). Gear: *Ring of the Invisible*, *Ring of Discernment*, *Infrared Spectacles*, *Enchanted Pavilion*, *Aymeer's Bridle*, *Getter's Ingredient Pouch*, *Magic Bag* (800 pound), *Telekinesis Wand*, *Crystal Ball*, *Linked Tarot Cards*,...continued next page

CARONNIUS VANCK TO CLELAND

Caronnius Vanck, continued... *1d12 Cure Wounds Potion, Potion of Invisibility, Potion of Youth, Love Potion, Seer's Potion*, 2150 GP gold-jade Necklace, 400 GP silver Earrings, 2x 500 GP Rings, 1325 GP platinum-diamond-pearl Ring, 820 GP silver-garnet Bracelet. Knowledge: Adequate Marsh man and Mountain man, has occasional/infrequent true visions (mostly is a con artist faking visions, vision on 1d100 roll GTET 98 checked daily), good network of spies in the Mortal District, good contacts among the death cult and death mages, extensive blackmail files on important persons in the city, good historical knowledge of prophets and prophecies, excellent showman, good portrait artist, excellent at freehand drawing and caricature, journeyman mapmaker, adequate at making parchment, collects ancient pottery. Description: Stands 5 FT 3 inches with long dark brown hair, small forehead, thick brown brows over green eyes, a thin small nose, thin mouth, and long flowing dark brown beard. He has wide shoulders, a stocky frame and a bit of a beer gut; he has the seer's glyph tattooed on the backs of both hands, he hates cats. He wears either a Wizard's hat or a bright blue turban (1260 GP gold-sapphire Pin), brightly-colored robes, red gloves and polished red leather shoes, and carries a large leather satchel of fortune-telling supplies. Spells: Basic (free 17): *1d6 Attack (Force), Besting Chance, Confuse Weapons, Dominate Animal, Identify Magic Effects, Jaco's Mesmerize, Levitation, Illusion, Mind Speech, Minor Sleep, Remove Panic*; Lesser (free 13): *1d6 Attack (Cold, Acid, Fire, Electricity), 2d6 Attack (Force), Aura of Heroism, Bar Good and Evil, Cloud the Mind, Disperse Magic, Dominate Creature, Hold in Place, Stun, True Sight*; Greater (free 10): *2d6 Attack (Cold, Acid, Fire, Electricity), Astral Gate, Geas, 4d12 Meteor Cluster 50x50, Minor Time Walk, Reincarnation, Soul Transfer, Teleportation*.

Caxingennius, Priest of Lucifer, **Type 5B Devil**, found in the Lucifer Shrine on Caimanland island.

Charoin "Troll" Werndaag, owner Dwarf's Root Tavern, Warrior L6, male Dwarf, 110 years, evil, Agility 17, Intelligence 14, Stamina 19, Strength 15, Will 15, hp23, SPM+1, Languages: Common, Dwarvish, Infernal Cant, foreign language. Religion: Lucifer. Racial Abilities: Infrared Vision, sense of direction underground, Save +1 versus Disease/Poison/Magic, Find Hidden Doors +1, TH+1 with War Hammers/Axes. Class Abilities: Dirk/Long Sword proficiency, 2 Attack/round if 4 Levels higher than opponent (3 if GTET 7 Levels), Strike at 3 foes (GTET Level 3), TH+1 versus Humanoids (+2 GTET Level 4), Called critical hits (LVL/day at TH-3). Description: He stands 4 FT 2, with white hair streaked with rust and a balding forehead, he has thick white brows over grey eyes, drooping ears, a short wide nose that was broken, high jowls, and thick long white beard; his skin is mottled with warts and creases and lines (repulsive, -3 reaction). He has a thick neck, wide should, no hips, and short legs, with thick gnarled hands. He wears dark silk shirts under a leather poncho under a brown leather belt, he has a black-green kilt and high black leather boots. He is always smoking long and very stinky cigars. Armor: Padded Shirt, Padded Cap, closed steel Helm, Chain Mail Arm Protection, steel Breast Plate AC+6, steel Gauntlets AC+4, Chain Mail Waist Skirt. Weapons: poisoned *Dirk* +2, Double Bladed *War Axe* +1, Throwing *Axe, Javelin* +2 (returning, double damage versus Giants), Short Bow (25x poisoned War Arrows). Gear: *True Sight Potion, 1d12 Cure Wounds Potion, 3x Bean Stalk Seeds, Far Seeing Spectacles, Daylight Lantern, Ring of Joth (versus Illusions)*. Knowledge: below average marsh man, competent Brewer, good Distiller, excellent with thrown Axes (+2 TH), journeyman skill with the Harp, good dancer, competent juggler, loves brandy, good tobacconist. Usually found in Graulmwich. He keeps three birds in cages in the tavern (one is a shapechanged **Type 5A Devil**).

Chemmu Strop, Priestess of Lucifer L8, female Human, 42 years, evil, Agility 14, Intelligence 16, Stamina 14, Strength 12, Will 16, hp18, SPM+5, Languages: Common, Infernal Cant, foreign language. Religion: Lucifer. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Class Abilities: Dirk/Mace proficiency, Perform prayers, Lay on Hands heal, Bar/Drive/Destroy Undead, Reincarnation, Resurrection. Description: She stands 5 FT 8 with short cut brunette hair, thin brows, a thin curved nose, small lips, an unholy symbol is tattooed on her right cheek. She has a large bust, moderate hips, and long legs. She usually wears long short-sleeve red or purple dresses and purple slippers (a Priestess Robe in the shrine), and carries an expensive leather satchel (shoulder strap). She wears an 830 GP pearl necklace, a 1360 GP gold-amber-topaz bracelet, and wears a 160 GP silver-sapphire Ring on her left hand. Armor: *Priestess Robes* (AC20). Weapons: *Dirk, Staff* +1, *Light Mace* +2 (double damage versus corporeal Undead). Gear: *Brainstorm Cordial* (INT+5), *Liqueur of Heroism, Potion of Youth, Thief's Charm* (+3 picking locks, disarming traps), *Necklace of Returning, Targeting Gloves TH+2* (missiles). Knowledge: competent marsh woman, extensive knowledge of the history of Lucifer's worship, expert at religious rituals, good at sketching (charcoal), partial medical training, competent at mixing draughts. Found at the Shrine of Lucifer on Caimanland island. Prayers: *Devotion, free 11: Animate Bones, AC+18 Armorskin, -2 Blur Sight, Command Minor Undead, Create Minor Food, 1d6 Cure Light Wounds, 1d4+2 God's Fist at 6 rounds, 1d10+1 God's Missile, God's Sword at 5 rounds, Minor Escape, Minor Prayer, Mute, Reveal Hidden, Walk through Fire; Mystery, free 7: Animate Bodies, Banish Paralysis, Banish Spells, Deflect Magic, AC+30 Divine Armor, 2d8+1 God's Fire 10x10 FT, God's Serpent 2xHD5 Venom Snake, 1d10+2 Heal Wounds, Inflict Panic, Knock Out, Restore Sight; Majesty, free 4: Body Restoration, Creature's Form, 2d8+4 Cure Serious Wounds, 4d8+4 God's Brimstone 25x25 FT {fire}, Extraordinary Escape, Grand Crusade*.

Cleland, Iron Gaol Neighborhood Boss, formal Gaol Warden, Rascal L10, male Dwarf, 94 years, evil, Agility 18, Intelligence 18, Stamina 16, Strength 13, Will 16, hp20, SPM+1, Languages: Common, Dwarvish, Gnomish (40%), Infernal Cant. Religion: None. Racial Abilities: Infrared Vision, sense of direction underground, Save +1 versus Disease/Poison/Magic, Find Hidden Doors +1, TH+1 with War Hammers/Axes. Class Abilities: Dirk/Rapier proficiency, Armor Limitations (no Breastplate/Backplate, Plate Armor, Steel Helm, Medium/Large Shield), No weapon larger than a Cutlass,...continued on next page

CLELAND TO CORATHARIO

Cleland, continued... TH+1 Saber/Rapier, TH+2 fighting with 2 Dirks, TH-2 any two-handed weapon, Bonus for stealth/picking locks/disarming traps, Called critical hits (LVL-2/day at TH-3), Fight 3 foes at L5. Armor: Chain Mail Hood AC+4, Leather Armor AC+8, Leather Arm Guards, Studded Leather Gauntlets AC+4 (4/day 1d8 Burning Hands), Studded Leather Leg Guards, small wood Shield AC+4 (3/day 1d6 Shield Bash with attack). Weapons: 2x Dirks, Short Sword +1, Rapier +2 (Sword Breaking), Short Bow +1, 40x War Arrows (14x +1, 5 +2, 4x smoke arrows, 1d12 explosive arrow, Entangling Net Arrow), silver-headed Light Mace +1 (light giving), Staff. Gear: magnetic compass, 6x Unholy Water, Flask of Ever Flowing Sweet Water, Water Walking Sandals, Folding Boat, leather Bracers of Great Jumping, Ahab's Storm Dust, 2x 1d10 Cure Wounds Potions, 2x 2d8 Cure Wounds Potions, Disease Antidote, Venom Antidote, 2x Wizard's scrolls. Knowledge: Poor Marsh man and a poor Mountain man, excellent at unarmed combat (+3), good lock smith, good with most tools, some knowledge of diabolic law, good contacts among the City Watch and Gaol guards, excellent knowledge of gaol procedures and layouts, good knowledge of gaol prisoners, good friends with several magistrates, part owner of a local brothel, often bets on dog and chariot races, competent card player (bridge). Description: Stands 4 FT with dark black hair ringed a bald dome, thick black brows over dark blue eyes, a wide round nose, thick black moustache, a wide mouth, and a long dark grey beard. He has a stocky frame with large hands and feet, several old scars are on his upper left arm and he is missing one finger on his right hand. He fights left-handed. He wears a green leather shirt, black leather belt, a blue-red-green kilt over black wool leggings, and black leather shoes.

Colin Bawold Leffs, Library Headmaster, male Dwarf, 72 years, evil tending towards neutral, Agility 12, Intelligence 18, Stamina 14, Strength 14, Will 15, hp18, SPM+3, Languages: Common, Dwarvish, Centaur (70%), foreign language (65%), foreign language (30%), Infernal Cant. Religion: Samael. Racial Abilities: Infrared Vision, sense of direction underground, Save +1 versus Disease/Poison/Magic, Find Hidden Doors +1, TH+1 with War Hammers/Axes. Armor: Enchanted Robes AC14. Weapons: Dirk (poisoned), Staff +1 (double damage), Cudgel, silver-headed War Hammer. Gear: Locket of Calling, Mirror Locket, Getter's Incredible Pouch, Smeel's Hogtie Rope, Pelk's Bestiary, Alchemy Index, Key of Knowledge, Language Libram, Ring of Miraculous Escapes (20x). Knowledge: Poor Marsh man and poor Mountain man, excellent researcher, excellent knowledge of all libraries in the city, good book binder, excellent calligrapher, good at handwriting analysis, extensive knowledge of historical writing styles, journeyman printer and inker, some knowledge of historical parchments and papers, collects coins, amateur juggler, extensive knowledge of dirty jokes. Description: Stands 4 FT 1 inch with a balding head surrounded by long red hair, a wide wrinkled forehead, red-grey brows over blue eyes, a large round nose, wide mouth missing a tooth, and a long red-grey beard. He has a stocky frame going to paunch, small hands, and large feet. He has (disease) scars on the right side of his face, a burn on the back of his left hand, and is missing part of his right pinky finger. He wears aqua-dark blue robes, a black leather belt, brown leather sandals, and a black-gold hooded cloak. He dislikes most of the alien races in the city.

Connir Finnrock (aka Finnigan), **Sinner's Tower Neighborhood Boss**, Rascal 11, male Human, 52 years, evil, Agility 19, Intelligence 17, Stamina 15, Strength 13, Will 16, hp19, SPM+0, Languages: Common, Trader's Cant (60%), Thief's Cant, Alchemist's Slang, Infernal Cant. Religion: Nariglo, God of Death and Revenge (secondary Lucifer). Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Class Abilities: Dirk/Rapier proficiency, Armor Limitations (no Breastplate/Backplate, Plate Armor, Steel Helm, Medium/Large Shield), No weapon larger than a Cutlass, TH+1 Saber/Rapier, TH+2 fighting with 2 Dirks, TH-2 any two-handed weapon, Bonus for stealth/picking locks/disarming traps, Called critical hits (LVL-2/day at TH-3), Fight 3 foes at L5. Armor: Leather Hood AC+4, Studded Leather Arm Guards, Leather Gloves AC+4, Leather Armor AC+6, Studded Leather Leg Guards, small wood Shield AC+5 (reduces breath weapon damage by 75%). Weapons: Dirk (+1 when thrown, returning), 4x Throwing Stars (2x +1, poisoned), Rapier +3 (sword breaker), single-bladed War Axe +1 (leg cleaving), Light Mace. Gear: Lock Picks +3, Magic Bag (1000 pound), Magic Bag (500 pound), Ring of Beasts, Glasses of Sight, Battering Ram's Head, Handbook of Stealing, Pouch of Disintegration, 2500 GP diamond, 1600 GP sapphire, 2x 700 GP gold Rings, 1400 GP gold-ruby Pendant, 150 GP gold Buckle, 600 GP silver Armband. Knowledge: Competent Marsh man and Mountain man, expert with poisonous plants, good poisoner, good at alchemical techniques, good at disguises, good voice imitator, good knowledge of historical poisons, good knowledge of addictive drugs, extensive contacts among drug makers, good knowledge of the important persons who sell and use drugs, good knowledge of who is buying poisons, loves to sing dirty and drinking songs, good dice player. Description: Stands 5 FT 4 inches, light sandy hair, small forehead, yellow brows over green eyes, small nose and mouth, with a very bland and average face (not memorable). He has a thin wiry frame. He wears bright-colored tunics, a brown leather Belt, brown or tan pants, and polished brown leather boots, with a wide-brimmed red leather hat.

Corathario, Owner, Five Points Boats in Graulmwich, male Human, 52 years, evil, Agility 12, Intelligence 15, Stamina 14, Strength 16, Will 13, hp18, SPM+0, Languages: Common, Goblin, Giantish, Infernal Cant. Religion: Samael. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Description: He stands 5 FT 8, with short black hair, thin brows, light blue eyes, wide cheeks and nose, a thin black moustache, with three gold teeth. He has a slender frame and a long hand/fingers with big feet. He wears a blue wool work shirt, black leather pants, leather deck shoes, and a wide-brim leather hat. Armor: Padded Shirt, Leather Armor AC+5, Chain Mail Hood, Leather Gloves. Weapons: Dirk, Staff, Short Bow, Machete, Rapier +1. Gear: 1000# Magic Bag, Charm versus Fire Magic, Magic Hole, Ever-Burning Lantern, Ring of Priest Biting. Knowledge: he is a competent marsh man, excellent Boatwright, competent carpenter, plays fiddle at journeyman proficiency, thinks he is a better gambler than he is, and is partial to Cobbenhakken Brother's brandy. He keeps secret that he actually fronts for the real owner, **Duke Baraquel**.

CORELLA DAN'ZANDT TO CULWRENNNA THAYLOR

Corella Dan'Zandt, Sage, female Human, 65 years, evil, Agility 14, Intelligence 21, Stamina 12, Strength 12, Will 17, hp16, SPM+4, Languages: Common, Elvish, Dwarvish, Gnomish, foreign language, Giantish (40%), Infernal Cant. Religion: Balarama, Goddess of Knowledge and Magic (secondary Samael). Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Armor: *Wizard's Robe AC14*. Weapons: Dirk (poisoned), *Spell Storing Ring* (5x Hold Person, 2x 1d12 Fireball, 2x 2d8 Lightning Bolt, 4x Blindness, 4x Create Panic), *Staff of Fire* (3d8, 10x10 FT, 34x). Gear: *Ring of Mage Bit-ing*, *Life Bringing Ring* (4x), *Parchment of Amerigo*, *Power Deus Charm*, *Girdle of Stamina +2*, *Annal of Identification*, *Codicil of Transformation* (Pegasus), *Dimensional Book*, 820 GP silver-turquoise Earrings, 500 GP gold Chain, 1300 GP platinum Chain, 3100 GP platinum-diamond-emerald Necklace/Pendant, 2050 GP gold-emerald-jade Brooch, 150 GP silver Ring, 345 GP gold Ring, 1210 GP gold-diamond Ring, 2635 GP gold-emerald-amethyst-jade-topaz Turban Pin. Knowledge: Poor Marsh woman, poor Mountain woman, excellent researcher, extensive historical knowledge across many disciplines, good knowledge of legend and myth, good translator, collects all sorts of books, likes detective stories, amateur mystery writer, good calligrapher, good knowledge of handwriting analysis, likes Gnomish cooking, detests gladiators, plays harpsichord. Description: Stands 5 FT 2 inches with shoulder-length grey hair, a small wrinkled forehead, grey brows over hazel eyes, a thin dainty nose, and a wide mouth with a gold tooth. She has a thin frame and small modest bust, wider hips, and dainty hands. She wears knee-length high collar dresses in shades of blue, dark blue bandanas with red embroidery, a white lace shawl, a black leather belt, hosiery, and blue leather shoes, with a blue-green striped turban, an aqua parasol, and a blue-green striped hooded cloak.

Corran Darksaber, Central Digs Neighborhood Boss, male Dwarf, 82 years, neutral, Agility 14, Intelligence 18, Stamina 16, Strength 19, Will 18, hp20, SPM+2, Languages: Common, Dwarvish, Infernal Cant. Religion: Nariglo, God of Death and Revenge. Racial Abilities: Infrared Vision, sense of direction underground, Save +1 versus Disease/Poison/Magic, Find Hidden Doors +1, TH+1 with War Hammers/Axes. Armor: Chain Mail Armor, open-face bronze *Helm AC+3* (breathe poisons), studded leather Arm Guards, studded leather *Gauntlets AC+3* (1d8 acid slime), medium wood *Shield AC+4* (reflect Air Magic). Weapons: bronze Dirk, silver-bladed double-bladed *War Axe +1*, *War Hammer +1* (returning, +2 damage versus Giant Reptiles), Short Bow, 32x War Arrows (8x +1, 3x +2). Gear: fortune-telling runes, *Hypnosis Crystal*, *Cap of Visions*, *Crystal Ball*, enchanted *Tarot Cards*, 4x *Seer's Potions*. Knowledge: poor Marsh man, adequate Mountain man, excellent accountant, excellent at intrigue and espionage, good forger, outstanding memory (near-perfect), outstanding judge of persons. Description: Stands 4 FT 1 inch with thick short cut black hair, small forehead, thick black brows over green eyes, thin nose, small mouth with two missing teeth, and a thick black beard. He has a small frame for a Dwarf and smaller hands, he has a noose tattooed on his right palm. He wears leather hat, buckskin shirt with black leather vest, long wool pants in bright colors, and blue leather shoes. He maintains control in his neighborhood because he knows everybody's secrets and has an extensive network of informants in all of the Underhill Districts.

Coryspelfor (aka Little Cory), Fire Captain, male Dwarf, 53 years, neutral, Agility 18, Intelligence 14, Stamina 19, Strength 17, Will 15, hp23, SPM+2, Languages: Common, Dwarvish, Efreet (15%), Infernal Cant. Religion: None. Racial Abilities: Infrared Vision, sense of direction underground, Save +1 versus Disease/Poison/Magic, Find Hidden Doors +1, TH+1 with War Hammers/Axes. Armor: *Leather Armor AC+8* (bunker gear), *Leather Helmet AC+2*, *Leather Gloves AC+2*. Weapons: Red-bladed Dirk, *Fireman's Crowbar*, *Fireman's Greater Axe +1*. Gear: *Cloak of Fire Protection*, *Sandals of Lava Walking*, *Charm versus Fire Magic*, 3x *Burn Salve*, 1d10 *Cure Wounds Potion*, *Far Seeing Potion*. Knowledge: Competent Marsh man, excellent Mountain man, excellent fire fighter, good at leadership, excellent axe handler (+2), good climber (+1), good knowledge of burning (arson) techniques, master at grilling, avid pub darts player, extensive knowledge of fire trivia. Description: Stands 4 FT 2 inches, he has light brown hair around a balding spot, thick brows over grey eyes, wide nose, high cheeks, a thin mouth, and a cropped brown beard. He has a burly frame, large hands and large feet. He wears orange-black striped shirts, dark leather pants, high black leather boots, and a wide black hat (western), with a dark red cloak.

Culwrenna Thaylor, Queen of Reproductions (Forgers and Counterfeiters), female Elf, 110 years, evil, Agility 20, Intelligence 20, Stamina 12, Strength 12, Will 17, hp16, SPM+4, Languages: Common, Elvish, Trader's Cant, Thief's Cant (30%), foreign language (25%), Infernal Cant. Religion: Lupanno, God of Crafts and Making (secondary Lucifer). Racial Abilities: Low Light Vision, navigation by stars, +50% versus becoming lost, Persuasion/Influence +1, TH+1 with Bows. Armor: *Elven Chain Mail AC12*, Chain Mail Hood, *Cloak of Weighlessness*. Weapons: *Flaming Blade Dirk +1*, Staff, Cudgel, silver-bladed Cutlass, (Short) *Bow of Illusory Arrows*, *Chameleon Rod*. Gear: *Magnifying Spectacles*, *Ever-Returning Diamond*, *Fool's Deck of Cards*, *Incredible Shrinking Tunic*, *Golem Chain*, *Magic Hole 2 FT*, *Linked Tarot Cards*, 350 GP gold-amber-cat's eye Choker (appears 1600 GP), 125 GP gold Earrings (appears 860 GP), 1140 GP platinum-garnet-ruby Locket, 50 GP silver Ring (appears 600 GP), 110 GP gold Ring (appears 1000 GP), 1010 GP gold Charm Bracelet, 40 GP garnet (appears 1500 GP ruby). Knowledge: Competent Marsh woman and Mountain woman, good Artificer, excellent engraver, excellent at drawing, competent engineer, good historical knowledge of faked goods, excellent contacts among craftsmen and counterfeiters, likes puzzles, enjoys traditional Elvish music, partial to red wines, very good chess player. Description: Stands 6 FT with short cut blonde hair, with a small forehead and pointed ears, long thin nose, high cheeks, and a wide mouth, with a red birthmark on her left forehead. She has a slender frame with a moderate bust, long arms and hands, and shorter legs. She usually wears green or aquamarine blouses, dark knee-length skirts, black leggings, dark green leather shoes, with a wide green hat and a grey-black hooded cloak.

CYRANO D'VERGERAC TO DHRIANG AWLAL

Cyrano D'Vergerac, Owner **Balgump Opal Company**, male Gnome, Warlock L7, 72 years, evil, Agility 15, Intelligence 18, Stamina 14, Strength 13, Will 14, hp18, SPM+2, Languages: Common, Infernal Cant, Gnomish, Dwarvish (25%). Religion: None. AC: 20 (-3 damage). Racial Abilities: Speak with animals (canine, feline, birds), Save +1 versus Domination/Mental Attack, TH+1 with Dirk/Rapier/Cutlass/Machete. Class Abilities: Iron/Steel Limitations (LTET 25 pounds to cast spells), Spell and Attack in the same round (TH-3), Save +1 versus magic. Description: Stands 3 FT 1 inch, bald head, high forehead, grey brows over brown eyes, a thin nose, jutting chin, star tattoo on his right cheek. He is overweight with thick legs and big feet. He wears long short-sleeve brown tunics, leather vests, knee-length leather pants, black hose, and black leather shoes, with a wide leather hat. He has a 300 GP gold neck chain and a 1440 GP gold-ruby Ring. Armor: Padded Shirt, Leather Armor AC+4, Leather Arms Protection, Leather Gloves AC+2 (ore finding, 200 FT). Weapons: poisoned Dirk, silver-bladed *Rapier*+2, Short Staff, *Light Mace*+1, Short Bow (42x War Arrows, 6x +1, 2x smoke arrows, 2x flash powder, *Force Arrow*, *Arrow of Giant Slaying*). Gear: *1d10 Cure Wounds Potion*, *Invisibility Potion*, 6x *Dragon's Tooth Seeds*, 900# *Magic Bag*, 500# *Magic Bag*, *Pendant of Beauty*, *Charm versus Shaman* (Basic Spells), *Traceless Shoes*. Knowledge: Good Marsh man, very good Mountain man, excellent knowledge of gemstone rocks, good knowledge of ores, journeyman Gemcutter, good voices mimic, plays adequate guitar, fond of dark ales. Found at the Aszoclarl Lode Mining Camp, Apophis Mountains. Spells (free 11): *Bind Breath*, *Bind Tongue*, -3 *Bind Weapon*, *1d12 FT Displacement*, *Extinguish*, *Flame Up*, *Great Leap*, *AC+16 Guard Self*, *Hero's Race*, *Hold Up*, *1d8 Icy Spray*, *Ignite*, *Mists of Fate*, *Object to Hand*, *Reveal*, *Spell Shield* {all Basic, others save at+8}.

Delgrian, Gaol Warden, Underhill District, male Dwarf, 55 years, evil, Agility 13, Intelligence 17, Stamina 14, Strength 13, Will 15, hp18, SPM+2, Languages: Common, Dwarvish, Gnomish, Elvish (30%), Lycanthrope (40%), Infernal Cant. Religion: Samael. Racial Abilities: Infrared Vision, sense of direction underground, Save +1 versus Disease/Poison/Magic, Find Hidden Doors +1, TH+1 with War Hammers/Axes. Armor: *Breastplate AC+4*, *Leather Gloves AC+3*, *Cloak of Protection AC+8*. Weapons: Dirk (poisoned), *Light Mace* +1, Cudgel, *Knockout Rod* (31x). Gear: *Immobilizing Chain*, *Gloves of Chaining*, *Smee's Hogtie Rope*, *Locket of Calling*, *Necklace of Return*, *Potion of Sleep*, *Stoning Draught*. Knowledge: Poor Marsh man, good Mountain man, good with locks, good at brawling (+1), good knowledge of gaol layouts and procedures, extensive knowledge of criminals, good at traditional Dwarven dances, enjoys Dwarven meads, plays at nine pins and dominoes, bad drummer, has a good baritone. Description: Stands 4 FT 4 inches with cropped red-orange hair, he has a large forehead, orange brows over brown eyes, a wide nose, high cheeks, a thick reddish moustache, and a wide mouth. He is slender for a Dwarf with large hands. He wears green-blue long-sleeve sweaters, a blue bandana, blue leather vest, black leather belt, black wool pants, and polished black shoes. He is somewhat of a snob towards Dwarven culture and abhors most aspects of Elvish culture.

Dellia Whent, Old Town Neighborhood Boss, female Human, Master Guide, 53 years, evil, Agility 19, Intelligence 20, Stamina 18, Strength 13, Will 16, hp22, SPM+2, Languages: Common, Infernal Cant, foreign language, Sphinx (50%). Religion: Samael. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Armor: *Leather Hood AC+2*, *Leather Armor AC+5*, Studded Leather Arm Guards, white Studded Leather *Gauntlets AC+3* (3/day *1d12 cold spray*), *Leather Leg Guards*. Weapons: gold-bladed Dirk (poisoned), Skinning Knife, *Butcher's Cleaver* +1, *Long Sword* +2, Long Bow, 26x Hunting Arrows, 20x War Arrows (4x +1, 2x +2, 2x smoke arrows, 2x *Beacon Arrows*), single-blade War Axe (*Giant Rodent beheading*). Gear: Folding Boat, 250 GP gold Earrings, 1000 GP silver-jade Locket, 300 GP silver Ring, 925 GP gold-ivory-garnet Ring. Knowledge: Excellent Marsh woman and good Mountain woman, good at field dressing game, good at food preservation, good at edible plants, competent swimmer, extensive contacts among the guides and Muckrunner Guild, some contacts in the Ridge Runner Guild and in City Watch, plays the piccolo, dabbles in watercolor painting. Description: Stands 5 FT 1 inch with short thick dark brown hair, thin brown brows over blue eyes, a long thin nose, ruby lips, and high cheeks with blush. She has a thin frame and nearly non-existent bust with small hips and long legs. She wears an orange smock, long brown pants, and brown leather boots, with a dark red beret, she sometimes carries a parasol (*1d10 Magic Bolt Wand*, 41x, in the handle, switchblade in the tip) or wears a burnt orange colored Cloak.

Dhriang Awlal, Gaol Warden, Mortal District, male Human, 61 years, neutral, Agility 13, Intelligence 17, Stamina 14, Strength 13, Will 18, hp18, SPM+1, Languages: Common, Trader's Cant, Infernal Cant. Religion: Pithius. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Armor: *Aelnor's Tunic AC12*, *Leather Gloves AC+3*, *Leather Hood AC+2*, *Cloak of Invisibility* (15 min/day). Weapons: *Dirk* +1 (3/day, *hold person*), Cudgel, *Whip of Strangulation*, *Disabling Staff*, *Web Wand* (38x). Gear: *Gloves of Weapon Proficiency*, *Blanket of Freezing*, *Lead Boots*, *Vessel of Endless Fog*, *Ring of Many Escapes* (62x), *Light Wand*, 4000 GP diamond, 6200 GP ruby, 9200 GP gold-ruby Ring, 3000 GP platinum-turquoise Locket. Knowledge: Poor Marsh man, good Mountain man, excellent interrogator (+3), keen observer (+2), good ability to discern the truth +1), good knowledge of truth drugs, good contacts among criminal gangs and Smugglers, enjoys mystery novels, excellent knowledge of true-crime stories, works crossword puzzles, is a good tenor. Description: Stands 5 FT 3 inches with cropped silver-grey hair around a balding head, he has a wide wrinkled forehead, silver brows over brown eyes, a small thin nose, small mouth with two gold teeth, and a moderate salt-pepper beard. He has wide shoulders, an athletic torso with a paunch starting, small hands, and long legs. He has scars on his right forearm, a black birthmark behind his left ear, and a rat's head tattoo on his left ankle. He wears a short-sleeve black shirt under a green jacket, a white leather belt, green pants, and high green leather boots, with a wide-brim black hat and black hooded cloak. He has extraordinary hearing.

DOLM JEPHRAN TO EALAMAR WYSTINE

Dolm Jephraan, Senior Charioteer, male Human, 33 years, neutral, Agility 19, Intelligence 13, Stamina 20, Strength 18, Will 13, hp24, SPM+0, Languages: Common, Centaur (40%), Elvish (20%), foreign language (50%), Infernal Cant. Religion: None. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Armor: *Leather Cap AC+2*, *Leather Armor AC+4*, Studded Leather Gauntlets, Leather Buckler, *Protective Cape AC6*. Weapons: Dirk (poisoned), *Saber +1*, Bullwhip, *Light Mace +1* (returning). Gear: *Talisman of Leaping*, *Morfran's Ring* (Stamina save +3), *Aymeer's Bridle*, *1d12 Cure Wounds Potion*, *2d8 Cure Wounds Potion*, *Armorskin Tonic AC+12*. Knowledge: Poor Marsh man, competent Mountain man, excellent horseman, excellent chariot driver, good drover, good horse and bull trainer, good race handicapper (horses, bulls, dogs), competent bull rider, follows jousting, likes horse racing, loves dark ales. Description: Stands 5 FT 10 inches with cropped black hair, a small forehead, thin black brows over blue eyes, a long thin nose, a small black moustache, thin mouth, and a cropped thick black beard. He has a thin wiry frame with muscular arms, large hands, and large feet. He has lion's head tattooed on his left shoulder and scars on his lower right leg. He wears orange-brown peasant shirts, a brown leather belt with a 500 GP gold chariot buckle, knee-length brown pants, and brown leather shoes, with a wide brown leather hat and an orange-gold hooded cloak.

Drarles Cal'Moore, Owner, One-Eyed Deckhand Alehouse, male Human, 46 years, neutral, Agility 12, Intelligence 14, Stamina 17, Strength 15, Will 13, hp21, SPM+1, Languages: Common, Gnomish, Goblin, Infernal Cant, foreign language. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Description: He stands 6 FT 1, with shoulder length black hair and a receding hair line, slim brows, grey eyes, a long thin nose, oval face, short cut black beard. He has a muscular frame with narrow hips and long legs. He wears purple tunics and black pants and boots, with a tri-corner hat. He often wears an 810 GP silver-amber armband, two 1500 GP gold-ruby Rings, and a 3250 GP platinum locket with a woman's picture inside. Armor: open steel Helm, *Alezeen's Tunic AC15* (repels normal arrows), Studded Leather *Gauntlets AC+3*. Weapons: poisoned Dirk, *Cutlass +1*, *Magic Arrow Bracers*. Gear: *Far Hearing Potion*, *1d10 Cure Wounds Potion*, *3x Unholy Water*, *Salve against Blindness*, *Cloak of Disguise*. Knowledge: proficient marsh man, good at plant recognition, good with ciphers, excellent with puzzles, history buff, excels at darts, journeyman level banjo player. Mostly found on Caimanland island. He does not reveal that he has formal medical training.

Dwaight Mant, Polt Circle Neighborhood Boss, male Dwarf, Master Artificer, 94 years, evil, Agility 18, Intelligence 20, Stamina 14, Strength 13, Will 18, hp18, SPM+3, Languages: Common, Dwarvish, Gnomish (50%), Infernal Cant. Religion: Lupanno, God of Crafts and Making (secondary Lucifer). Racial Abilities: Infrared Vision, sense of direction underground, Save +1 versus Disease/Poison/Magic, Find Hidden Doors +1, TH+1 with War Hammers/Axes. Armor: Steel open-face *Helm AC+4*, *Chain Mail Armor AC+4* (*reduce piercing damage -2*), white leather Gloves, Leather Leg Guards. Weapons: gold-bladed Dirk, gold-bladed *Dirk +1* (1100 GP ruby on the grip, *1d100 min blindness*), double-bladed *War Axe +2* (*defending AC+4*), *War Hammer +1* (4x damage on roll of 20). Gear: *Trap Springing Wand* (29x), *Telekinesis Wand*, *Ring of Shapechanging* (Giant Mole, 32x), *Magic Hole 1 FT*, *Amulet of Reincarnation*. Knowledge: Poor Marsh man, competent Mountain man, good Smith, competent Armor Smith, exceptional Artificer, good knowledge of historical devices, good contacts among Smiths and Artificer shops, good poisoner, exceptional knowledge of chemical poisons, collects historical weapons, enjoys dark beers, enjoys cock fights. Description: Stands 4 FT 4 inches with thick yellow hair (dyed), he has a wide forehead, brown brows over green eyes, a short wide nose, high cheeks, a trimmed brown moustache, small mouth, and a well-kept short brown beard. He is slender for a Dwarf with large supple hands. He wears long-sleeved yellow shirts, brown vests, dark brown pants, and low brown leather shoes; at work he wears a thin brown leather overcoat and moccasins. He is known for building elaborate mechanical toys and devices that deliver fatal poisons.

Ealamar Wynstine, City Watch Captain, male Human, Warrior L6, 41 years, evil tending toward neutral, Agility 14, Intelligence 17, Stamina 16, Strength 14, Will 19, hp20, SPM+4, Languages: Common, Elvish (30%), Dwarvish (50%), Trader's Cant, Infernal Cant. Religion: Lucifer. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Class Abilities: Dirk/Long Sword proficiency, 2 Attack/round if 4 Levels higher than opponent (3 if GTET 7 Levels), Strike at 3 foes (GTET Level 3), TH+1 versus Humanoids (+2 GTET Level 4), Called critical hits (LVL/day at TH-3). Armor: *Leather Hood AC+2* (*poison breathing*), *Chain Mail Armor AC+4* (*versus venoms*), Leather Arm Guards, *Leather Gloves AC+2* (*regenerating*, hp1/10 minutes), Chain Mail Waist Skirt, small Leather Buckler, *Arrow Proof Cloak*. Weapons: silver-bladed *Dirk +1* (poisoned, blinding), *Extending Staff*, *Heavy Mace +1* (*undead disrupting*), Rapier (*defending AC+3*), Bullwhip. Gear: *Pin of Command*, *Bracelet of Tirelessness*, *Bracers of Great Lifting*, *Skeleton Key*, *Liqueur of Haste*, *Persassus' Salve* (versus stoning), *Rodent Repelling Powder*, *Bang Powder*. Knowledge: Good Marsh man, poor Mountain man, competent tracker, keen observer (+2), good knowledge of footprints, good knowledge of anatomy, good at field first aid (hp+1), good knowledge of pipeweeds, good at brawling (+2), frequents taverns, enjoys beers, good at nine pins. Description: Stands 5 FT 4 inches with cropped thick black hair, small forehead, thick black brows over tan eyes, a short wide nose, large cheeks, and a thin mouth. He has a slender athletic frame and small hands. He has a large scar across his upper back and a tower tattoo on his right upper arm. He wears yellow or gold tunics, a dark yellow leather belt, black leather pants, and short black boots, he carries a large brown leather messenger's bag, has a black beret, and a black-yellow-green hooded cloak. He has an extraordinarily sensitive nose.

ELLIRRY PARQUIM TO ERIAN MAC'GROAK

Ellirry Parquim, Rat's Corner Neighborhood Boss, male Human, Master Director and Actor, 49 years, evil, Agility 14, Intelligence 18, Stamina 16, Strength 13, Will 16, hp20, SPM+2, Languages: Common, Dwarvish (70%), Elvish 90%), Infernal Cant. Religion: Julanna, Goddess of Love and Emotions (secondary Asmodia). Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Armor: None. Weapons: *Dirk +1 (stoning)*, silver-bladed Rapier, Cutlass (*double damage versus humanoids*), Crossbow, 2x Crossbow Bolts (5x +1, *Bolt of Slaying*), Staff. Gear: *Wand of Levitation* (41x), *Ring of Amnesia*, *Ring of Flying*, *Locket of Calling*, *Gloves of Agility +1*, *Hood of Disguise*. Knowledge: Competent Marsh man and Mountain man, good knowledge of who is secretly trysting with whom, excellent contacts in theaters and concert halls, good knowledge of the patrons of the arts (and what they get for their money), adequate singer and dancer, very good actor and impersonator, good comedian. Description: Stands 6 FT 1 inch with long dark black hair, receding hairline, black brows over brown eyes, a long thin nose, and a wide mouth; he has a moderately-long black beard. He has wide muscular shoulders, broad torso, wide hips, and long legs. He wears bright-colored long sleeve shirts, knee-length blue or green pants, stockings, green leather shoes, and a floppy green hat, along with a dark blue hooded cloak. He has extensive influence over both productions and actors in the neighborhood, in part due to his extensive financial investments in many theaters.

Ellisa Blue (aka Blue Hammer), **Monger Neighborhood Boss**, female **Lycanthrope** (Boar), Master Armorer, 73 years, evil, Agility 14, Intelligence 18, Stamina 18, Strength 18, Will 16, hp28, SPM+4, Languages: Common, Lycanthrope, foreign language, Dwarvish (85%), Infernal Cant. Religion: Lucifer. Armor: Steel closed-face *Helm AC+3*, *Plate Mail Armor AC+5*, Studded Leather Arm Guards, Studded Leather Gauntlets, Studded Leather Waist Skirt. Weapons: 2x Dirks, *Scimitar +1 (Human Bane)*, silver-headed Heavy Mace, double-bladed *War Axe +2 (beheading)*, Spear (*returning*), *Flail of Fear*. Gear: *Great Pounding Hammer*, *Unbreakable Lock*, *Skyhook*, *Tunneling Maul*, *Golem Chain*, 840 GP silver-jade Earrings, 3x 250 GP silver Armbands, 2x 100 GP silver Rings, 1050 GP platinum-ruby Ring, 1420 GP gold-sapphire-amethyst Locket, *Armoire Charm*. Knowledge: Adequate Marsh woman but excellent Mountain woman, good Smith, outstanding Armor Smith, competent Artificer, excellent at appraising armor and weapons (+3), concert level singer, amateur actress, competent seamstress. Description: Stands 5 FT 9 inches with long dark brown hair worn coiled on top, she has brown brows over golden eyes, a long wide nose, small mouth, and small chin. Her shoulders are broad and very muscular (+100 pounds lift), her bust is large and her waist is wide, with long legs and large feet. She wears knee-length calico dresses, wide hats, and brown leather shoes; at the forge she wears heavy leather full body aprons and thick leather gloves. She has two large Hound Dogs, Hurgi and Hurgat (HD2, hp10, Bite 1d6, 2x Foreclaws 1d4)

Engberht, Owner Little Giant Alehouse in Graulmwich, male Hill Giant, 60 years, neutral, Agility 12, Intelligence 15, Stamina 23, Strength 25, Will 14, hp42, SPM+2, Languages: Common, Giantish, Dwarvish (20%), Minotaur, Thief's Cant, Infernal Cant. Religion: Jotanni, God of Giants. Description: He stands 13 FT 3, with long red hair tied in a knot, his face is wide with red cheeks, thin red brows, hazel eyes, a long crooked nose, two teeth capped in silver, with a short red beard. He wears animal-hide togas, a wide black leather Belt (*AC+22*) with 100 GP gold lion-head buckle, leather bracers, and sandals. He often wears a 1000 GP black pearl necklace, a 2500 GP platinum-opal-moonstone Brooch, copper Armband, two 200 GP silver Rings on his right hand and a 600 GP gold-amber Ring on his left hand (hidden poison antidote pill). Armor: Chain Mail Hood, Chain Mail Armor, Studded Leather Waist Skirt, Studded Leather Leggings, steel Foot Guards, large wood Shield. Weapons: *Short Sword +1* (as Dirk), *Giant's Club +2*, Huge Staff, Giant's War Axe, Giant's Hand Bow. Gear: *Cloak of Fire Protection*, *Amulet of Reincarnation*, silver *Golem Chain*, *Spell-Eating Ring* (Basic spells on 1d20 rolls GTET 6). Knowledge: a competent marsh man, a journeyman Smith, outstanding assayer of gems and jewelry, excellent judge of ales and meads, he grows hallucinogenic tobacco in a local greenhouse, he is an awful singer much worse than he believes. He has contacts with several Thief's Guilds on the Material Plane.

Erlan Mac'Groak, Red Oak Neighborhood Boss, male **Doppelganger**, HD7, Priest L9, 79 years, evil, Agility 14, Intelligence 20, Stamina 17, Strength 13, Will 18, hp28, SPM+4, Languages: Common, Doppelganger, Elvish (85%), Infernal Cant, foreign language (60%). Religion: Lucifer. Class Abilities: Dirk/Mace proficiency, Perform prayers, Lay on Hands heal, Bar/Drive/Destroy Undead, Reincarnation, Resurrection. Armor: *Priest's Robes AC18*, *Priest's Miter AC8*, *Studded Leather Gauntlets AC+4*. Weapons: Dirk, Staff, *Scimitar +1 (hand severing)*, *Heavy Mace +2 (limb crushing)*, silver-headed *Light Mace +1*, Flail, Long Bow, 40x War Arrows (10x +1, 6x +2, 3x smoke arrows, Putrid Scents arrow, 2x *Arrow of Slaying* {one use only}). Gear: *Needle of Traps*, *Proofing Scroll*, *Priest's Masque*, *Romance Stone*, Prayer beads, religious prayer book, religious hymnal, 2x Priest's scrolls, 2x *1d10 Cure Wounds Potions*, *2d8 Cure Wounds Potion*, *Salve of Undead Killing*, *Potion of Lycanthropy Reversal*, *Lethe Water*, *Paralysis Draught*, 6x *Unholy Water*. Knowledge: Good Marsh man and adequate Mountain man, natural shapeshifter, outstanding at disguises and voice imitation, good swimmer, good at climbing trees, good knowledge of religious ritual, extensive contacts within temples and shrines, good knowledge of payoffs among the clergy, excellent flute player, enjoys cigars, partial to good whiskeys, competent wood carver. Description: Appears as a mature male Elf. Stands 6 FT 7 inches with thick silver-grey hair, high forehead, short thin nose, small silver moustache, high cheeks and a wide mouth. His shoulders and frame are thin with long legs and small feet. He generally wears priest's robes around town (alternate brown peasant's tunic, dark brown leather vest, floppy leather hat, long dark brown pants, old/scuffed brown leather boots). Prayers: Devotions (free 15): *Animate Bones*, *Armorskin AC+17*, *Bar Creature*, *Command Animals*, *Compel Truth*, *1d8 Cure Wounds*, *Detect Poisons*, *1d4+2 God's First 4 rounds*, *1d10+1 God's Missile*, *Know Creature*, *Minor Prayer*, *Mute*, *Sword Blessing*, *Waken*, *Walk through Fire*; Mysteries (free 12): *Aura of Belief*, *Banish Confusion*, *Banish Spells*, *1d12+4 Cure Wounds*, *Deflect Magic*, *Detoxify Poisons*, *Element Shield*, *2d8+1 God's fire 10x10*, *God's Serpent*, *Knock Out*, *Minor Regeneration*, *Restore Sight*, *Walk on Water*;...continued next page

ERIAN MAC'GROAK TO FANNIE WHERT

Erlan Mac'Groak, continued... Majesties (free 7): *Aura of Heroism*, *Break Curse*, *2d8 Cure Wounds*, *4d8+4 God's Brimstone* 25x25, *Extraordinary Escape*, *6d12+4 God's Martyr* (fatal), *Grand Crusade*, *Kill*, *Travel to Outer Planes*.

Erthudrox, Gaityas, Diabolic Overseer of the Underhill District

Fabienn Howskoller, Deep Muck Neighborhood Boss, Master Guide, Master Trapper, male Human, 60 years, evil tending towards neutral, Agility 19, Intelligence 17, Stamina 20, Strength 17, Will 17, hp24, SPM+0, Languages: Common, Elvish (50%), Infernal Cant, Giantish (30%), foreign language (25%). Religion: None. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Armor: Studded Leather *Armor AC+6* (Blending), Leather Cap, Studded Leather Arm Guards, Studded Leather *Gauntlets AC+4* (+1 TH), *Suliphon's Cloak* (protect hp100 acid damage). Weapons: 2x Dirks, silver-bladed Short Sword (double damage versus Beasts), *Scimitar +2* (*Sword Breaker*), *Hornet Dart*. Gear: *Flask of Endless Beer*, *Linked Tarot Cards*, *Spirit Binding Chains*, *Talisman of Leaping*, *Gergale's Charm* (protect versus mental attacks). Knowledge: outstanding March man and competent Mountain man, outstanding wilderness survival skills, good at bird calls, excellent with snares, good swimmer, fear of snakes (-3 penalty versus panic), good knowledge of cigars. Description: Stands 5 FT 6 inches with a large oval bald head, thin black brows over green eyes, a large crooked nose, thin grey moustache, wide mouth. He has a small frame with long arms and legs. He wears a wide leather hat, dark tunics, long black pants, dark green leather shoes (*traceless*), and usually is puffing on a pungent cigar. He only speaks when he has something to say and dislikes small talk. He has deep respect for Elves.

Fabion Horish, Tiger's Eye Neighborhood Boss, male Dwarf, Master Armorer, 102 years, evil, Agility 15, Intelligence 17, Stamina 18, Strength 16, Will 17, hp22, SPM+1, Languages: Common, Dwarvish, Infernal Cant. Religion: None. Racial Abilities: Infrared Vision, sense of direction underground, Save +1 versus Disease/Poison/Magic, Find Hidden Doors +1, TH+1 with War Hammers/Axes. Armor: Closed-face *Helm AC+6*, *Steel Arm Guards AC+2*, *Breastplate AC+5*, *Bracers of Alerting AC+4*, Chain Mail Waist Skirt, Studded Leather Leg Guards. Weapons: Curved silver-bladed Dirk (poisoned), Dirk (*wizard's bane*), *Short Sword +1* (*shield splitter*), double-bladed *War Axe +1* (*chain mail ripper*), *War Hammer +2* (*giant slaying*). Gear: *Anchoring Rope*, *Armoire Locket*, *Burning Fiddle*, *Dwarven Death Powder*, *Glasses of Diplomacy*, *Good Luck Coin*, *1d10 Cure Wounds Potion*. Knowledge: Poor Marsh man, good Mountain man, competent Miner, good metal Assayer, good Blacksmith, outstanding Armorer, very good fiddle player (gold fiddle), adequate singer, good with traditional dwarf dances, good at metal etching, very good contacts in metal shops and smithy's in the city. Description: Stands 4 FT with thinning red hair and a bald spot, high forehead, thin red brows over brown eyes, a wide nose, thin mouth with two silver teeth, and a cropped dark red beard. He has a burly frame and large muscular arms, and extensive scars on his right arm. He wears a dark orange jerkin lined in black, wide black belt with 200 GP silver anvil buckle, knee-length black leather pants, and high brown leather boots, with a thick brown leather hood and a red hooded cloak.

Falicia Salm, Money Lender, female Gnome, 40 years, evil tending toward neutral, Agility 17, Intelligence 16, Stamina 13, Strength 12, Will 14, hp17, SPM+1, Languages: Common, Gnomish, foreign language (50%), foreign language (75%), Infernal Cant. Religion: Lucifer. Racial Abilities: Speak with animals (canine, feline, birds), Save +1 versus Domination/Mental Attack, TH+1 with Dirk/Rapier/Cutlass/Machete. Armor: *Leather Armor AC+6*, *Leather Gloves AC+2*. Weapons: Silver-bladed *Dirk +1*, *Gnome's Hammer +1*, Cudgel. Gear: *Getter's Incredible Pouch*, *Magic Bag* (500 pounds), *Ring of Invisibility* (61x, 15 minutes), *Boots of Silent Movement*, 800 GP gold Earrings, 1020 GP jade Pendant, 1355 GP gold-ruby Brooch, 500 GP gold Chain, 200 GP silver Ring, 850 GP gold-amber-cat's eye Ring. Knowledge: Poor Marsh woman, poor Mountain woman, extensive knowledge of currency and exchange, good at detecting counterfeits (+4), good metal assayer, appraises gems and jewelry (+2), good mathematical ability (loans/interest), good at discerning character (+3), good at Gnomish dances, extensive knowledge of Gnomish folk stories and legends, good singer, dislikes beer, has recently started knitting. Description: Stands 3 FT 2 inches with auburn hair, a small forehead, thin red brows over grey eyes, small thin nose, high cheeks, and a wide mouth. She has wide shoulders and is heavyset with a substantial bust and short legs. She has a double anchor tattoo on her right shoulder and a winged-star tattoo on her right palm. She wears long flower-print dresses in bright colors with dark stockings, red leather shoes, a wide pink hat, and a floral hooded cloak.

Fannie Whert, Tavern Manager, female Human, 28 years, neutral, Agility 14, Intelligence 13, Stamina 16, Strength 14, Will 12, hp20, SPM+0, Languages: Common, Infernal Cant, Merchant's Cant. Religion: Kheallo, God of Time and Weather. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Description: She stands 5 FT 6, with long blond hair worn in a ponytail, she has blue eyes, thin brow, long pointed nose, high cheeks; she is somewhat busty with wide hips and shorter legs. She usually wears knee-length floral print dresses and white leather gloves. Armor: Leather Armor, Leather Gloves, small wood Shield. Weapons: poisoned Dirk, Cudgel, Nunchucks, Machete, Light Mace. Gear: *Ring of Storm Control*, *Power Deus Charm*. Knowledge: good Brewer, journeyman Tailor, competent marsh woman, competent with boats, good singer. Her father is Mahimus Whert. Found at Jack Albatross' Tavern on Caimanland island.

FROLMACHER TO GIANNORA REHLNAM

Frolmacher (aka Frolly), **Corbus Neighborhood Boss**, male Human, 47 years, neutral tending towards evil, Agility 18, Intelligence 16, Stamina 14, Strength 14, Will 16, hp18, SPM+1, Languages: Common, Infernal Cant, Centaur. Religion: Samael. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Armor: *Leather Armor AC+6*, *Chain Mail Hood AC+2*, steel Gauntlets, Chain Mail Leggings. Weapons: Dirk, *Dirk +1* (Light Giving), Club, *Light Mace +1*, *Cutlass +1* (*Dwarf Beheading*, avoid 1d20 GTET [26-Agility]). Gear: *Belt of Herakle's Strength +3*, *Blanket of Heat*, *Ever-full Feed Bag*, *Amulet of Luck (+15%, +3)*, 2x *Beanstalk Seeds*. Knowledge: good Marsh man, good Mountain man, skilled at outdoor survival in any environments, excellent horseman, good horse trainer, farrier, adequate Beast Healer. Description: Stands 5 FT 8 inches, slightly balding with brown hair around the ears, brown-grey brows over brown eyes, a long curved nose, large mouth with two gold teeth, and a thin scraggly brown beard. He has slender shoulders and thin wiry frame. He wears a coonskin cap, buckskin shirt, dark wool pants, and high black leather boots. He does not like Dwarves, Gnomes, Cercopes, and other underground races. He highly values good horsemanship.

Fruevan (aka Brother Letto), **King of Acquisitions** (Thieves), male Gnome, Rascal L8, 74 years, evil, Agility 16, Intelligence 18, Stamina 14, Strength 12, Will 16, hp18, SPM+2, Languages: Common, Gnomish, Trader's Cant (75%), Thief's Cant, Dwarvish (45%), Leprechaun (65%), Infernal Cant. Religion: Jaurgo, God of Acquisitions (secondary Asmodia). Racial Abilities: Speak with animals (canine, feline, birds), Save +1 versus Domination/Mental Attack, TH+1 with Dirk/Rapier/Cutlass/Machete. Class Abilities: Dirk/Rapier proficiency, Armor Limitations (no Breastplate/Backplate, Plate Armor, Steel Helm, Medium/Large Shield), No weapon larger than a Cutlass, TH+1 Saber/Rapier, TH+2 fighting with 2 Dirks, TH-2 any two-handed weapon, Bonus for stealth/picking locks/disarming traps, Called critical hits (LVL-2/day at TH-3), Fight 3 foes at L5. Armor: *Pickpocket Gloves +2*, *Leather Hood AC+2*, *Studded Leather Armor AC+6*, *Leather Arm Guards AC+2*, blue Leather Gloves, Leather Leg Guards Studded Leather Foot Guards. Weapons: *Dirks of Speed +2*, silver-bladed Dirk (poisoned), *Short Sword +2* (flying), gold-bladed *Rapier +1*, single-bladed War Axe, *Gnome's War Hammer +1* (blinding). Gear: *Magic Bag* (1200 pounds), *Magic Bag* (850 pounds), *Levith's Lockpicks +2*, *Enchanted Rope*, *Bronze Death Mask*, *Cap of X-Ray Sight*, *Charm against Inebriation*, *Charm against the Evil Eye*, 3800 GP diamond, 6250 GP emerald, 4115 GP emerald. Knowledge: Poor Marsh man, good Mountain man, expert with locks and keys, good climber (+1), good pickpocket (+2), good appraiser, excellent knowledge of sellers of stolen property and their customers, excellent contacts among Thieves and Burglars and Bandits, good contacts among the City Watch, good knowledge of currencies, good with codes and ciphers, likes musical theater, collects rare coins, likes felines. Description: Stands 3 FT 7 inches with thinning grey hair and a bald spot on top, with a large forehead, thin grey brows over brown eyes, a small thin nose, thin mouth with two gold teeth, and a long salt-pepper beard. He has wide shoulders for a Gnome and wider hips, long legs, and very long fingers. He has scars on his right cheek and buttocks, and a scythe tattoo on his left ankle. Very few persons know his true name, his code name among thieves is Zang. He typically does business wearing an *Illusory Hood* that makes him appear to be a bald Dwarf with a red beard. He operates a general merchandise store under the name of Grenchez. Often accompanied by two tabby housecats.

Giamorellia, Witch (Shaman L9), female Human, 47 years (never married), neutral, Agility 18, Intelligence 18, Stamina 16, Strength 13, Will 16, hp20, SPM+4, Languages: Common, Elvish, Infernal Cant, Arcannan, foreign language. Religion: Polpi, Demon Lord of Chaos {enemy of Anuruck, monotheistic Deity}. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Class Abilities: Dirk/Bow proficiency, Iron/Steel Limitations (LTET 25 pounds to cast spells), make Charms and Amulets. Description: She stands 5 FT 2 inches with long blonde hair, green eyes, fair complexion, small nose, thin eyebrows, high cheeks, slender figure with small bust, and long legs, normally dressed in water-resistant tanned leather shirt/pants with a wide-brimmed hat (she has gowns in her clothing chest). Giamorellia is still strikingly handsome but sometimes uses *illusion* to appear a wrinkled older crone. Armor: AC 44 (*Leather Shirt AC10*, *Gloves of Webs AC8*, *Wizard's Robe AC20*, *Spitz's Sandals* {water walking} 6). Weapons: *Dirk +2* (sleep poisoned), *Rapier +1* (*Spell Cleaving*), *Wand of 1d12 Lightning Bolts* (41x). Gear: *Ring of Regeneration* hp1/round, *Magic Bag*, *Ever-full Crystal Decanter* of water, 2x *1d10 Cure Wounds Potion*, *Potion of Invisibility*, *Shapechange Potion* (Giant Skink/Gecko), Shaman Scroll (*Besting Chance*, *Besting Chance*, *Dominate Animal*, *Dominate Creature*, *Dominate Person*, *Dominate Person*, *Illusion*, *Illusion*, *Jaco's Mesmerize*, *Levitation*, *Remove Panic*, *Waken*). Knowledge: extraordinary marsh woman, excellent tracker, excellent at marsh survival, master Alchemist, good Poisoner. Found living in the lighthouse on Geffin Kay. Spells: Basic, free 11: *1d6+4 Attack (Force)*, -3 *Confuse Weapons*, *Detection*, *Dominate Person*, *Horga's Mage Block*, *Jaco's Mesmerize*, *Levitation*, *Illusion*, *Mind Speech*, *Remove Confusion*, *Minor Sleep*, *Remove Panic*, *Waken*; Lesser, free 8: *2d6+4 Attack (Force)*, *1d6+4 Attack (Acid, Cold, Fire, Electricity)*, *Arrow Volley 1d8 at hp1d3*, +3 *Aura of Heroism*, *Cloud the Mind*, *Disperse Magic*, *Fear the Reaper*, *Gregor's Mage Drain*, *Hold in Place*, *Send Mage Energy*, *Stun*, *True Sight*; Greater, free 5: *2d6+4 Attack (Acid, Cold, Fire, Electricity)*, *Clone Person*, *Geas*, *5d20+20 Imminent Mortality*, *Minor Time Walk*, *Spell Permanency*, *Sleep Zone 25x25 FT*.

Giannora Rehlman (aka Cigar Gin), **Healer**, female Human, 42 years, good, Agility 17, Intelligence 15, Stamina 18, Strength 14, Will 14, hp22, SPM+5, Languages: Common, foreign language (50%), Goblin (30%), Giantish (65%), Infernal Cant. Religion: Anuruck (monotheistic deity). Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Armor: *Healer's Robes AC18*. Weapons: Curved Dirk, *Rapier +1*. Gear: *Traceless Shoes*, *Armoire Charm*, *Charm versus Shamans*, *Necklace of Return*, 2x *1d10 Cure Wounds Potions*, 2x *2d8 Cure Wounds Potions*, *Zombie Salve*, 5x *Holy Water*, 2x *Disease Antidote*, *Universal Antidote*, *Salve against Paralysis*, Shaman's scroll, 700 GP gold Earrings, 1060 GP pearl Necklace, 300 GP gold Chain, 200 GP silver Ring, 910 GP silver-jade-amber Locket. Knowledge: Good Marsh woman, poor Mountain woman, good boat handler, good seamstress, excellent at field first aid (hp+2),...continued next page

GIANNORA REHLNAM TO GREMMING LOIKA

Giannora Rehlnam, continued...very good with wounds and bandages, good surgeon, competent with medicinal plants and poisonous plants, very good knowledge of anatomy, very good treating burns and chemicals, journeyman Alchemist, good at laboratory operations, good tobacconist/rolls cigars, good at pub darts, enjoys poker, likes ancient poetry. Description: Stands 5 FT 2 inches with shoulder-length brunette hair with purple highlights, a small forehead, brown brows over brown eyes, a small perky nose, and a wide mouth with thick lips. She has a stocky frame and very large bust, small dainty hands, and small feet. She wears blouses in shades of blue, a black leather belt, and knee-length black-purple skirts, with purple leather shoes, a small blue hat, and a blue-white-gold hooded cloak.

Gigriggo, Senior Mucker at the Graulmwich Chapter of the Muckrunners Guild, male Human, 51 years, neutral, Agility 19, Intelligence 17, Stamina 17, Strength 15, Will 14, hp21, SPM+0, Languages: Common, Infernal Cant, foreign language, foreign language. Religion: None. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Description: Stands 5 FT 6 with thin grey hair, a round face, small ears, thin brows, hazel eyes, small rounded nose, clean-shaven. He has a thin wiry frame, narrow hips and long legs, large feet. He wears long-sleeve green leather shirts, knee-length brown shorts, sandals, and a large floppy hat with feathers in it. Armor: Padded Shirt, steel Cap, Chain Main Armor, small round bronze Shield. Weapons: Dirk, Staff, Hatchet, *Scimitar* +1. Gear: *Cloak of Franklin* (save hp100 electricity), *Shapechanging Potion* (Giant Gar), *1d12 Cure Wounds Potion*, *Infrared Spectacles*. Knowledge: outstanding marsh man, competent tracker, competent swimmer, very good with boats, good at weather predicting, excellent identifying edible plants, competent on the harmonica, tends to make large fires and bonfires, a binge drinker/drunken (ale), enjoys cards but a poor bluffer, claims knowledge of several otherwise-unknown ancient diabolic ruins.

Gravvin Ironheart, Hetman of the Underhill District, male Dwarf, 84 years, neutral, Warrior L11, Agility 14, Intelligence 17, Stamina 15, Strength 13, Will 18, hp19, SPM+3, Languages: Common, Infernal Cant, Dwarvish, Elvish (30%), Goblin (50%). Religion: Samael. Racial Abilities: Infrared Vision, sense of direction underground, Save +1 versus Disease/Poison/Magic, Find Hidden Doors +1, TH+1 with War Hammers/Axes. Class Abilities: Dirk/Long Sword proficiency, 2 Attack/round if 4 Levels higher than opponent (3 if GTET 7 Levels), Strike at 3 foes (GTET Level 3), TH+1 versus Humanoids (+2 GTET Level 4), Called critical hits (LVL/day at TH-3). Armor: *Chainmail AC+12*, *All-Seeing Helm AC10*, steel *Gauntlets of Locks AC8*, chainmail *Waist Girdle AC+6*, steel Arm Guards and Leg Guards, steel *Foot Covers AC+4* (*Great Leaping*), medium steel *Shield AC+5* (*Protect versus Electricity*). Weapons: silver-bladed *Dirk+2*, *Dirk+1 of Beheading* (Dwarves), *Flaming War Axe+2*, *Flail of Paralysis*, Bladed Staff (+3 damage versus Giants). Gear: *Charm versus Air Magic*, *Spectacles of Kent*, *Daylight Lantern*, *Gorgosh's Dragon Bridle*, *Warehouse Tent*, *Storm Dust*, *Sky Hook*, *Spade of Great Digging*, 3x *Poison Antidote*, 2x *1d8 Heal Wounds Potion*, 2x *1d12 Heal Wounds Potion*, *Salve versus Stoning*, *Invisibility Potion*, *Potion of Double Movement*. Knowledge: poor Marsh man but good Mountain man, excellent Miner, good Assayer, journey Jeweler, competent tool Smith, good at dice games, awful singer. Likes poker even though he is a mediocre player, his drink of choice is mead. Description: Stands 4 FT 1 inch, bald with a ring of dark red hair, forehead scar, thin brows over brown eyes, wide nose once broken, large mouth with missing teeth, thick red moustache, close-cropped red beard, stocky frame, wolverine tattoo on his left shoulder, long scar on the back of his left hand. He wears a leather vest over a long-sleeve black shirt, black-and-gold kilt, black leather shoes, and carries a pair of black leather gloves.

Greely (Philleas Bar'Thremond), Barkeep at the One-Eyed Deckhand Alehouse, Rascal L9, male Gnome, 84 years, evil, Agility 18, Intelligence 13, Stamina 13, Strength 12, Will 16, hp17, SPM+3, Languages: Common, Gnomish, Dwarvish, Elvish, Infernal Cant, foreign language. Religion: Ardra, Goddess of Fortune, Fate, Luck. Racial Abilities: Speak with animals (canine, feline, birds), Save +1 versus Domination/Mental Attack, TH+1 with Dirk/Rapier/Cutlass/Machete. Class Abilities: Dirk/Rapier proficiency, Armor Limitations (no Breastplate/Backplate, Plate Armor, Steel Helm, Medium/Large Shield), No weapon larger than a Cutlass, TH+1 Saber/Rapier, TH+2 fighting with 2 Dirks, TH-2 any two-handed weapon, Bonus for stealth/picking locks/disarming traps, Called critical hits (LVL-2/day at TH-3), Fight 3 foes at L5. Description: He stands 3 FT 7, with a bald head, thick brows, brown eyes, a long broken nose, and a thin brown moustache. He has a slim body with long fingers; two stars are tattooed on his right cheek and a cattle skull is tattooed on his left hand. He usually wears a short-sleeved black shirt under a striped jacket, white or yellow pants, black slippers, and a red gnome's cap. Armor: Padded Shirt, Padded Hood, Leather Hood AC+2, Studded Leather Armor AC+7, Leather Arm Protection, Leather Gloves AC+4 (Trap Finding), *Boots AC+3* (Traceless movement, silent 15 minutes 2/day). Weapons: poisoned Dirk, *Rapier* +3, silver-bladed *Scimitar* +1, Staff, Long Bow (50x Hunting Arrows). Gear: *Linked Tarot Cards*, *Parchment of Amerigo*, *Spectacles of Kent*, *Snake-Repelling Powder*, *Anchoring Rope*. Knowledge: outstanding barkeep, outstanding marsh man, lock expert, competent forger, good cook, extensive knowledge of gnomish poetry and literature, journeyman proficiency on guitar. Found on Caimanland island; he frequently sleeps with the cook, Elisa; he does not readily reveal that he speaks/reads Dwarvish and Elvish or that he has a Rascal's skills. There is a 35,000 GP bounty on him in {city/county in the Games Master's campaign}.

Gremming Loika, Gateway Neighborhood Boss, male Human, Crusader L7 (Samael), 41 years, evil tending toward neutral, Agility 15, Intelligence 19, Stamina 13, Strength 15, Will 18, hp17, SPM+4, Languages: Common, Infernal Cant, Elvish (80%), Dwarvish (15%), Centaur (25%), Medusa (20%). Religion: Samael. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Class Abilities: Dirk/Heavy Mace proficiency, Called critical hits (LVL-2/day at TH-3), Fight 3 foes at L6, Lay on Hands heal, Prayers at L5,...continued next page

GREMMING LOIKA TO GROLGON

Gremming Loika, continued... Bar/Drive/Destroy Undead, Reincarnation, Resurrection. Armor: Open-face steel *Helm AC+6* (water breathing), *Breastplate AC+8*, Chain Mail Arm Guards, Chain Mail *Waist Girdle AC+3*, Chain Mail Leggings, medium bronze *Verathan's Shield AC+4* (opponents weapon breaks 1d20 GTET 8, enchanted GTET 17). Weapons: silver-bladed *Dirk +2*, *Long Sword +1* (door breaker), *Incorporeal Blade*, Staff, *Spear +1*, *Heavy Mace +2* (bone dust, 3d6 to corporeal Undead). Gear: Unholy Symbol, evil prayer beads, 4x *Unholy Water*, 2x *1d10 Cure Wounds Potions*, 2d8 *Cure Wounds Potion*, *Spirit Binding Chain*, *Xorma's Glasses* (field glasses reveal incorporeal beings), *Blessed Bandages*, *Bridging Wand*. Knowledge: Poor Marsh man but excellent Mountain man, excellent at field first aid, good surgeon, good with medicinal plants, good with poison antidotes, excellent knowledge of religious rituals, learning the piano, bird watcher, amateur painter (still life's). Description: Stands 5 FT 2 inches with sandy-brown hair cut in a Mohawk, brown brows over brown eyes, thin crooked nose, thin brown moustache, wide mouth with a gold tooth, and a thin brown goatee. He has a wiry frame. He wears a bronze metallic mesh shirt over a tight white padded shirt, dark green pants, black leather belt, and knee-length black leather boots. Prayers: Devotions (free 10): *Armorskin AC+7*, *Command Animals*, *Create Minor Food*, *1d8 Cure Wounds*, *Detect Undead*, *1d10+1 God's Missile*, *Minor Escape*, *Minor Prayer*, *Reveal Hidden*, *Sword Blessing +4*; Mysteries (free 6): *Aura of Calm*, *Banish Paralysis*, *Banish Spells*, 2d6+2 *Cure Wounds*, *Detoxify Poisons*, *God's Hammer*, *Minor Disintegration*, *Restore Hearing*.

Gretha Cowyerton, West End Neighborhood Boss, female Human, Crusader L9, 51 years, evil, Agility 14, Intelligence 18, Stamina 14, Strength 13, Will 19, hp18, SPM+3, Languages: Common, foreign language (40%), Infernal Cant. Religion: Samael. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Class Abilities: Dirk/Heavy Mace proficiency, Called critical hits (LVL-2/day at TH-3), Fight 3 foes at L6, Lay on Hands heal, Prayers at L5, Bar/Drive/Destroy Undead, Reincarnation, Resurrection. Armor: *Priest's Robes AC20*, Steel open-face *Helm AC+4* (poison breathing), *Studded Leather Gauntlets AC+3*, Steel Foot Guards. Weapons: Curved Dirk (poisoned), silver-bladed *Dirk +2* (double damage versus Undead), Long Sword (*undead detecting*), *Heavy Mace +2*, *Weighted Staff +1*, *Flail of Entangling*, Short Bow, 24x War Arrows (6x +1, 3x smoke arrows, flash powder arrow, *Putrid Scents* arrow, *Arrow of Petrification*). Gear: Unholy Symbol, Prayer Beads, 4x religious text, religious psalter, 5x *Unholy Waters*, *Houdini Locket*, *Necklace of Return*, *Rajah's Levitating Chair*, *Daylight Lantern*, *Ring of Disease Immunity*, *Taylan's Ring* (1d8 Magic Arrow, 91x), *Serpent Wand* (19x), 2x *1d10 Cure Wounds Potions*, 2x *2d8 Cure Wounds Potions*, *Potion of Levitation*, *Life-Returning Salve*, *Body Animation Salve*, 1030 GP pearl Necklace, 950 GP gold-diamond Earrings, 1820 GP platinum-jade-amber-ruby Choker, 900 GP gold-ivory Locket, 2x 450 GP gold Rings, 1275 GP gold-ruby-garnet-bloodstone Ring. Knowledge: Good Marsh woman, poor Mountain woman, good knowledge of religious rituals, good knowledge of religious history and figures, good contacts among alien races, good contacts among the madams and working girls, excellent at religious chants, good knowledge of enchanted items (+2 to identify whether enchanted, +2 to identify item), competent tracker, good horsewoman. Description: Stands 4 FT 11 inches with long fiery red hair, a small forehead, thin red brows over green eyes, small thin nose, wide mouth, high blush cheeks, and a dainty chin. She has a small slender frame, a moderate bust, narrow hips, long slender legs and small feet. She wears green peasant blouses, long brown or tan skirts, a tan leather belt with a 250 GP silver fish-shaped buckle, stockings, and polished brown leather shoes, with a wide-brimmed brown hat and a dark green hooded cloak. Prayers: Devotions (free 14): *Armorskin AC+15*, *Bar Creature*, *Command Minor Undead*, *Compel Truth*, 1d6+3 *Cure Wounds*, 1d8 *God's Bolt*, *God's Sword* 4 rounds, *Minor Escape*, *Minor Prayer*, *Mute*, *Reveal Hidden*, *See Undead*, *Speak to Animals*; Mysteries (free 10): *Animate Body*, *Aura of Belief*, *Banish Confusion*, *Banish Paralysis*, *Banish Spells*, 2d6+2 *Cure Wounds*, *Element Shield*, 2d8+1 *God's Fire* 10x10, *God's Serpent* 15 rounds, *Hold Undead*, *Knock Out*, *Restore Sight*, *Restore Hearing*. She has a horse, Nightfall, housed at the chariot track.

Grolgon (aka Key Man), Little Picksman Neighborhood Boss, male Gnome, former Warrior L10, 62 years, evil, Agility 11, Intelligence 19, Stamina 16, Strength 12, Will 18, hp20, SPM+3, Languages: Common, Gnomish, Dwarvish (35%), Elvish (55%), Infernal Cant. Religion: Molarri, God of Gnomes (secondary Lucifer). Racial Abilities: Speak with animals (canine, feline, birds), Save +1 versus Domination/Mental Attack, TH+1 with Dirk/Rapier/Cutlass/Machete. Class Abilities: Dirk/Long Sword proficiency, 2 Attack/round if 4 Levels higher than opponent (3 if GTET 7 Levels Strike at 3 foes (GTET Level 3), TH+1 versus Humanoids (+2 GTET Level 4), Called critical hits (LVL/day at TH-3). Armor: *Chain Mail AC+6*, Steel closed-face *Helm AC+4*, *Studded Leather Gauntlets AC+2* (truth touch). Weapons: Dirk, *Throwing Knife +1* (returning), single-blade *War Axe +2*, Javelin, *Short Bow +1*, 30x War Arrows (8x damage +1, 4x smoke arrows), *Wand of Spiderwebs* (38x). Gear: *Ring of Teleportation* (41x), *Ring of Hidden Doors*, *Levith's Lock Picks* +2, *Chain of Scrying*, *Amulet of Luck* (+1, 5%), 1300 GP platinum-ivory-pearl Ring, 320 GP silver Arm-band, 800 GP gold-amethyst Ring (hidden pill compartment). Knowledge: Good Marsh man, adequate Mountain man, expert at reading characters, expert bondsman, extensive contacts among bondsmen, good contacts among court employees and the city records department, good at dice games, good tobacconist, avid pipe smoker. Description: Stands 3 FT 6 inches, with short salt-pepper hair and a bald spot, grey brows over brown eyes, a small thin nose, thin black moustache, and thin mouth. He has a small frame and scars on both hands, a flying eagle tattoo is on his right chest. He lost his right leg below the knee and has permanent limited use of his left hand. He wears short-sleeved blue-silver peasant shirts, blue leather belts, black pants, blue leather shoes, and a black leather hat.

GUSTAV RENHIERT TO HARMMEN DREAR

Gustav Renhiert (aka King Ren), **King of Poisons**, **Eklune** (alien), HD9, 96 years, evil, Agility 15, Intelligence 18, Stamina 16, Strength 14, Will 20, hp27, SPM+5, Languages: Eklune, Eklune foreign language, Common, Elvish (75%), Infernal Cant. Religion: None. Armor: *Magic Arrow Bracers* (1d8, 5/day), *Studded Leather Armor AC+5* (movement, 5/day *teleportation* 25 FT), *Steel open-faced Helm AC+4* (versus illusion). Weapons: *Long Sword +2*, *Cutlass +1* (hand cleaving), single-bladed War Axe, *Spear +1* (double damage versus reptiles and dragons), Acid Spray Tank (1d10, enough for 6 uses). Gear: *Cloak of Invisibility*, *Hood of Facelessness*, *Charm versus Water Magic*, *Ahab's Storm Dust*, *Cauldron of Plenty*, *Antidote Ring*, *1d12 Cure Wounds Potion*, *Salve against Paralysis*, *2x Bang Powder*, *Stoning Draught*. Knowledge: Good Marsh man, poor Mountain man, excellent at laboratory operation, excellent knowledge of poultices and contact effects, extensive knowledge about chemical and effects, good candy maker, excellent barkeep, collects books about magic, excellent contacts among Artificers and Apothecaries, extensive information about buyers of poisons, good knowledge of historical poisonings, enjoys chariot races. Description: Stands 6 FT 5 inches, a semi-gelatinous lifeform his native habitat with a yellow mucous surface, he has shape-shifting abilities and assumes a bipedal humanoid form with a dark yellow mottled skin, oval face with four green eyes, ear flaps, and a nose-like structure. He wears dark ankle-length kilt and a black leather belt with several pouches.

Gymgry Greorg, Businessman, male Dwarf, 108 years, evil, Agility 12, Intelligence 15, Stamina 13, Strength 13, Will 16, hp17, SPM+0, Languages: Common, Dwarvish, Infernal Cant, foreign language. Racial Abilities: Infrared Vision, sense of direction underground, Save +1 versus Disease/Poison/Magic, Find Hidden Doors +1, TH+1 with War Hammers/Axes. Description: He stands 4 FT 9, with a polished bald head, thick black brows, golden eyes, a wide round nose, short salt-pepper beard, and a scar on the back of his head. He has a stocky build and only has a right arm/hand, he has a peg leg below his left knee. He wears long dark tunics, dark leather pants, low boots, and a fedora cap with a feather. Armor: steel Cap, Chain Mail Armor AC+6, Leather Gloves. Weapons: *Dirk +1* (TD+2 versus Humans), War Hammer, single-bladed silver *War Axe +2*. Gear: *Rajah's Levitating Chair*, *Invulnerable Tent*, *Skeleton Doorknob*, *Talisman of Leaping*. Knowledge: excellent businessman, good at figures and accounting, good arm wrestler, exceptional capacity for liquor, collects rare bottles of mead and ale. Owns a warehouse on Caimanland island. He might have extensive smuggler contacts.

Halebeus (Tablasyin), Dock Master at the Muckrunner Docks on Caimanland.

Hermann O'Kersky, **Last Stop Neighborhood Boss**, male Half-Elf, Warrior L11, 88 years, evil tending toward neutral, Agility 19, Intelligence 16, Stamina 18, Strength 19, Will 16, hp22, SPM+0, Languages: Common, Elvish (40%), Dwarvish (20%), Infernal Cant. Religion: Samael. Racial Abilities: Low Light Vision, navigation by stars, +50% versus becoming lost, Persuasion/Influence +1, TH+1 with Bows. Class Abilities: Dirk/Long Sword proficiency, 2 Attack/round if 4 Levels higher than opponent (3 if GTET 7 Levels), Strike at 3 foes (GTET Level 3), TH+1 versus Humanoids (+2 GTET Level 4), Called critical hits (LVL/day at TH-3). Armor: Steel open-face *Helm AC+4*, Chain Mail *Armor AC+6*, *Breastplate AC+4* (reduces damage hp1/hit), Chain Mail Armor Guards, Studded Leather *Gauntlets AC+3* (call flames), Studded Leather Waist Skirt, Studded Leather Leg Guards. Weapons: silver-blade *Dirk +1*, curved Dirk (poisoned), *Long Sword +2* (fear causing), Bladed Staff, *Spear +1* (triple damage versus Giants), *Long Bow +1*, 40x War Arrows (15x +1, 5x smoke arrows, 2x *Putrid Scent* arrows, 3x *Blindness Arrows*), silver-headed War Hammer (+1 damage), Cudgel. Gear: silver *Ring of Regeneration* (hp1/5 minutes), *Wand of Plant Withering* (51x), *Spectacles of Kent*, *2x 1d10 Cure Wounds Potions*, *2x Disease Antidote*, *Salve Restoring Sight*, *Salve against Stoning*, *Rodent Repelling Powder*. Knowledge: Good March man, adequate Mountain man, excellent herbalist, good tracker, competent with boats, excellent at unarmed combat (+3), outstanding brawler, good at improvised weapons, good voice imitator, sings with a deep bass. Description: Stands 6 FT 2 inches with sandy brown hair worn short, brown brows over green eyes, a long thin nose, long ears almost pointed with 500 GP earrings, a wide mouth, and a short sandy beard. He has a wiry frame with long arms and legs and small feet. He wears long-sleeved purple shirts embroidered with a gold wolf's head, grey leather vest, grey leather belt with a 400 GP gold buckle shaped like a wolf's head, dark colored pants, and grey leather shoes. He has a wolf-hide cloak.

Harmmen Drear (aka Little Giant), **Thug/Enforcer**, male Human, Warrior L6, 35 years, evil, Agility 16, Intelligence 15, Stamina 17, Strength 15, Will 14, hp21, SPM+1, Languages: Common, Dwarvish (60%), Infernal Cant. Religion: Lucifer. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Class Abilities: Dirk/Long Sword proficiency, 2 Attack/round if 4 Levels higher than opponent (3 if GTET 7 Levels), Strike at 3 foes (GTET Level 3), TH+1 versus Humanoids (+2 GTET Level 4), Called critical hits (LVL/day at TH-3). Armor: *Steel Cap AC+2*, *Leather Armor AC+3*, *Studded Leather Gauntlets AC+2*, Leather Buckler. Weapons: Dirk (poisoned), Spiked Club, Heavy Mace, *Scimitar +1*, Cudgel, Spear. Gear: *Hold Person Wand* (23x), *Smee's Hogtie Rope*, *1d10 Cure Wounds Potion*. Knowledge: Poor Marsh man, competent Mountain man, good brawler (+3), good tracker, good knowledge of anatomy, competent at torture, borderline alcoholic, good at nine pins, fan of gladiator games, afraid of water, distrusts and generally hates Wizards. Description: Stands 6 FT 1 inch with a bald head, thick black brows over brown eyes, a wide crooked nose, high cheeks, thick black moustache, and a thin mouth with 2 missing teeth. He is huge with wide shoulders, massive chest and arms, wide hips, and long legs with large heavy hands. He wears red-orange peasant shirts, a black leather vest, a red leather belt with a 120 GP silver Buckle, long dark wool pants, and low brown leather boots, with brown leather gloves, a wide brown leather hat, and a dark red hooded cloak.

HERONAXES TO IPHALIAN

Heronaxes, Chief Magistrate, Underhill District, Keres.

Hoarfreaad, Dock Master at Graulmwich, HD9 **Swamp Giant**, 94 years, evil, Agility 12, Intelligence 16, Stamina 22, Strength 25, Will 14, hp57, SPM+2, Languages: Common, Elvish, Giantish, Infernal Cant, foreign language, foreign language. Description: He stands 14 FT 4, with a bald heads, arched forehead, thick brown brows, black eyes. Armor: Scale Mail Helm, Leather Arm Protection, Scale Mail Armor, Scale Mail Gauntlets, Studded Leather Leggings, Scale Mail Foot Guards. Weapons: Spiked Giant's Club, Javelin, Great Hammer. Gear: *Deafening Horn*, *Heston's Staff* (water parting), *Cauldron of Plenty*, *Taylan's Ring* (1d10 Magic Arrows), *Shapechanging Potion (Huge Badger)*. Knowledge: Outstanding marsh man, good sailor, excellent navigator, very good knowledge of swamp geography within 200 miles of Glasya-Labolas, good knowledge of edible and medicinal plants, good at most card games, excellent tenor voice, good at voice imitation, dislikes Elves.

Hrethgrad, Corimond Neighborhood Boss, male Human, 47 years, evil, Agility 18, Intelligence 17, Stamina 18, Strength 15, Will 17, hp22, SPM+1, Languages: Common, Infernal Cant, Centaur (40%), Goblin (25%). Religion: Khurmo, God of Animals and Herders (secondary Samael). Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Armor: Leather *Armor AC+4*, Chain Mail Hood, Studded Leather Arm Guards, leather *Gauntlets AC+4* (animal calming), Chain Mail Leggings. Weapons: Dirk (poisoned), *Dirk +1*, *Cutlass +1 (Giant Insect Bane)*, Metal Staff, Long Bow, 40x War Arrows (10x +1, 5x +2, 2x smoke arrows, 1d10 explosive arrow), Bullwhip. Gear: *Magic Bag* (500 pounds), *Far Seeing Spectacles*, *Horseshoes of the Wind*, *Vessel of Endless Fog*, *Telekinesis Ring*. Knowledge: Competent Marsh man, excellent mountain man, excellent rider and horseman, good riding trainer, good Beast Healer, excellent judge of horses, extensive knowledge of ales, loves pub darts, good chess player. Description: Stands 6 FT 2 inches with thinning dark grey hair, a high forehead with scars, black brows over hazel eyes, a long wide nose, large cheeks, short mouth, with a short salt-pepper beard. He is a large man with wide muscular shoulders, wire frame, long legs, and large hands. He wears peasant shirts in dark colors, long wool pants with leather chaps, short brown leather boots, and wide brimmed leather hat, along with a dark blue hooded cloak.

Ibgail, Owner, Gryphon Boat Yard in Graulmwich, female Elf, 188 years, evil, Agility 19, Intelligence 17, Stamina 15, Strength 13, Will 16, hp19, SPM+2, Languages: Common, Elvish, Centaur, Minotaur, Infernal Cant. Religion: Lucifer. Racial Abilities: Low Light Vision, navigation by stars, +50% versus becoming lost, Persuasion/Influence +1, TH+1 with Bows. Description: She stands 6 FT 4, with waist length braided silver-blonde hair, bushy brows, pale yellow eyes, a long curved nose, thick lips, a small chin, and a star tattoo on her left cheek. She wears an aqua short sleeve shirt with a black vests, knee-length green shirt (leaf prints), deck shoes, and a hooded cloak. Armor: Leather Cap AC+2, Leather Armor AC+4, Leather Gloves AC+2 (climbing +1). Weapons: poisoned Dirk, silver-bladed *Dirk +1*, Machete, *Cutlass +2 (Wizard Bane)*, Staff, Long Bow (50x War Arrows). Gear: *Potion of Herekleese (STR+4)*, *Cordial of Endurance (STAM+4)*, *Poison Antidote*, *1d8 Cure Wounds Potion*, *Levitation Boots*. Knowledge: She is an above-average marsh woman, Master Boatwright, journeyman carpenter and joiner, a competent blacksmith, she swims and dives well, she is an excellent dancer, she brews a variety of herbal tonics from marsh plants, and she writes limericks.

Iphalian, Halebuss Neighborhood Boss, male Elf, Warlock L7, Master Barrister, 210 years, evil, Agility 12, Intelligence 20, Stamina 15, Strength 13, Will 20, hp19, SPM+3, Languages: Elvish, Dwarvish (40%), Common, Infernal Cant, foreign language (50%), Thief's Cant (30%). Religion: Lucifer. Racial Abilities: Low Light Vision, navigation by stars, +50% versus becoming lost, Persuasion/Influence +1, TH+1 with Bows. Class Abilities: Dirk/Cutlass proficiency, Iron/Steel Limitations (LTET 25 pounds to cast spells), Spell and Attack in the same round (TH-3), Save +1 versus magic, Stealth bonus, Fight 3 foes at L5, Called critical hits (LVL-2/day at TH-3). Armor: bronze *Chain Hood AC3*, Studded Leather *Armor AC+5*, Studded Leather Arm Guards, Studded Leather *Gauntlets AC+4 (detect enchantments)*, large wood *Shield AC+4 (half damage from breath weapons)*. Weapons: gold-bladed Dirk, *Long Sword +2*, *Staff +1 (double damage versus humanoids)*, Long Bow, 46x War Arrows (8x +1, 3x smoke arrows, 2x *1d12 Exploding Arrows*, 2x poison fume arrows, *Giant Slaying Arrow*), Javelin (*returning*). Gear: 2x Wizard's scrolls, *Cloak of Disguises*, *Ring of Protection versus Fire*, *Mirror Locket*, *Bracelet of Tirelessness*, *Dictatum's Pencil*. Knowledge: Poor Marsh man and competent Mountain man but doesn't really like the outdoors, excellent Barrister, extensive knowledge of Diabolic law, excellent of court procedures in many lands, good orator, good at persuasion (+2), good researcher, good at calligraphy, good knowledge of the city permit process, extensive contacts in the City Watch and City Fire departments. Description: Stands 6 FT 9 inches with long silver hair, high forehead, silver brows over blue eyes, long thin nose, and a small rounded chin. He has a thin frame and long legs. He often wears long black Barrister's Robes edged in gold with a 1000 GP gold-ruby book-shaped Pin, black mortarboard hat, black and leather shoes (*silent movement*).

JACK WOLFRENN TO JALLORN BEJJ

Jack Wolfrenn (Jack Albatross), Warrior L4, male Human, 70 years, evil, Agility 14, Intelligence 18, Stamina 16, Strength 12, Will 14, hp20, SPM+0, Languages: Common, Elvish, Minotaur, Infernal Cant, foreign language, foreign language. Religion: Samael. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Class Abilities: Dirk/Long Sword proficiency, 2 Attack/round if 4 Levels higher than opponent (3 if GTET 7 Levels), Strike at 3 foes (GTET Level 3), TH+1 versus Humanoids (+2 GTET Level 4), Called critical hits (LVL/day at TH-3). Description: He stands 5 FT 6, bald with thin brows, hazel eyes, a long thin nose, small thin moustache, black goatee, with a crown tattoo behind his left ear. He has a thin wiry frame, and mostly wears long-sleeved black shirts, dark pants, green leather shoes, and a bowler cap. He carries a cane (hidden rapier), wears a 1450 GP platinum brooch, wears a 1000 GP gold-opal Ring on his left hand and a 350 GP silver-pearl Ring on his right hand. Armor: Open steel Helm, Padded Shirt, Chain Mail Armor, Chain Mail Arm Protection, Studded Leather Gauntlets AC+5. Weapons: Dirk, Metal Staff, single-blade War Axe, *Rapier +1*. Gear: *Targeting Gloves* (missiles +1), *Charm versus Water Magic*, *Locket of Calling*, *Aymeer's Bridle*, *Romance Stone*. Knowledge: competent marsh man, excellent Vintner, competent Brewer, loves bridge and euchre, extensive knowledge of off-color humor and drinking songs, very fond of cigars. He is mostly found at the *Toad and Snake* in the Muckrunner District; he also owns Jack Albatross' Tavern on Caimanland island.

Jadelyn Chai (aka Lotus Jade), Owner **Lotus Jade's Hashish Den**, female Human, Warlock L7, 43 years, neutral, Agility 20, Intelligence 14, Stamina 17, Strength 12, Will 15, hp21, SPM+0, Languages: Common, Infernal Cant, Elvish (70%), foreign language, Minotaur (45%). Religion: Varatha, Goddess of Merriment and Music. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Class Abilities: Iron/Steel Limitations (LTET 25 pounds to cast spells), Spell and Attack in the same round (TH-3), Save +1 versus magic. AC: 38 (-5 damage). Description: Stands 5 FT 6 inches with waist-length auburn hair, small forehead, red brows over light blue eyes, a thin round nose, small red lips and a dimpled chin (generally oriental features). She has wide shoulders with slender arms, a small bust, a small waist, wide hips, and short legs. She wears ankle-length low-cut silk dresses (red, blue, royal blue, purple) embroidered with lotus flowers, and polished black leather heeled sandal shoes (baggy buckskin pants suit and a hooded cloak for incognito). She has a 725 GP gold-pearl Earrings, 430 GP gold Chain, 280 GP silver Chain, 955 GP pink pearl Necklace, 560 GP platinum-amber-jade Brooch, 120 GP gold Ring, and a 885 GP gold-sapphire Ring. Armor: Padded Shirt, Padded Hood, *Leather Hood AC+2*, *Wizard's Robes AC22*, Studded Leather Gauntlets AC+4 (Arrow Catching), Studded Leather Foot Guards. Weapons: poisoned *Dirk+1* (hallucinations), *Rapier+3* (TD+1, Great Cat Slayer), Staff (Door Breaking), Long Bow (40x War Arrows, 4 smoke arrows, 2x flash arrows, *Wall of Ice Arrow*, *Confusion Arrow*), silver-bladed single blade War Axe. Gear: *1d10 Cure Wounds Potion*, 3x *Hallucination Cordials*, *Trance Tonic*, *Banish Confusion Potion*, 2x *Poison Antidotes*, *500# Magic Bag*, *Getter's Ingredient Pouch*, *Armoire Charm*, *Saving Ring* (+2 versus spells and prayers). Knowledge: Adequate Marsh Woman, good Mountain Woman, excellent at medicinal uses of plants, outstanding poisoner, good free climber (+3), journeyman skill at preparing tobacco (products), plays the harpsichord, likes roulette, strong fan of chariot racing. Found at the Aszoclarl Lode Mining Camp, Apophis Mountains. Spells (free 10): *Bind Breath*, *Bind Tongue*, -3 *Bind Weapon*, *1d12 FT Displacement*, *Extinguish*, *Flame Up*, *Great Leap*, *AC+16 Guard Self*, *Hero's Race*, *Hold Up*, *1d8 Icy Spray*, *Ignite*, *Mists of Fate*, *Object to Hand*, *Reveal*, *Spell Shield* {all Basic, others save at +8}.

Jakkan Dor Aikon (aka Big Jak), **Rogue's Alley Neighborhood Boss**, male Half-Elf, Warlock L10, 46 years, evil tending towards neutral, Agility 18, Intelligence 18, Stamina 19, Strength 17, Will 16, hp23, SPM+1, Languages: Common, Dwarvish (30%), foreign language (25%), foreign language (55%), Infernal Cant. Religion: Samael. Racial Abilities: Low Light Vision, navigation by stars, +50% versus becoming lost, Persuasion/Influence +1, TH+1 with Bows. Class Abilities: Dirk/Cutlass proficiency, Iron/Steel Limitations (LTET 25 pounds to cast spells), Spell and Attack in the same round (TH-3), Save +1 versus magic, Stealth bonus, Fight 3 foes at L5, Called critical hits (LVL-2/day at TH-3). Armor: *Chain Mail Hood AC+2*, *Studded Leather Armor AC+8*, Studded Leather Arm Guards, *Steel Gauntlets AC+4*, Chain Mail Waist Skirt, large wooden *Shield AC+4* (deflect Fire Magic), *Houdini's Bracers*. Weapons: silver-bladed Dirk (poisoned), wavy-bladed *Dirk +1* (*Elf Bane*), *Long Sword +2*, *Staff +1* (+2 damage versus humanoids), Javelin, *Light Mace +1* (+3 damage versus Undead, Skeleton killer), *Strangling Garrote*, Lasso, Bolo. Gear: *Skeleton Key*, *Deck of Wondrous Cards*, *Sweetwater Goblets*, *Swimming Carpet*, *Feathered Cap*, *1d12 Cure Wounds Potion*, *2d8 Cure Wounds Potion*, *Invisibility Potion*, *Salve of Protection versus Heat and Fire*, Wizard's scroll. Knowledge: Adequate Marsh man and good Mountain man, good horseman, excellent knowledge of poisonous plants, good knowledge of practical alchemy, good amateur gemologist, competent miner, good brawler (+2TH), excellent contacts among the mercenaries and guides, good contacts among the slavers, good knowledge of who is employing mercenaries and hirelings and their tasks, avoids alcohol, likes horse racing (good handicapper), frequents fight gyms and works out. Description: Stands 6 FT 4 inches with thick light brown hair, large forehead, thick brown brows over blue eyes, pointed ears, long thin nose, small brown moustache and thick sideburns, and a wide mouth. He is a large man with wide shoulders and a burly frame, muscular arms, and short legs. He wears short-sleeve black shirts, a white leather vest, white leather belt with 300 GP silver buckle, grey pants, and grey leather boots, with a dark grey-black hooded cloak and a silver hat. Spells (free 13): *Bind Breath*, *Bind Weapon*, *Breath Shield*, *Displacement*, *Flame Up*, *Hero's Race*, *Heroic Rage*, *Hold Up*, *Ignite*, *Object to Hand*, *Pierce Armor*, *Reveal*, *Spell Shield*.

Jallorn Bejj, Boatwright, male Human, 50 years, neutral, Agility 17, Intelligence 15, Stamina 14, Strength 14, Will 12, hp18, SPM+0, Languages: Common, Infernal Cant. Religion: None. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Description: He stands 5 FT 8 with a short face, thin brown hair with a bit of grey, light brows, golden eyes, a long crooked nose, and a long brown moustache. He has wide shoulders and hips and a muscular frame. He wears

JALLORN BEJJ TO JOSJEFF

Jallorn Bejj, continued...dark tunics, a leather tool belt, heavy felt pants, light leather deck shoes, brown leather belt, and a green wide-brimmed hat. Armor: Studded Leather Armor, Leather Gloves, medium wood Shield. Weapons: Dirk, Staff, *War Hammer +1*, Cudgel, Flail. Gear: *Ring of Animal Speaking* (feline), *1d8 Cure Wounds Potion*, *Poison Antidote*, *Codicil of Poisonous Plants*, *5x Dragon's Tooth Seeds*. Knowledge: outstanding Boatwright, good with small boats, good swimmer and diver, competent marsh man, competent painter (mostly outdoor marsh scenes), competent at scrimshaw, plays harmonica. Found at Caimanland island. He is very fond of cats. His cousin Makkor owns the Rusty Pelican Tavern.

Jamblin Prozetta, Healer and Surgeon, male Gnome, 74 years, neutral, Agility 14, Intelligence 20, Stamina 13, Strength 12, Will 13, hp17, SPM+4, Languages: Common, Gnomish, Centaur, Infernal Cant, foreign language. Religion: Tara, Goddess of Life and Medicine. Racial Abilities: Speak with animals (canine, feline, birds), Save +1 versus Domination/Mental Attack, TH+1 with Dirk/Rapier/Cutlass/Machete. Description: He stands 3 FT 8, with a long drawn face, bald, thin brows, yellow eyes, small brown moustache, long thin nose and thin lips, rounded chin; his skin is well tanned. He has a scar on top of his head and one on his left foot. He wears ankle-length blue Healer's robes, sandals, and a blue leather belt with a 50 GP silver buckle shaped like a fox's head. He has a 2200 GP platinum-ruby Ring on his left hand. Armor: *Priest's Robes AC24*. Weapons: Dirk, Short Sword, Short Bow. Gear: *Blessed Bandages*, *Dictatum's Pencil*, *Enchanted Pavilion*, *800# Magic Bag*, *Daylight Lantern*. Knowledge: poor marsh man, uncomfortable outside of town, excellent Healer, above average Surgeon, above average at compounding medicines and Draughts, very good at the sport of darts, good on the harpsichord, competent gardener, does not drink alcohol (reformed drunk). Usually found in Graulmwich; his family is Gentry among Gnomes; studied under the legendary Centaur healer, Pharcaellus.

Jondolar, Trellhigh Neighborhood Boss, male Human, Mercenary Captain (Warrior L9), 45 years, evil, Agility 15, Intelligence 19, Stamina 16, Strength 14, Will 18, hp20, SPM+2, Languages: Common, Trader's Cant, Thief's Cant (30%), foreign language (50%), Infernal Cant. Religion: Samael. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Class Abilities: Dirk/Long Sword proficiency, 2 Attack/round if 4 Levels higher than opponent (3 if GTET 7 Levels), Strike at 3 foes (GTET Level 3), TH+1 versus Humanoids (+2 GTET Level 4), Called critical hits (LVL/day at TH-3). Armor: *Chain Mail Hood AC+3*, *Chain Mail Armor AC+5*, Studded Leather Arm Guards, *Steel Gauntlets AC+4*, Chain Main Waist Skirt, Studded Leather Leg Guards, medium bronze *Shield AC+2 (1d12 bash versus Giants with attack)*. Weapons: 2x curved Dirks (poisoned), *Long Sword +1 (stoning sword)*, *Incorporeal Sword*, Scimitar (*blade of heroes*), War Hammer, silver-bladed single-bladed *War Axe +1*, Weighted Staff. Gear: *Trap Springing Wand*, *Serpent Wand (28x)*, *Water Breathing Ring*, *Ring of Protection versus Petrifying*, *Magic Carpet (4 person)*, *Invulnerable Tent*, *Battering Ram's Head*, 2x *1d10 Cure Wounds Potions*, 2x *Poison Antidotes*, *Armorskin Potion AC+16*, *Potion of Invisibility to Undead*. Knowledge: Excellent Marsh man and Mountain man, excels at leadership (morale +2), good tactical sense, competent Weapon Smith, good tracker, good at wilderness survival, good at field first aid (+hp2), good at persuasion (+2), excellent poker player, good at guitar, excellent contacts among mercenaries and guides, good contacts among trappers and trackers and fishermen. Description: Stands 5 FT 9 inches, mostly bald with a short black ponytail, high forehead, large cheeks, long wide nose, wide mouth with three silver teeth, and a short thick black beard. He has a large frame with wide shoulders, narrow hips, large hands, and long legs, with scars on his face, his left chest and his right thigh. He wears a long-sleeve black turtleneck, alligator hide vest, dark blue leather belt with 750 GP gold axe-shaped buckle, knee-length black pants, and high black leather boots, with a wide-brim blue western-style hat and a blue-silver hooded cloak.

Jonnina, Lord Jonn Neighborhood Boss, female Human, 44 years, evil, Agility 14, Intelligence 19, Stamina 12, Strength 13, Will 17, hp16, SPM+1, Languages: Common, Trader's Cant, Thief's Cant (40%), foreign language (55%), Infernal Cant. Religion: Shesho, God of Order and Evil. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Armor: *Leather Armor AC+4*, *Leather Gauntlets AC+2*, Leather Cap. Weapons: silver-bladed *Dirk +1*, Rapier (+3 *damage versus males*), Blowgun, 20x poisoned blowgun Darts, 2x 1d10 grenades. Gear: *Ring of Truth*, *True Sight Spectacles*, *Be Gone Staff (30x)*, *Ring of May Escapes*, 3100 GP silver-ruby Tiara, 2x 500 GP gold Earrings, 960 GP leather-ivory-jade Choker, 1820 GP platinum-diamond-pearl Pin, 2x 300 GP silver Bracelets. Knowledge: Poor Marsh woman, competent Mountain woman, good at field first aid (+hp1), excellent banker, extensive knowledge of loan procedures and risk, good at determining ability to pay, quick money changer, extensive familiarity with coins (all values, all origins), extensive knowledge of the financial status of important persons in the city, good contacts among the banks, competent Assayer. Description: Stands 5 FT 5 inches with long yellow hair usually in a ponytail, small forehead, blonde brows over blue eyes, small round nose, big lips, and a wide chin. She has a medium frame and a smaller bust, small hips, and small feet. She wears white or cream blouses, dark knee-length skirts, a black belt, a tweed jacket, and polished black leather shoes; she has a dark green *Cloak of Disguise*.

Josjeff, King of Narcotics, male Dwarf, 70 years, evil, Agility 14, Intelligence 19, Stamina 14, Strength 14, Will 17, hp18, SPM+3, Languages: Common, Dwarvish, Gnomish (40%), Trader's Cant, Infernal Cant. Religion: Samael. Racial Abilities: Infrared Vision, sense of direction underground, Save +1 versus Disease/Poison/Magic, Find Hidden Doors +1, TH+1 with War Hammers/Axes. Armor: *Studded Leather Armor AC+6*, *Studded Leather Gauntlets AC+3*. Weapons: Dirk (fatal poison, -4 save), *War Hammer +1 (door bashing)*, double-bladed War Axe (poisoned), *Light Mace +1 (knockout)*. Gear: *Talisman of Leaping*, *Traceless Shoes*, *Poison Antidote Ring*, *1d10 Cure Wounds Potion*, *Brainstorm Cordial*, *Salve against Sleep*, *Insect Repelling Powder*, 2x *Unholy Water*, *Invulnerable Tent*, *Getter's Ingredient Pouch*, *Magic Bag (500 pound)*...continued next page

JOSJEFF TO KAIYLAYBRA

Josjeff, continued... Knowledge: Poor Marsh man, very good Mountain man, excellent at laboratory operations, good knowledge of distilling, excellent with medicinal plants, good knowledge of chemical effects, good at field first aid (hp+2), competent as a Healer, excellent contacts among apothecaries, good contacts among distillers and brewers, some contacts among the City Watch and Gaols, extensive files about the users of narcotics among important persons in the city, good knowledge of pipeweeds (always has a lit pipe), good knowledge of comedic theater, limited skill playing banjo, plays dice at the casinos. Description: Stands 4 FT 2 inches with thin black hair and a balding dome, he has a large forehead, thick black brows over blue eyes, a wide long nose, a long thin moustaches, a wide mouth missing a tooth, a large chin and a long black beard going grey on the ends. He has a burly frame with small supple hands and large feet. He has burn scars on his right arm and a cut scar above his right brown, an alembic tattoo is on the back of this left hand. He wears rust-colored peasant shirts, a brown leather belt with a 500 GP oak leaf gold buckle, knee-length brown pants, and high brown leather boots, with a black hooded cloak.

Juaxcab, Diamond Falls Neighborhood Boss, Roighaw (alien), Warrior L10, 119 years, neutral, Agility 14, Intelligence 20, Stamina 16, Strength 17, Will 17, hp27, SPM+2, Languages: Roighaw, Common, Infernal Cant, Dwarvish (40%). Religion: None. Class Abilities: Dirk/Long Sword proficiency, 2 Attack/round if 4 Levels higher than opponent (3 if GTET 7 Levels), Strike at 3 foes (GTET Level 3), TH+1 versus Humanoids (+2 GTET Level 4), Called critical hits (LVL/day at TH-3). Armor: Studded Leather Armor AC+8, open-face steel Helm AC+3 (true sight), steel Arm Guards, steel Gauntlets AC+3 (all weapon proficiencies). Weapons: *Spiked Club* +1 (double damage versus Giants), *Heavy Mace* +1 (+2 damage, 3/day 1d10 Cure Wounds), Heavy Staff (+2 damage), *Entangling Flail* +2. Gear: *Ring of Id10 Frosty Breath* (37), *Taylan's Ring* (102x 1d8 Magic Arrow), 2x 1d10 Cure Wounds Potion, *Life Restoring Balm*, *Potion of Invisibility*. Knowledge: poor Marsh man but good Mountain man, good appraiser (+2), excellent jeweler, good assayer, good climber, extensive knowledge of mountain beasts and birds. Description: Stands 7 FT 7 inches with an oval head, bald with thick brown hair around the ears, a bony ridge and black brows is over purple eyes, long wide nose, wide mouth with light purple fangs. He has a thin black moustache and a thin beard and a light purple skin. He has slender shoulders, small hips, long legs and arms, small hands and feet. He wears short sleeve fur tunics in leopard prints and light-colored pants, with colorful leather shoes. He has a very patriarchal world view, women are generally treated as communal property, he often acts arrogance with a belief that all other races must be inferior. He likes Dwarves.

Jurumme Weast, Quartermaster of the Muckrunner Guild at Caimanland island, Warrior L12, male Dwarf, 131 years, neutral, Agility 13, Intelligence 18, Stamina 14, Strength 16, Will 15, hp18, SPM+2, Languages: Common, Dwarvish, Gnomish, Infernal Cant, foreign language, foreign language. Religion: Haoma, Goddess of the Forest, Plants, Woods. Racial Abilities: Infrared Vision, sense of direction underground, Save +1 versus Disease/Poison/Magic, Find Hidden Doors +1, TH+1 with War Hammers/Axes. Class Abilities: Dirk/Long Sword proficiency, 2 Attack/round if 4 Levels higher than opponent (3 if GTET 7 Levels), Strike at 3 foes (GTET Level 3), TH+1 versus Humanoids (+2 GTET Level 4), Called critical hits (LVL/day at TH-3). Description: Stands 4 FT 4, with a silver Mohawk-style hair, he has a wide face, thin browns, blue eyes, big round nose, thin silver moustache, and short-cut salt-pepper beard. He has wide shoulders and hips and short legs. His right upper arm has several large scars and his upper left arm has a tattoo of a tree in a shield. He wears a green tunic, black leather vest, long black leather pants, deck shoes, black leather gloves, and a leather cap. Armor: Padded Shirt, Padded Hood, closed steel Helm AC+6 (True Sight), chain mail Arm Protection, Chain Mail Armor AC+8 (Water Breathing), steel Gauntlets AC+6 (double damage Ogres and Trolls), chain mail Waist Skirt. Weapons: *Dirk* +2, Staff, *War Hammer* +1 (Door Bashing), double-bladed silver *War Axe* +3 (limb cleaving on rolls GTET 17, versus evil only), Javelin, Short Bow (40x War Arrows). Gear: *Magic Carpet* (4 person), *Ever-Full Ration Pack*, *Ring of Disease Immunity*, *Ring of Many Escapes*, *Wand of Hares* (summons HD4 **Killer Hares**). Knowledge: excellent marsh man, good at snare and trap construction, competent tanner and taxidermist, loves dominos, good brewer and very particular about his ales.

Kaiylaybra, Priestess L7, female Human, 51 years, evil, Agility 13, Intelligence 16, Stamina 13, Strength 12, Will 16, hp17, SPM+4, Languages: Common, Infernal Cant, foreign language. Religion: Lucifer. Racial Abilities: Acrobatics/ Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Class Abilities: Dirk/Mace proficiency, Perform prayers, Lay on Hands heal, Bar/Drive/Destroy Undead, Reincarnation, Resurrection. Description: She stands 5 FT 3, with long braided blond hair, thin brows, light blue eyes, a long thin nose, very red lips, and a small chin. She has a slight frame and small bust, moderate hips, and long legs; she has crossed flails tattooed on her right shoulder. She wears a dark blue hooded robe with a white rope belt and sandals. She has a 2110 GP platinum pin depicting Lucifer's unholy symbol, a 1370 GP pink pearl necklace, a 850 GP unholy symbol, a 500 GP plain gold ring on her left hand, and a 1600 GP gold-ruby-bloodstone-opal bracelet on her right wrist. Armor: Open steel Helm AC+2, chain mail Arm Protection, Studded Leather Armor AC+6. Weapons: *Dirk* +1, *Heavy Mace* +2 (+1 TD, Plate Mail Basher), Staff, *Long Bow* +1, 20x War Arrows. Gear: Unholy Symbol, Prayer Beads, *Id10 Magic Bolt Wand*, *Coel's Rod* (negates sleep), *Ring of Mounts*, *Flask of Endless Beer*. Knowledge: She is a poor marsh woman but competent mountain woman, excellent birder, competent miller, good seamstress, excels at limericks, collects erotic poetry, plays the flute poorly, good at poker and blackjack, knows a lot about grinding and brewing coffees.

KARLES SCRENDIGG TO KLAESON HAVERSAN

Karles Screndigg (aka Preacher Karl), male Human, Priest L11, 50 years, good, Agility 13, Intelligence 16, Stamina 18, Strength 13, Will 15, hp22, SPM+3, Languages: Common, foreign language, foreign language (40%), Lamasu, Centaur (25%), Infernal Cant (35%). Religion: Annuruck (monotheistic deity). Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Class Abilities: Dirk/Mace proficiency, Perform prayers, Lay on Hands heal, Bar/Drive/Destroy Undead, Reincarnation, Resurrection. Armor: *Chain Mail Hood AC+4*, *Steel Breastplate AC+4*, Chain Mail Arm Guards, *Steel Gauntlets AC+4* (3/day 1d10 healing), Chain Mail Waist Skirt, Leather Leg Guards, *Priest's Robes AC18*, *Channeling Cloak*. Weapons: *Dirk +2 (+3 damage versus evil)*, *Cutlass +1*, silver-headed *Heavy Mace +2 (limb crusher)*, Staff, *Bolo +1*, *1d12 Icy Spray Wand (44x)*. Gear: *Belt of Speed*, *Alice's Incredible Tunic*, *Charm versus Fire Magic*, *Graveyard Necklace*, *Aymeer's Bridle*, *Endless Feedbag*, *Tent of Marvels*, *Sails of the Winds*, *Magic Bag* (1000 pound), Holy Symbol, Prayer Beads, religious text, religious psalter, 4x *Holy Water*, 3x *1d10 Cure Wounds Potions*, *Levitation Potion*, *Life-Returning Salve*, *Tonic of Lycanthropy Reversal*, *Salve versus Stoning*, 2x Priest's scrolls. Knowledge: Competent Marsh man, poor Mountain man, excellent swimmer and diver, good knowledge about pearls and corals, good at ocean navigation, competent field cook, good at distilling medicines, excellent knowledge of church history and ritual, former seaman, extensive knowledge of sea stories/legends, competent singer (sea shanties), collects extraordinary sea shells. Description: Stands 5 FT 2 inches with short sandy hair, a wide forehead, small crooked nose, wide mouth, and a short yellow beard. He has a wiry frame, long muscular arms, large hands, and short legs. He usually wears priest's robes in the city, a wide-brim leather hat, and leather sandals (in the field, long buckskin shirt, black leather belt, long tan pants, and high brown leather boots). Prayers: Devotions (free 16): *Armorskin AC+17*, *Bar Creature*, *Command Animals*, *Command Minor Undead*, *Create Minor Food*, *1d8+2 Cure Wounds*, *Detect Poisons*, *1d8+2 God's Bolt*, *1d4+2 God's Fist 3 rounds*, *2d12+1 God's Strike*, *Minor Escape*, *Minor Prayer*, *Mute*, *Reveal Hidden*, *Waken*, *Walk through Fire*; Mysteries (free 12): *Animate Body*, *Banish Fatigue*, *Banish Paralysis*, *Banish Spells*, *Blind Undead*, *Deflect Magic*, *Element Shield*, *God's Hammer 15 rounds*, *Knock Out*, *Know Enemy*, *Restore Sight*, *Restore Hearing*; Majesties (free 9): *Aura of Heroism*, *Break Curse*, *Creature's Form*, *2d8 Cure Wounds*, *God's Mighty Warrior*, *Extraordinary Escape*, *Kill*, *Grand Crusade*, *Travel to the Outer Planes*. It amuses Pithius to allow a few good persons to live in the city, struggling in vain to reform the city's citizens.

Kelna Groonds, Street Prostitute, female Human, 24 years, evil tending towards neutral, Agility 20, Intelligence 14, Stamina 15, Strength 14, Will 14, hp19, SPM+2, Languages: Common, Trader's Cant, Thief's Cant (25%), foreign language (50%), Infernal Cant. Religion: Lokaski, God of Humans (secondary Lucifer). Racial Abilities: Acrobatics/ Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Armor: None. Weapons: Dirk (poisoned), Club, Staff. Gear: 250 GP gold Earrings, 720 GP gold Chain, 125 copper-garnet Armband, 420 GP gold-jade Ring, 525 GP platinum-pearl Ring. Knowledge: Poor Marsh woman, competent Mountain woman, good knowledge of anatomy, good knowledge of male responses, expert at dirty language, former farmer (despoiled farmer's daughter), good beekeeper, competent cook, poor seamstress, good knowledge of dirty jokes, likes beer, follows gladiator games, square dancer. Description: Stands 5 FT 6 inches with orange-red hair usually in braids, she has a small forehead, long thin nose, and a thin mouth. She has wide shoulders, a larger bust, small hips, and long legs. She wears a low-cut short sleeve red blouse, black belt, very short black skirt, polished black shoes (high heels), with a red plumed hat and a dark red-black-gold cloak.

Khaffakokess, Penbottles Neighborhood Boss, female Mummy, 823 years, evil, Agility 12, Intelligence 16, Stamina 20, Strength 16, Will 19, hp30, SPM+5, Languages: Common, foreign language, Djinn (50%), Efreet (20%), Infernal Cant. Religion: Nariglo, God of Death and Revenge. Armor: *Chain Mail Armor AC+8*, large metal *Shield AC+6 (reflects Earth Magic)*. Weapons: *Scimitar +3 (Human limb cleaving)*, *Bladed Staff*, *Flail +1*, *War Hammer +1 (returning)*, *1d20 Mage Zapping Wand (39x)*. Gear: *Ring of Hardiness +2*, *Sky Hook*, *Linked Tarot Cards*, *Mirror Locket*, 4500 GP gold-diamond Necklace, 2x 600 GP gold Armbands, 2x Priest scrolls. Knowledge: Poor Marsh woman and adequate Mountain woman, extensive knowledge of potions and draughts, good at using alchemical equipment, competent glass blower, extensive knowledge of medicinal plants, good historical knowledge of alchemy, extensive contacts among Alchemists and Potion Brewers, good knowledge of the health problems of important persons in the city. Description: Stands 5 FT 5 inches, covered everywhere in tight overlapping bandages, the head and torso are in white, the arms in brown, and the legs are a mottled brown and tan and green.

Klaenson Haversan, Manager of Bierbolon's Counting House in Graulmwich, male Gnome, 117 years, neutral, Agility 12, Intelligence 18, Stamina 13, Strength 14, Will 17, hp17, SPM+0, Languages: Common, Gnomish, Dwarvish (55%), Harpy (40%), Infernal Cant, foreign language. Religion: Kubero, God of War and Metals. Racial Abilities: Speak with animals (canine, feline, birds), Save +1 versus Domination/Mental Attack, TH+1 with Dirk/Rapier/Cutlass/Machete. Description: He stands 3 FT 4, with a long drawn face, a ring of white hair around a bald dome, thin grey brows over blue eyes, a long thin nose, with a close-cropped salt-pepper beard. He wears a grey cloth jacket over a black tunic, grey pants, shiny black leather shoes, and a derby hat. He has a 4300 GP platinum-ruby-amber Pin on his jacket shaped like a dragon's head, a 1300 GP black pearl necklace, and wears a 1750 GP gold-diamond-topaz Ring on his left hand. Armor: *Enchanted Vest AC10* (immune to Dirks). Weapons: poisoned Dirk, Short Sword, Bolo. Gear: *Chain of Scrying*, *Cloak of Invisibility*. Knowledge: a poor marsh man, excellent accountant and money manager, excels with locks (+4), an expert about keys and key making, one of the best poker players in Graulmwich and above average at blackjack and craps, very knowledgeable about wine, reads trashy Gnomish romances, enjoys puzzles of all sorts.

KOLOFF DRYTAN TO KOZZELL PANG TUESSEL

Koloff Drytan, Owner Broken Bow Inn in Graulmwich, Warlock L9, male Dwarf, 88 years, evil, Agility 13, Intelligence 17, Stamina 16, Strength 15, Will 16, hp20, SPM+3, Languages: Common, Dwarvish, Merchant's Cant, Thief's Cant (50%), Gnomish (70%), Raven, Infernal Cant. Racial Abilities: Infrared Vision, sense of direction underground, Save +1 versus Disease/Poison/Magic, Find Hidden Doors +1, TH+1 with War Hammers/Axes. Class Abilities: Dirk/Cutlass proficiency, Iron/Steel Limitations (LTET 25 pounds to cast spells), Spell and Attack in the same round (TH-3), Save +1 versus magic, Stealth bonus, Fight 3 foes at L5, Called critical hits (LVL-2/day at TH-3). Description: He stands 3 FT 11, with short black hair around a balding head, long ears, thin black brows, pink eyes, a short thick nose, wide cheeks with scars on the right side, three missing teeth, a long chin with a short black moustache and black goatee. He wears red or orange knee-length short sleeve tunics, black leather vest, black leather knee-length pants, black shoes, and a western-style hat. He has a moon-and-shovel symbol tattooed on his right wrist. He wears a 50 GP silver Ring on his right hand, a 450 GP gold-jade Ring on his left hand, and a 180 GP silver-pearl Amulet around his neck. Armor: Padded Shirt, Padded Hood, Leather Hood, Studded Leather Arm Protection AC+3, Studded Leather Armor AC+6, Studded Leather Gauntlets AC+4 (Spider Grip), large wood Shield AC+2 (reflects fire magic). Weapons: silver-bladed *Dirk* +2, *War Hammer* +1 (Limb Crushing roll GTET 17), Rapier, Short Bow (25x War Arrows). Gear: *Gloves of Agility* +2, *Sleeping Draught*, *1d10 Cure Wound Potion*, *Potion of Invisibility*, *Haeldan's Cordial* (Will+4), *Getter's Great Pouch*. Knowledge: poor marsh man, good cook (Dwarf fare), good at concocting medicines, competent metal assayer, competent at the flute, writes obscene books in Dwarvish. Spells: *Bind Breath*, *Bind Tongue*, -3 *Bind Weapon*, *1d12 FT Displacement*, *Extinguish*, *Flame Up*, *Great Leap*, AC+16 *Guard Self*, *Hero's Race*, *Hold Up*, *1d8 Icy Spray*, *Ignite*, *Mists of Fate*, *Object to Hand*, *Reveal*, *Spell Shield* {all Basic, others save at +8}. He likes fish and keeps two aquariums. He is owed a favor by Ulholgh, **Giant Eagle**.

Korrine De Craskin, Seer, female Half-Elf, 91 years, evil, Agility 12, Intelligence 14, Stamina 16, Strength 13, Will 15, hp20, SPM+6, Languages: Common, Elvish, foreign language, Infernal Cant. Religion: Vaettiri, Goddess of Elves (secondary Asmodia). Racial Abilities: Low Light Vision, navigation by stars, +50% versus becoming lost, Persuasion/Influence +1, TH+1 with Bows. Armor: *Wizard's Robe AC16*. Weapons: *1d12 Ring of Fiery Breath* (30x), *1d10 Magic Bolt Staff* (54x). Gear: *Light Rod*, *Opening Wand*, *Water Breathing Ring*, *Far Seeing Spectacles*, *Magic Carpet* (2 person), 1330 GP gold-onyx Hair Pin, 220 GP silver Hair Clasp, 1630 GP pearl Necklace, 900 GP gold Chain, 450 GP silver-garnet Ring, 2280 GP gold-sapphire Ring, 3160 GP platinum-jade-emerald Brooch. Knowledge: Good Marsh woman, poor Mountain woman, excellent knowledge of fortune telling methods (prefers Tarot), good historical knowledge of prophets and prophecy, good knowledge of con artist methods, she has extensive knowledge of local gossip and rumors, good at picking locks (+3), likes hallucinogens, likes classical Elvish music, plays tambourine. Description: Stands 5 FT 11 inches with waist-length silver hair often worn pinned up, a long graceful face with a small forehead, silver brows over hazel eyes, a thin perky nose, high cheeks, a small sensuous mouth and a dainty chin. She has a thin frame with a moderate bust and wider hips and long legs. She wears colorful robes, a bright red-blue-yellow pointed hat, blue elbow-length silk gloves, and red leather slippers, with a bright yellow hooded cloak. She has a true vision on 1d20 rolls GTET 16 checked daily. It is widely believed that persons who harm a seer suffer 10 years of bad luck.

Kozzell Pang Tuessel, Hermit, Wizard L13 (Air, Fire, Shaman), male Human, 82 years, neutral, Agility 18, Intelligence 20, Stamina 17, Strength 14, Will 15, hp21, SPM+5, Languages: Common, Elvish, Centaur, Infernal Cant, foreign language. Religion: Anuruck (monotheistic). Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Class Abilities: Dirk/Staff proficiency, Iron/Steel Limitations (LTET 25 pounds to cast spells). Class Abilities: Dirk/Bow proficiency, Iron/Steel Limitations (LTET 25 pounds to cast spells), make Charms and Amulets. Description: He stands 5 FT 11, with shoulder length brown hair, brown brows, silver-grey eyes, a thin pointed nose, and a thin brown moustache. He wears leather shirts and pants and moccasins, along with a fur cap. Armor: *Wizard's Robe AC30* (in shack). Weapons: *Dirk* +2, *Staff* +1 (knocks out Humans), Long Bow (40x War Arrows), War Axe (TD+2). Gear: *Alaric Callity's Bracers* (teleportation 40 FT), *Winged Boots*, *Merlin's Circlet*, *Chain of Invisibility*, *Armoire Charm*, *Spell-Eating Ring* (Lesser Magic on 1d20 rolls GTET 8), *2d8 Fireball Staff*. Knowledge: one of the best marsh men alive, expert tracker and hunter, expert identifying edible and poisonous plants, plays fiddle badly, competent singer, extensive knowledge of elven poetry and literature. Spells: Basic, free 16: *1d6+4 Attack (Electricity, Fire, Force)*, *Audibles*, *Banish Vapors 25x25 FT*, *Call Breezes*, *Command Fires*, -3 *Confuse Weapons*, *Detection*, *Dominate Person*, *Extinguish Lights*, *1d8+4 Fire Arrow*, *Flare {blinding}*, *Fog Bank*, *Horga's Mage Block*, *Illusion*, *Illusory Appearances*, *Jaco's Mesmerize*, *Levitation*, *1d12 Magic Grenade*, *Mind Speech*, *Minor Sleep*, *Putrid Scents*, +2 *Stng Rage*, *Remote Push*, *Remove Confusion*, *Remove Panic*, *See Invisible*, *Smokescreen 20x20 FT*, *1d8+4 Sound Blast*, *Speak Languages*, *1d4+4 Steam Breath 15 FT*, +2 *Target Missiles*, *Telekinesis*, *Thermal Vision*, *Unhearing Ears*, *Vertigo*, *Waken*. Lesser, free 11: *2d6+4 Attack (Electricity, Fire, Force)*, *1d6+4 Attack (Acid, Cold)*, *Area Deafen 20x20 FT*, *Area Silence 20x20 FT*, *Arrow Volley 1d8 at hp1d3*, +3 *Aura of Heroism*, *Blindness*, *Choke {to unconsciousness}*, *Cloud the Mind*, *Control Winds*, *Darkness Zone 25x25 FT*, *Daylight 25x25 FT*, *Disperse Magic*, *Fire Ring*, *3d6+4 Fear the Reaper*, *Gregor's Mage Drain*, *Hailstorm 20x20 FT*, *Hold in Place*, *Invisibility*, *Levitation*, *Mirage*, *Mesmerize*, *Remove Air 20x20 FT*, *Send Mage Energy*, *Stun*, *Summon Air Elemental*, *Swift Feet*, *Shield versus Fire*, *True Sight*, *Vision*. Greater: *2d6+4 Attack (Acid, Cold)*, *All Seeing Eyes*, *Banshee's Wail*, *Blinding Cloud 25x25 FT at 1 hour*, *Confusion*, *Clone Person*, *Ear on the Wall*, *Eye on the Wall*, *3d8 Fire Hail 25x25 FT*, *Fire Walk*, *Flight*, *Geas*, *5d20+20 Imminent Mortality*, *2d8 Magic Timed Blast*, *Minor Time Walk*, *Shield of Reflection*, *Siren's Song {mesmerize}*, *Sleep Zone 25x25 FT*, *Spell Permanency*, *Summon Djinn*, *Teleportation*, *Wall of Force*, *X-Ray Sight*. He has a trained cat, Mylo. Kozzell lives alone in the marsh in self-exile as atonement for the accidental death of his wife, Rachella, more than 23 years ago. He knows the location of every shelter within 100 miles, and the locations of many ruins and other forgotten places found within 300 miles. He gets along well with Mahimus Whert and provides occasional information to Blair Rey.

LAEON GALSTERMON TO LELEROND HOURSH

Laeon Galstermon, Guildsmaster, Muckrunner Guild, male Human, 56 years, evil tending toward neutral, Agility 15, Intelligence 17, Stamina 16, Strength 14, Will 19, hp20, SPM+4, Languages: Common, Elvish (25%), Centaur (65%), Minotaur (15%), Infernal Cant. Religion: None. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Armor: *Chain Mail Hood AC+3 (water breathing)*, *Chain Mail Armor AC+5 (floating)*, *Leather Arm Guards*, *Chain Mail Mittens AC+2*, *Leather Waist Skirt*, small wood *Shield AC+3 (normal arrow reflecting)*, *Arrow Proof Cloak*. Weapons: gold-bladed *Dirk +1 (water walking)*, *Machete +1*, *Cutlass*, *Staff*, single-bladed *War Axe +2 (limb cleaving)*, *Sling*, 20x Shot, *Short Bow +1*, 30x War Arrows (8x +1, 6x +2, 3x smoke arrows, 2x flash powder arrows, *Arrow of Slaying* {3x, Devils HD0-HD8}). Gear: *Magic Bag* (800 pounds), *Boots of Janduru* (3/day walk on air 30 minutes), *Armoire Charm*, *Power Deus Charm*, *Pendant of Beauty*, 3x *Beanstalk Seeds*, *Cauldron of Plenty*, *Magic Carpet* (6 person), *Patur's Tonic* (disease antidote), *Tonic of Growth*, *Salve versus Paralysis*, *Insect Repelling Powder*. Knowledge: Outstanding Marsh man, competent Mountain man, excellent leadership skills (+3 morale), good tracker, good swimmer, very good with edible plants, good animal trainer, journeyman leather worker and tanner, likes domi-noes and red wines, good knowledge of 'serious' theater, fan of modern art. Description: Stands 6 FT with cropped blonde hair around a balding dome, with yellow brows over blue eyes, a long thin nose, high cheeks, a thick yellow moustache, and a wide mouth with two gold teeth. He has a slender/wiry frame, long arms, and large hands and feet. He wears long-sleeve tan-gold shirts, dark brown vest, a red bandana, red leather belt, and dark pants, with high red leather boots, a wide-brimmed hat, and dark red hooded cloak. He has better than average sight and excellent hearing, has a brown birthmark on his neck, a scorpion tattoo on his left shoulder, and is allergic to bees. He has a trained Otter, Manfred, HD1, AC6, Bite 1d4.

Laerman Holgai, Gaol Warden, Muckrunner District, Maur Yube (female alien), HD9, 58 years, evil tending toward neutral, Agility 12, Intelligence 15, Stamina 17, Strength 14, Will 15, hp30, SPM+4, Languages: Common, Maura, Elvish (50%), Thief's Cant (35%), Infernal Cant. Religion: None. Armor: *Enchanted Robe AC18*, *Leather Gloves AC+2*. Weapons: *Dirk +2 (stoning)*, *Cudgel*, *Small Club*, *Short Sword +1 (limb cleaving)*, 1d10 Metal Rod. Gear: *Muting Hood*, *Chaining Gloves*, *Jig-Dancing Boots*, *Charm versus Shaman*, *Talisman of Protection AC+10 (saves +4)*, *Spectacles of Kent*, *Antidote Ring*, 2200 GP gold-silver-ivory-sapphire Choker, 1425 GP gold-diamond Necklace, 900 GP platinum-ruby Earrings, 1200 GP platinum-sapphire-black pearl Ring, 2x 300 GP silver Rings, 1920 GP gold-emerald-hade Locket. Knowledge: Good Marsh woman, poor Mountain woman, competent lock smith, good at trap finding (+1), good at interrogation (+2), competent at torture but not enthusiastic, competent tracker, collects Elvish poetry, raises bees. Description: Stands 3 FT 11 inches, she has a long thin head with long yellow to gold hair, bright blue eyes, thin noses, several red facial tattoos. She has a slender frame with a small bust and long legs and an extra finger on her right hand. She typically wears a knee-length dress/gowns of shimmering bright flower-print fabric. She distrusts men and has a highly matriarchal viewpoint.

Laithia Caolka (aka the Delivery Girl), **Smuggler**, female Human, Rascal L9, 41 years, evil, Agility 19, Intelligence 13, Stamina 15, Strength 13, Will 16, hp19, SPM+4, Languages: Common, Trader's Cant, Thief's Cant, Minotaur (50%), Giantish (30%), Infernal Cant. Religion: Ravanna, Goddess of Anarchy and Evil. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Class Abilities: *Dirk/Rapier proficiency*, *Armor Limitations* (no Breastplate/Backplate, Plate Armor, Steel Helm, Medium/Large Shield), No weapon larger than a Cutlass, TH+1 *Saber/Rapier*, TH+2 fighting with 2 Dirks, TH-2 any two-handed weapon, Bonus for stealth/picking locks/disarming traps, Called critical hits (LVL-2/day at TH-3), Fight 3 foes at L5. Armor: *Leather Hood AC+2*, *Studded Leather Armor AC+6 (swimming)*, *Leather Arm Guards*, *Studded Leather Gauntlets AC+4*, *Leather Leg Guards*. Weapons: *Dirk (poisoned)*, *silver-bladed Dirk (+1 damage versus Undead)*, *Rapier +2 (2/day summons HD3 Giant Eagle)*, single-bladed *War Axe*, *Spiked Club (double damage versus Giants)*, *Staff +1*, *Short Bow*, 40x War Arrows (8x smoke arrows, 3x flash powder arrows, *Putrid Scent* arrow, 2x *Arrow of Paralysis*). Gear: *Spitz's Sandals*, *Chain of Invisibility*, *Charm versus Fire Magic*, *Enchanted Pavilion*, *Far Seeing Spectacles*, *Magic Bag* (500 pound), *Magic Bag* (1000 pound), 1220 GP gold-amethyst-amber Earrings, 700 GP gold Chain, 1410 GP gold-ruby Pendant, 400 GP gold Locket, 320 GP gold Ring, 215 GP silver-bloodstone Ring, 915 GP gold-ivory-ruby Bracelet. Knowledge: Very good Marsh woman, competent Mountain woman, good boat handler, good weather predictor (+2), excellent appraiser, good assayer, extensive knowledge of currency and exchange, good knowledge of antique gems and jewelry, does needlepoint, partial to Dwarven ales, plays pub darts, draws caricatures. Description: Stands 5 FT with cropped raven's hair, a small forehead, thin dark brows over hazel eyes, a small dainty nose, high blush cheeks, and a wide mouth. She has a small frame with a larger bust, narrow waist, and large hands. She wears tunics in brown and red, a white leather belt, shorter dark color skirts, hosiery, and ankle-length black leather boots, with a tri-corner hat and dark blue hooded cloak.

Lelerond Hoursh, Marshbottom Neighborhood Boss, male Human, Master Hunter, Master Butcher, 50 years, neutral tending toward evil, Agility 17, Intelligence 16, Stamina 18, Strength 15, Will 19, hp22, SPM+1, Languages: Common, Elvish (30%), Centaur (50%), Draconic 25%), Infernal Cant. Religion: Khurmo, God of Animals and Herders (secondary Pithius). Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Armor: *Leather Hood AC+2 (water breathing)*, *Leather Armor AC+2 (reduce sword damage -2)*, *Studded Leather Gauntlets AC+3*, *Leather Leg Guards*. Weapons: *poisoned Dirk*, 2x *Skinning Knives*, *poisoned Short Sword +1*, *Cutlass +1*, *Bone Hatchet*, *Long Bow*, 25x *Hunting Arrows* (9x +1, 3x +2), 25x *War Arrows* (5x +1, 4x smoke arrows, 2x *Putrid Scents Arrow*, 2x *Dazzling Lights Arrow*), *Boar Spear*. Gear: *Bridging Wand*, *Hardening Wand* (harden muck), *Ring of Disease Immunity*, *Magic Bag* (500 pounds), *Magic Bag* (2000 pounds, cold bag), *Mosho's Mask*...continued next page

LELEROND HOURSH TO LEWELLEN MC'ASELPH

Lelerond Hoursh, continued... Knowledge: Excellent Marsh man and good Mountain man, good knowledge of game beasts, excellent at butchering any beast, good at preserving meats, good at tanning techniques, competent field cook, excellent at wilderness survival, good contacts among the guides and Muckrunner Guild, enjoys table games at the casinos. Description: Stands 5 FT 9 inches, bald head, thin black brows over brown eyes, short nose, high cheeks with a brand on the left cheek, wide mouth with two gold teeth, and a short thick brown beard. He has a burly and wide frame. He wears mottled brown-green-grey shirts, a brown leather belt, a brown-green kilt, and brown boots, with a mottled hooded Cloak.

Lellia Wollrond, Hook Knife Neighborhood Boss, female Elf, Crusader L11, 147 years, evil, Agility 16, Intelligence 21, Stamina 15, Strength 15, Will 18, hp19, SPM+4, Languages: Elvish, Common, Infernal Cant, foreign language (65%), foreign language (35%). Religion: Samael. Racial Abilities: Low Light Vision, navigation by stars, +50% versus becoming lost, Persuasion/Influence +1, TH+1 with Bows. Class Abilities: Dirk/Heavy Mace proficiency, Called critical hits (LVL-2/day at TH-3), Fight 3 foes at L6, Lay on Hands heal, Prayers at L5, Bar/Drive/Destroy Undead, Reincarnation, Resurrection. Armor: Steel open-faced *Helm AC+6* (*poison breathing*), Chain Mail *Armor AC+6* (*floating*), bronze *Breastplate AC+3*, Chain Mail Waist Skirt, steel Leg Guards, steel Foot Guards. Weapons: silver-bladed Dirk (*undead detecting*), *Dirk +2* (SPM+2 while wielded), *Heavy Mace +3* (+3 on rolls for powers versus Undead while wielded), Bladed Staff, *Cutlass +1 Cold Blade*. Gear: prayer beads, religious hymnal, 50x telescope, 10x field binoculars, *Fireproof Backpack* (300 pounds), *Magic Hole 2 FT*, *Enchanted Cooking Pot*, *Ring of Undead Destruction* (4d10, 30 FT, 31x), *Charm of Beasts*, *Lock Opening Wand* (56x), 6x *Unholy Water*, 2x *1d12 Cure Wounds Potions*, *2d8 Cure Wounds Potion*, *Shapechanging Potion* (Pegasus), 3x *Poison Antidote*, *Universal Antidote*, 2x Priest's scrolls, 3000 GP pearl Necklace, 3x 600 GP silver-garnet Rings, 1200 GP gold-jade Hair Clasp, 350 GP silver Armband, 925 GP gold-emerald Bracelet. Knowledge: A good Marsh woman and adequate Mountain woman, expert fisherman, competent silver smith, good knowledge of astronomy, good knowledge of religious rituals, good knowledge of religious stories and legends, competent singer, collects religious chants, enjoys ales. Description: Stands 6 FT 8 inches with should length flaxen hair worn braided, she has a small forehead, white brows over silver eyes, a long thin nose, small pointed ears, and a dainty chin. She has wide shoulders, a substantial bust, wide waist, long legs, and large feet. She wears black-grey-white religious robes in the city, a priest's pointed hat, and grey leather gloves. She has religious tattoos on the back of each hand and a speared fish tattoo on her left ankle. Prayers: Devotions (free 12): *Animate Bones*, *Armorskin AC+20*, *Compel Truth*, *Create Minor Food*, *1d6+2 Cure Wounds*, *Detect Poisons*, *1d8 God's Bolt*, *1d10+1 God's Missile*, *God's Sword*, *Know Creature*, *Minor Escape*, *Minor Prayer*, *Reveal Hidden*, *Waken*, *Walk through Fire*; Mysteries (free 9): *Animate Body*, *Aura of Belief*, *Banish Confusion*, *Banish Paralysis*, *Banish Spells*, *1d12+4 Cure Wounds*, *Detoxify Poisons*, *Divine Armor AC+36*, *2d8+1 God's Fire 10x10*, *God's Serpent*, *2d12+2 God's Strike*, *Hold Undead*, *Knock Out*, *Minor Disintegration*, *Minor Regeneration*, *Restore Sight*, *Restore Hearing*.

Lenn Sullvik (aka Lansell, the Prince), **King of Assassins**, male Human, Warlock L11, 52 years, evil, Agility 20, Intelligence 17, Stamina 18, Strength 14, Will 16, hp22, SPM+3, Languages: Common, Elvish, Thief's Cant, Trader's Cant (40%), foreign language (70%), Infernal Cant, Sign Language (80%). Religion: Nariglo, God of Death and Revenge (secondary Lucifer). Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Class Abilities: Dirk/Cutlass proficiency, Iron/Steel Limitations (LTET 25 pounds to cast spells), Spell and Attack in the same round (TH-3), Save +1 versus magic, Stealth bonus, Fight 3 foes at L5, Called critical hits (LVL-2/day at TH-3). Armor: *Chain Mail Hood AC+2*, *Studded Leather Armor AC+8*, *Studded Leather Arm Guards AC+3*, Leather Gloves, *Leather Leg Guards AC+3*. Weapons: *Garrote +3*, *Dirk +2* (poisoned), *Cudgel*, *Staff +1* (*limb breaking*), *Scimitar +2* (*paralyzing*), Bullwhip, 3x Throwing Stars (1x +3, poisoned), *Blowgun +1*, 15x Blowgun Darts (poisoned), *Dart of Slaying* (9x), *1d10 Ring of Fiery Breath* (34x). Gear: *Talisman of Adonis*, *Frightful Mask*, *Gloves of Great Climbing*, *Lethe Water*, 4x *Unholy Water*, *Good Luck Coin*, *1d12 Cure Wound Potion*, *2d8 Cure Wounds Potion*, *Flying Potion*, *Wall through Walls Potion*, *Blending Salve*. Knowledge: Excellent Marsh man and good Mountain main, good at field first aid (hp+2), excellent knowledge of anatomy (all species), good at unarmed combat (+2 TH), competent carpenter, good cooper and wood carver, enjoys whittling, loves ales, frequent brothel visitor, connoisseur of chocolates, excellent contacts among Guides and Mercenaries and Smugglers, extensive files on assassin customers in the city, good historical knowledge of assassinations, is bribing several City Watch members. Description: Stands 5 FT 7 inches with short light brown hair, small forehead, thick brown brows over brown eyes, small nose, thin brown moustache, and a thin mouth; his face is bland and very forgettable. He has narrow shoulder and hips, a wiry frame, long hands, and long legs. He wears white-gold tunics, a gold belt, dark brown pants, and polished high brown boots, with a floppy white hat and a dark brown hooded cloak. Few persons know his actual name, his code name among assassin is Alchon. He does business wearing a long white robes and a red-black bandana over his face, disguised as an Elf (hair color, ears). He runs a cooperage under the name of Kollacatt. Spells (free 16): *Bind Breath*, *Bind Tongue*, *Breath Shield 1d4+3 rounds*, *Displacement*, *Flicker*, *Guard Self AC+16 1d6+3 rounds*, *Hero's Luck*, *Hold Up*, *1d8 Icy Spray*, *Mage's Torch*, *Mist of Fate*, *Object to Hand*, *Reveal*, *Spell Shield*.

Lewellan Mc'Aselph, Owner, Baldy Cypress Casino, Wizard L8 (Fire), male Dwarf, 147 years, evil, Agility 12, Intelligence 17, Stamina 14, Strength 13, Will 15, hp18, SPM+4, Languages: Common, Dwarvish, Gnomish, Cercopes, Infernal Cant. Racial Abilities: Infrared Vision, sense of direction underground, Save +1 versus Disease/Poison/Magic, Find Hidden Doors +1, TH+1 with War Hammers/Axes. Class Abilities: Dirk/Staff proficiency, Iron/Steel Limitations (LTET 25 pounds to cast spells). Description: He stands 4 FT 2, bald with a half-circle of grey hair, thick grey brows, blue eyes, long wide nose with a large tip, black dyed moustache, and a short thick salt-pepper beard. He has wide shoulders and hip with a muscular torso and thick hands. He wears a red knee-length Wizard's Robe over black pants,...continued next page

LEWELLEN MC'ASELPH TO MALFRAD

Lewellan MC'Aselph, continued......a black leather belt, black leather shoes, a 930 GP silver-pearl chain and amulet, and a 2100 GP gold-amber-onyx Ring on his left hand. Armor: *Wizard's Robe* (AC24). Weapons: Dirk, *War Axe +1*, *Wand of Spiderwebs*, *Mage Zapping Wand*. Gear: *Shapechanging Potion* (Ogre), *Ring of Beast Speech*, *Water Breathing Ring*, *Magic Hole*, 500# *Magic Bag*. Knowledge: a poor marsh man, excellent at all games of chance, expert miner, competent carpenter, wine expert, plays Harp badly. Spells: Basic, free 10: 1d6+4 (*Fire*), *Banish Vapors* 25x25 FT, *Command Fires*, *Detection*, *Extinguish Lights*, 1d8+4 *Fire Arrow*, *Flare {blinding}*, *Illusory Appearances*, 1d12 *Magic Grenade*, +2 *Stng Rage*, *See Invisible*, *Smokescreen* 20x20 FT, *Thermal Vision*; Lesser, free 7: 2d6+4 *Attack (Fire)*, 1d6+4 *Attack (Acid, Cold, Electricity)*, *Blindness*, *Darkness Zone* 25x25 FT, *Daylight* 25x25 FT, *Disperse Magic*, *Fire Ring*, *Invisibility*, *Mirage*, *Mesmerize*, *Shield versus Fire*, *Vision*; Greater, free 4: 2d6+4 *Attack (Acid, Cold, Electricity)*, *All Seeing Eyes*, *Blinding Cloud* 25x25 FT at 1 hour, *Confusion*, *Eye on the Wall*, 2d8 *Magic Timed Blast*, *Summon Djinn*, *X-Ray Sight*. Usually found at the Baldy Cypress Casino on Caimanland island. Lewllan has a strong dislike for Elves and Half-Elves; he has a 125,000 GP treasure stashed on a tiny island 37 miles north of Caimanland; he keeps hidden a map to an unexplored castle abandoned by Devils more than 3300 years ago (about 640 miles to the west-northwest of Caimanland).

Lysinder Quellcoot, Professional Jester, male Gnome, 54 years, neutral tending toward evil, Agility 20, Intelligence 18, Stamina 17, Strength 14, Will 15, hp21, SPM+5, Languages: Common, Elvish, Dwarvish, foreign language (80%), foreign language (45%), Infernal Cant. Religion: Varatha, Goddess of Merriment and Music. Racial Abilities: Speak with animals (canine, feline, birds), Save +1 versus Domination/Mental Attack, TH+1 with Dirk/Rapier/Cutlass/Machete. Armor: *Black Satin Suit* AC20. Weapons: Stiletto (poisoned), *Short Sword +1* (1/day *teleportation* 100 FT), *War Hammer +1 (concussion)*, 6x Throwing Stars (2x poisoned). Gear: *Boots of Silent Speed*, *Amulet of Reincarnation*, *Golem Chain*, *Ring of Minor Escapes* (33x, *teleportation* 250 FT), 1d10 *Cure Wounds Potion*, *Perassus' Salve* (against stoning), *Rodent Repelling Powder*, *Estavan's Cordial* (Agility+5). Knowledge: Competent Marsh man, good Mountain man, good swimmer, competent boat handler and sailor, expert fisherman (net/rod), journeyman Miner, extensive knowledge of humor, extensive historical knowledge of comedy, outstanding acrobat (+5), good climber (+3), good juggler (4 knives), competent orator, loves light beers, collects stage magic, collects antique decks of card. Description: Stands 3 FT 6 inches with long dark brown hair, a small forehead, thin brown brows over blue eyes, a small thin nose, thin mouth, and pointed chin with a brown goatee. He has a rose flower tattoo over his heart and a birthmark on his left cheek. He wears a red-yellow body suit with red slippers and a yellow hat with five branches ending in red pompoms (civilian clothes red satin shirt, black belt, black pants, high black boots).

Mahimus Whert, Healer and Surgeon, male Human, 54 years, neutral, Agility 12, Intelligence 17, Stamina 12, Strength 12, Will 13, hp16, SPM+4, Languages: Common, Dwarvish, Infernal Cant. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Description: He stands 5 FT 10, with a round face, balding with white hair around his ears, small brows, gold eyes, a small salt-pepper goatee. He has a pudgy body and long dexterous fingers. He usually wears an old torn robe, bowler hat, black leather belt, and black leather shoes. Armor: *Priest's Robes* AC22. Weapons: Dirk, Cutlass, Light Mace. Gear: 1000# *Magic Bag*, *Sky Hook*, *Glasses of Sight*, *Charm versus Shaman*, *Cloak of Healing*. Knowledge: outstanding Healer, competent to good Surgeon, good at plant-based medicines, good at poisonous plants, passable singer, unlucky gambler, collects butterflies, an eternal optimist. His daughter is Fannie Whert. Found on Caimanland island.

Makkor Bejj, Tavern Owner, male Human, 44 years, evil, Agility 13, Intelligence 13, Stamina 15, Strength 14, Will 12, hp19, SPM+0, Languages: Common, Infernal Cant, Minotaur. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Description: He stands 5 FT 11, with thin short brown hair, light brows, hazel eyes, a short pug nose, scraggly beard, and an anchor tattoo on his right ear. He has small shoulders and a thin waist with a bit of a pot belly. He dresses in an expensive suit which is out-of-fashion and wears a top hat (comically foppish). Armor: *Enchanted Vest* AC12, *Leather Gloves* AC+2. Weapons: poisoned pair of Dirks, Cudgel, Bolo, Staff, Crossbow (20x bolts). Gear: 3x *Potions of Sobriety*, *Sleeping Draught*, *Stoning Draught*, *Drunk's Draught*, *Boots of Silent Speed*, *Hood of Facelessness*. Knowledge: excellent barkeeper, good at cards and backgammon, competent poet, he is an awful singer. Found at the Rusty Pelican Tavern on Caimanland; he is Jallorn Bejj's cousin. Makkor is an outstanding marsh man but keeps that secret. He supplies information to Bloody Grets, a Minotaur on the Material Plane.

Malapotheneis (aka Hanging Malp), **Chief Magistrate, Muckrunner District, Type 8C Devil.**

Malfrad, Owner **Lucky Shot Ladies** Brothel, male Half-Ef, 64 years, evil, Agility 14, Intelligence 16, Stamina 19, Strength 13, Will 14, hp23, SPM+0, Languages: Common, Infernal Cant, Elvish, Gnomish (15%). Religion: Samael. Racial Abilities: Low Light Vision, navigation by stars, +50% versus becoming lost, Persuasion/Influence +1, TH+1 with Bows. AC: 24 (-3 damage). Description: Stands 6 FT with short brown hair, low forehead, reddish brown brows over amber eyes, a long thin nose, high cheeks, wide mouth and chin, moderate reddish brown beard. He has slender shoulders, wide hips and has a moderate paunch, short legs with large feet. He wears red-orange shirts, dark brown pants, and brown leather shoes, with a black hooded cloak, 300 GP gold chain, 100 GP gold earrings, 890 GP gold-ruby ring, 500 GP gold-diamond ring, 1100 GP platinum locket, and a 250 gold belt buckle. He always carries a leather satchel on a strap...continued next page

MALFRAD TO MARIENYE

Malfrad, continued...Armor: Padded Shirt, Studded Leather Armor, red Leather Gloves, Studded Leather Waist Skirt and Leather Leggings, with a small wood Shield. Weapons: poisoned Dirk (sleeping), *Rapier*+1, Staff, Cudgel, Short Bow (22x Hunting Arrows). Gear: *Armorskin Potion* AC+20, *1d8 Cure Wounds Potion*, *Ahab's Storm Dust*. Knowledge: Competent Marsh Man, good Mountain Main, good swimmer, excellent at ropes/knots/lashing, good eye for women and fashion, large collection of dirty jokes, good field cook, enjoys spelunking. He keeps two HD2 **Mastiffs** at the brothel. Found at the Aszoclarn Lode Mining Camp, Apophis Mountains.

Marco Gorbrell, Bookie, male Dwarf, 97 years, evil, Agility 11, Intelligence 16, Stamina 13, Strength 12, Will 15, hp17, SPM+3, Languages: Common, Dwarvish, Gnomish, Infernal Cant. Religion: Lucifer. Racial Abilities: Infrared Vision, sense of direction underground, Save +1 versus Disease/Poison/Magic, Find Hidden Doors +1, TH+1 with War Hammers/Axes. Description: He stands 4 FT 4, with a dark bald head, heavy black brows, hazel eyes, long wide nose, scars on both cheeks, and a short thick brown-and-grey beard. He has a stocky build and big hands. He wears loud and bright silk shirts, a green kilt, high black boots, and wide-brimmed leather hat. Armor: Chain Mail Armor, Leather Gloves. Weapons: Dirk, Cudgel, *Rapier* +1 (defense +2). Gear: *Cloak of Disguise*, *Amulet of Luck* +2/+10%, *Iron Pendant* (Will+4), *Grimm's Wheel*. Knowledge: He is an adequate marsh man and average mountain man, journeyman sailor, he has some smuggling experience, he has extensive experience with horses (excellent handicapper), good at setting odds on gladiator contents and races, he likes to run, he likes ribald Dwarven comedies and frequents casinos. He buys information from Nina Portstein, a bordello girl on Caimanland island.

Marguite Shendir, Black Docks Neighborhood Boss, female Half-Elf, Warlock L8, 47 years, evil tending to neutral, Agility 19, Intelligence 20, Stamina 15, Strength 13, Will 17, hp19, SPM+2, Languages: Common, Infernal Cant, Trade Cant, Elvish, Dwarvish (15%), foreign language (40%). Religion: Samael. Racial Abilities: Low Light Vision, navigation by stars, +50% versus becoming lost, Persuasion/Influence +1, TH+1 with Bows. Class Abilities: Dirk/Cutlass proficiency, Iron/Steel Limitations (LTET 25 pounds to cast spells), Spell and Attack in the same round (TH-3), Save +1 versus magic, Stealth bonus, Fight 3 foes at L5, Called critical hits (LVL-2/day at TH-3). Armor: *Leather Armor* AC+8 (floating), *Leather Cap* AC+3, leather Arm Guards, studded leather Waist Skirt, leather Leg Guards, studded leather *Foot Guards* AC+3 (traceless movement). Weapons: Dirk (poisoned), *Staff* +1 (+1 damage), *Rapier* +3, silver-bladed *Cutlass* +1 (*Undead Cleaving*), Long Bow, 50x War Arrows (15 +1, 6 +2, 2x smoke arrows, 2x net arrows, *Arrow of Green Dragon Slaying*). Gear: 2x *Magic Bags* (800 pound, 1000 pound), *Ever-full Flask of Water*, *Tent of Marvels*, *Folding Boat*, *Spitz's Sandals*, 2x *1d10 Cure Wounds Potion*, *Invisibility Potion*, *True Sight* draught. Knowledge: outstanding Marsh woman, poor Mountain woman, excellent sense of direction, good diver and swimmer, good at handling boats, journeyman shipwright, journeyman carpenter, flamboyant fashion sense, very good knowledge of marsh animals and beasts, competent with the flute. Description: She stands 5 FT 8 inches, with short-cut sandy colored hair (dyed), thin brows over wide brown eyes, thin short nose, red lips, she wears a lot of rouge and makeup. In the field she wears a buckskin tunic, trousers, and moccasins; in town she usually wears short very colorful dresses with low cut fronts and long black boots, often with a bright red jacket. Spells (free 10): *Bind Tongue*, *Bind Weapon*, *Breath Shield*, *Charleyhorse*, *Flame Up*, *Great Leap*, *Hold Up*, *Mists of Fate*, *Object to Hand*, *Reveal*. She is married to Seymour Shendir.

Marienye, Dark Market Neighborhood Boss, female Human, Rascal L8, 52 years, evil, Agility 15, Intelligence 20, Stamina 13, Strength 13, Will 17, hp17, SPM+2, Languages: Common, Trader's Cant, Thief's Cant (70%), Infernal Cant, Elvish (30%), foreign language. Religion: Lucifer. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Class Abilities: Dirk/Rapier proficiency, Armor Limitations (no Breastplate/Backplate, Plate Armor, Steel Helm, Medium/Large Shield), No weapon larger than a Cutlass, TH+1 Saber/Rapier, TH+2 fighting with 2 Dirks, TH-2 any two-handed weapon, Bonus for stealth/picking locks/disarming traps, Called critical hits (LVL-2/day at TH-3), Fight 3 foes at L5. Armor: *Leather Armor* AC+4 (*Movement*, 5/day 50 FT teleportation), *Leather Hood* AC+2, Studded Leather Arm Guards, *Hero's Bracers* +2, Studded Leather *Gauntlets* AC+3, Leather Leggings. Weapons: Dirk (poisoned), silver-bladed Dirk, *Seaman's Cutlass* (+4 on water, -2 on land, wielder floats and breathes water), *Whip of Strangulation* +3, Long Bow, *Quiver of Endless Arrows*, *Light Mace* +1 (triple damage versus Undead). Gear: 2x *Magic Bags* (1000 pounds), *Nergod's Ring* (invisible to Undead), *Ring of Many Escapes* (46), *Levith's Lock Picks* +3 (3/day open lock), *Spectacles of Kent*, *Chain of Scrying*, 1200 GP gold-jade necklace, 2x 600 GP gold Rings, 900 GP ivory Earrings, 3200 GP platinum-pearl-beryl-amber Bracelet. Knowledge: Excellent Marsh woman and good Mountain woman, good appraiser (+1), competent assayer, has extensive contacts throughout the city and among criminal organizations, excellent seller of stolen merchandise, good boat handling skills, good knowledge of ancient literature, loves strong teas, alcohol allergy. Description: Stands 5 FT 4 inches, with short brown hair, thin brown brows over golden eyes, a long thin upturned nose, wide mouth with large lips, and a round chin. She has slender shoulders, small bust, wide hips, and large feet. When in the city she typically wears bright knee-length dresses with collars, brown leather belt, and leather sandals, with a white cloak trimmed in red fur. She is the daughter and granddaughter of prominent smugglers, her mother and sister are well-known Sages.

MARKKYN TO MENDAL JAME

Markkyn, Gheorki Neighborhood Boss, male Lycanthrope (Rat), 71 years, evil, Agility 14, Intelligence 17, Stamina 17, Strength 14, Will 19, hp25, SPM+3, Languages: Lycanthrope, Common, Infernal Cant, Gnomish (75%), Cercopes (15%). Religion: Lucifer. Armor: Leather Cap, *Chain Mail Armor AC+8 (protect versus stoning)*, Studded Leather Arm Guards, Studded Leather *Daylind's Gauntlets AC+4 (all missile proficiencies)*, *Flaming Scabbard*, small bronze *Jelys' Shield AC+5 (deflects Basic Magic, 1d20 GTET 7)*. Weapons: poisoned Dirk, Spiked Club, *Short Sword +1* (paralysis blade), *Sling +1*, 30x Shot (4x Knockout Shot +1, 6x 1d12 Explosive Shot, 3x smoking shot), *Priest Zapping Wand (42)*. Gear: *Great Spade*, *Heatter's Crystal* (poison detecting), *Magic Hole 6 FT*, Wizard's scroll, *Ring of 1d12 Fiery Breath (38)*. Knowledge: Good Marsh man, competent Mountain man, stealthy (+2), competent mason and carpenter, good climber (+1), knowledgeable about smoked drugs, good at blackjack, enjoys ciders. Description: Stands 4 FT 11 inches, he has thick dark black hair with touches of grey, small forehead, thin black brows over black eyes set close together (shifty), thin almost pointed nose, small toothy mouth, with a short black beard. He has a thin wiry frame with short legs and arms (20% chance to exhibit a short tail). He wears a dark grey frock over a silver-grey shirt and black leather vest, black pants, long grey leather boots (*traceless*), and a dark grey cloak with an embroidered rat's head.

Marzavera, Rascal L11, female Human, 54 years (widow, 2 children), evil, Agility 20, Intelligence 17, Stamina 14, Strength 13, Will 15, hp18, SPM+1, Languages: Common, Elvish, Dwarvish, Infernal Cant, Thief's Cant, Merchant's Cant, Minotaur, foreign language. Religion: Lucifer. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Class Abilities: Dirk/Rapier proficiency, Armor Limitations (no Breastplate/Backplate, Plate Armor, Steel Helm, Medium/Large Shield), No weapon larger than a Cutlass, TH+1 Saber/Rapier, TH+2 fighting with 2 Dirks, TH-2 any two-handed weapon, Bonus for stealth/picking locks/disarming traps, Called critical hits (LVL-2/day at TH-3), Fight 3 foes at L5. Description: She stands 5 FT 11 inches with short cut ginger hair with streaks of white, grey eyes, tanned complexion, wide face, long nose, jutting chin with scar, is missing two teeth (has a false-teeth insert), a curvy figure with substantial bust, long legs. In the marsh she dresses in a camouflaged poncho worn over leather shirt/pants (blending) and a brimmed hat. In the city she often wears a loose tunic over long skirts. She favors knee-high shimmering dresses for formal occasions. Marzavera was once very attractive but has lost a lot over the years, although she can still be noticed when she works at it. Armor: AC45 (*Poncho AC8 {immunity to lightning}*), *Leather Shirt AC15*, *Gloves of Melee +2 AC8*, *High Jump Boots AC8*, *Girdle of Strength +2 AC4*, Leather Cap {infrared vision 100 FT} AC 2). Weapons: silver-bladed Dirk (paralysis poisoned), *Unholy Dirk +1* (+3 versus Good, +2 Damage versus Good), *Cutlass +1*, *Long Bow +2* (30 War Arrows, 2x *Arrow of Slaying*), Light Mace. Gear: *Water Breathing Ring*, *Ring of Disease Immunity*, silver *Talisman of Protection*, *Magic Bag*, *Lock Picks +3*, *Invulnerable Tent*, *1d10 Cure Wounds Potion*, *2d8 Cure Wounds Potion*, *Life Returning Salve*, *Flying Potion*, 3x *Unholy Water*. Knowledge: excellent marsh woman, good tracker, good marsh survival, lock expert, talented amateur painter, good singer. Member of the Board of Representatives in the Muck Runners Guild, she is on the payroll of **Diabolic General Nusora**. Sometimes found supervising a smuggling shipment at the east end of Geffin Kay.

Mearvine Kolstar, Hetman of the Mortal District (appointed 13 months ago), female Human, 62 years, evil, Water Wizard L9, Agility 13, Intelligence 19, Stamina 13, Strength 13, Will 19, hp17, SPM+3, Languages: Common, Infernal Cant, Elvish (25%), Troll (35%), Goblin (65%). Religion: Samael. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Class Abilities: Dirk/Staff proficiency, Iron/Steel Limitations (LTET 25 pounds to cast spells). Abilities: Dirk/Staff proficiency, Iron/Steel Limitations (LTET 25 pounds to cast spells). Armor: *Wizard's Robe AC14*, *Bracers of Protection AC8*, *Gloves of Webs AC6*, *Wizard's Conical Hat AC5*, *Leather Buckler AC3*. Weapons: silver-bladed *Dirk+1* (poison reservoir), *Dirk +3 versus Good* (double damage against Men), *Rapier +1* (*Rascal Bane*), *Short Bow +2*, 40x War Arrows (10x +1, 3x +2, 1x *Arrow of Giant Slaying*), *Wand of 2d8 Fireballs (36)*, Wizard's Staff. Gear: *Ring of Invisibility (29)*, *Charm versus Air Magic*, 2x *Magic Bag* (500 pounds), *Spitz's Sandals*, *Smee's Hogtie Rope*, *Enchanted Figurine* (Speedy Steed), *Invulnerable Tent*, 3x *1d10 Heal Wounds Potion*, 2x *2d8 Heal Wounds Potion*, 4x *Unholy Water*, *Potion of Ogre's Strength*, 2x *Poison Antidote*, *Life-Giving Salve*, *Universal Antidote*. Knowledge: A poor Marsh woman, excellent Mountain woman, excellent climber (+3), good at unarmed combat (+1), competent accountant, erratic ability to detect falsehoods (25%), extensive background in history and legends, sings like a frog, enjoys quilting, mild claustrophobia. Description: Stands 5 FT 2 inch, waist-length blonde hair starting to grey usually worn braided, thin brows over golden eyes, round nose, dimples and high cheeks, wide lips, wears heavy make-up. She has wider shoulders and a moderately large bust, wide hips, shorter legs. When not in Wizard's Robes, she usually wears brightly-colored low cut knee-length dresses, silk vests, colored scarves, and red shoes. Spells known: Basic (free 13): *d6 Cold Attack*, *Amphibian's Form*, *Brain Freeze*, *Breathe Underwater*, *Control Water Creature*, *Detection Detect Poisons*, *Identify Magics*, *Protect versus Cold*, *Protect versus Venoms*, *Purify*, *1d10 Sleet Storm*, *Summer Poison Frogs*, *Walk on Water*; Lesser (free 9): *d6 Attack (Electricity, Fire, Energy)*, *2d6 Cold Attack*, *Disperse Magic*, *2d8 Hail Blast*, *Ice Encasement*, *Siren Song*, *Summon Sea Creatures*, *Water Rope*; Greater (free 5): *2d6 Attack (Electricity, Fire, Energy)*, *Blizzard*, *Chain Lightning*, *Ice Road*, *Neptune Transformation*, *Part Water*, *Summon Water Elemental*, *Wall of Ice*. She is married to Alaric Kolstar, Deputy Guildmaster of the Ridge Runner Guild.

Mendal Jame, Fire Captain, male Human, 47 years, evil tending toward neutral, Agility 19, Intelligence 16, Stamina 15, Strength 15, Will 14, hp19, SPM+3, Languages: Common, Trader's Cant, Infernal Cant. Religion: Lokaski, God of Humans (secondary Pithius). Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Armor: *Leather Armor AC+6 (fire protection)*, Steel open-face *Helm AC+3 (x-ray vision)*, Leather Arm Guards, Leather Gloves (*fire protection*). Weapons: *Flaming Dirk +1*, Rapier, *Staff +1 (great moving/prying)*, Fireman's Mattock. Gear: *Life-Detecting Dowsing Rod*, *Skeleton Key*, *Everfull Water Flask*,...continued next page

MENDAL JAME TO MINNEE HEUHALL

Mendal Jame, continued... *Warehouse Tent, 3x Potion of Fire Protection, 1d10 Cure Wounds Potion, 2d8 Cure Wounds Potion, 2x Burn Salve, Life-Returning Salve.* Knowledge: Adequate Marsh man and Mountain man, good leadership skills, excellent fire fighter, good knowledge of fire building and suppressing, good knowledge of bawdy songs, grows flowers (orchids), frequents gyms, long-distance runner, likes horse racing. Description: Stands 5 FT 8 inches, balding with a high forehead, grey brows over blue eyes, long thin crooked nose, thick salt-pepper moustache, thin mouth, wide chin with a scraggly short grey beard. He has a slender frame, muscular arms and torso, long legs, and large feet; he has scars on his right forehead and right hand. He has a cross axe tattoo on his left buttock. He wears long-sleeved grey leather shirts, a dark purple vest, black leather belt with 300 GP gold axe-shaped buckle, and knee-length grey leather pants, with high grey leather boots, a jaunty purple hat, with a dark grey hooded cloak.

Mikell Joktass, Fence (Seller of Stolen Goods), male Human, 42 years, evil, Agility 13, Intelligence 15, Stamina 16, Strength 13, Will 13, hp20, SPM+1, Languages: Common, Trader's Cant, Thief's Cant (70%), Dwarvish (70%), Infernal Cant. Religion: Lokaski, God of Humans (secondary Samael). Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Armor: *Leather Armor AC+4* (invulnerable to knives and swords), *Leather Cap*, *Leather Gloves AC+2*. Weapons: *Dirk +1 (leather ripper)*, *Scimitar +1 (bear slayer)*, *Sling +2*, 40x Shot (3x Knockout, 4x smoke bombs, 3x Putrid Scents, 2x flash bomb), Weighted Staff. Gear: *Cloak of Disguises*, *Telekinesis Ring*, *Ring of the Invisible*, *Magic Bag* (800 pound), *Linked Tarot Cards*, *Locket of Calling*, *Wondrous Deck*. Knowledge: Poor Marsh man, poor Mountain man, expert appraiser (+3), very good at identifying when items are enchanted (+2), good at identifying objects (+1), good gemologist, good metal assayer, good knowledge of historical and current prices, good knowledge of smuggles and methods, very good at ciphers, likes crossword puzzles, drinks good ale, plays most card games, likes athletic games (former foot racer), frequently bets on chariot races. Description: Stands 5 FT 7 inches with a bald head, large ears, thick brown brows over green eyes, with a long thin nose, wide mouth, and a cropped brown beard. He has a thin frame beginning to show a paunch, with very long legs and large feet. He wears dark tunics with gold embroidery, a black belt with interwoven silver and a 600 GP gold steer's-head clasp, knee-length green or grey pants, and high grey leather boots, along with a grey leather tri-corner hat and a knee-length grey hooded cloak.

Miss Mingo Treanch, Speartip Neighborhood Boss, female Gnome, Master Artificer, 80 years, neutral tending toward evil, Agility 16, Intelligence 20, Stamina 13, Strength 13, Will 16, hp17, SPM+3, Languages: Common, Gnomish, Dwarvish (70%), Cercopes (15%), Goblin (20%), Infernal Cant. Religion: Kubero, God of War and Metals (secondary Samael). Racial Abilities: Speak with animals (canine, feline, birds), Save +1 versus Domination/Mental Attack, TH+1 with Dirk/Rapier/Cutlass/Machete. Armor: *Studded Leather Cap AC+2*, *Studded Leather Armor AC+6*, *Leather Arm Guards*, *Leather Gauntlets*, *Studded Leather Waist Skirt AC+2*. Weapons: silver-bladed *Dirk (paralyzing)*, *Dirk +1 (defending AC+2)*, *Rapier +2 (armor ripping)*, 3x Throwing Stars (1x +2, eye gouging), *Wand of Sleep* (51x), Staff. Gear: *Ring of Will +2*, *Ring of Teleportation* (26x), *Magic Hole 2 FT*, *Magic Bag* (500 pound), *Grimm's Wheel*, *Marjee's Vest of Many Pockets*, *Needle of Hidden Doors*, *Samael-Faced Coin*, 450 GP silver Earrings, 1150 GP pearl Necklace, 2x 1625 GP gold-ruby-diamond Bracelets, 650 GP silver-jade Pendant, 400 silver-amber Locket. Knowledge: Poor Marsh woman, adequate Mountain woman, competent at metal casting and Smithing, outstanding Artificer, excellent fencer (Rapier +4), excellent historical knowledge of devices and mechanisms, good knowledge of legendary devices and machines, excellent contacts among Artificers and Smiths, good at assaying metals. Description: Stands 3 FT 5 inches with long red hair, small forehead, thin red brows over yellow eyes, small dainty nose, thin lips with dark red lips, and a small curved chin. She has a small thin frame with small bust and thin hips. She typically wears ankle-length blue dresses with mottled colors, a thin silver belt, white stockings, white linen gloves, wide dark blue hat, and dark blue leather shoes, with a blue-silver Cloak (protection, AC+6).

Minnee Heuhall, Rascal L10, female Human, 38 years, neutral, Agility 19, Intelligence 15, Stamina 14, Strength 14, Will 14, hp, SPM+3, Languages: Common, Centaur, Minotaur, Thief's Cant (80%), Merchant's Cant (70%), Infernal Cant, foreign language. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Class Abilities: Dirk/Rapier proficiency, Armor Limitations (no Breastplate/Backplate, Plate Armor, Steel Helm, Medium/Large Shield), No weapon larger than a Cutlass, TH+1 Saber/Rapier, TH+2 fighting with 2 Dirks, TH-2 any two-handed weapon, Bonus for stealth/picking locks/disarming traps, Called critical hits (LVL-2/day at TH-3), Fight 3 foes at L5. Description: She stands 5 FT 3, with long blonde pigtails (30 GP silver clasps), a narrow face, thin brown brows over blue eyes, a long thin nose, and high cheeks. She has narrow shoulders and relatively wider hips, muscular shoulders, moderately large bust, larger posterior, and short legs with thin feet. She wears modest white blouses under red or yellow leather fringed vests, very colorful ankle-length skirts, and high-top leather shoes; she often has pink or white sash (very strong, climbing tool). She wears a pair of 1300 gold-diamond earrings, a 920 GP gold-turquoise Armband, two 500 GP gold Charm Bracelets, and a 100 GP silver-opal Ring on her right hand. Armor: *Shadow Garb AC30*. Weapons: poisoned and silver-bladed *Dirk +2*, *Rapier*, *Cutlass +3* (Shield Splitter), Long Bow (35x War Arrows, *Arrow of Slaying*). Gear: *Linked Tarot Cards*, *Be Gone Staff*, *Fire Parting Wand*, *Ring of Parkellcus* (regeneration hp1/round), *Telekinesis Ring*, *1000# Magic Bag*. Knowledge: a competent Marsh woman, very good at appraising most ordinary items, good at identifying enchanted items (+3), expert Assayer, competent Smelter and Caster, competent Artificer, excellent Bow woman (+2 TH), loves sea shanties but a poor singer, good at dominos, enjoys card games but is not very good. She runs the Silver Gauntlet Merchandise Mart (pawn shop) in Graulmwich.

MORTIMAR GLADEHIGH TO NALLOPHINIAS

Mortimar Gladehigh (aka Sir Mort), **High Ridge Neighborhood Boss**, male Human, 52 years, evil, Agility 16, Intelligence 19, Stamina 17, Strength 16, Will 18, hp21, SPM+2, Languages: Common, Dwarvish (50%), Gnomish (40%), Goblin (65%), Giantish (30%), Infernal Cant. Religion: Dharmo, God of Earth and Stone (secondary Samael). Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Armor: Chain Mail Hood, Chain Mail *Armor AC+6*, Studded Leather Arm Guards, Steel *Gauntlets AC+4*, medium wooden *Shield AC+4* (5/day 1d10 shield batter with attack). Weapons: curved Dirk, silver-bladed *Long Sword +1*, Staff (+1 damage), 2x poisoned Throwing Stars, *Heavy Mace +1* (lock smashing). Gear: *Magic Bag* (800 pounds), *Enchanted Climbing Rope*, *Sky Hook*, *Cloak of Protection from Fire and Heat*, *Spell Storing Ring* (15x *Wall of Thorns*, 4x *Wall of Fire*, 4x *Protective Wards*, 6x *Minor Escape*, 3x 2d6+2 *Lightning Bolt*). Knowledge: Poor Marsh man but an excellent Mountain man, expert lock smith, good copyist, good counterfeiter, stealthy (+2) good knowledge of Diabolic Law, good knowledge of gaol procedures, knowledge of the layout of the goals including hidden rooms and passages, extensive network of jailhouse snitches, extensive blackmail files on barristers and jailers. Description: Stands 5 FT 2 inches with salt-pepper hair and beginning to bald in the front, white brows over blue eyes, a wide nose, thin mouth with a scraggly salt-pepper beard. He wears a black wool shirt under a purple vest, dark black pants, high brown leather boots, and a purple felt hat.

Myri Urggason, **Grand Dame Neighborhood Boss**, former King of Numbers, male Dwarf, 81 years, neutral tending towards evil, Agility 12, Intelligence 20, Stamina 13, Strength 14, Will 18, hp17, SPM+1, Languages: Dwarvish, Gnomish (40%), Elvish (20%), Giantish (25%), alien language (30%), Common, Infernal Cant. Religion: Ardra, Goddess of Fortune, Fate, and Luck (secondary Samael). Racial Abilities: Infrared Vision, sense of direction underground, Save +1 versus Disease/Poison/Magic, Find Hidden Doors +1, TH+1 with War Hammers/Axes. Armor: Chain Mail *Hood AC+3*, Chain Mail *Armor AC+5*, Studded Leather Arm Guards, Studded Leather *Gauntlets of Spider Climbing AC+4*, small metal *Shield AC+3* (gaze reflecting). Weapons: silver-bladed Dirk (+2 damage versus Undead), *Short Rapier +1* (fast attack, extra on alternate rounds), single-bladed War Axe, *Gnomish Hammer +2* (lock buster), *Blinding Wand* (27). Gear: *Lucky Coin* (+1, +5%), *Ring of Hidden Doors*, *Chest Charm*, *Linked Tarot Cards*, *Ahab's Storm Dust*, *Golem Chain*. Knowledge: Poor Marsh and Mountain man, he prefers urban environments to the outdoors, excellent odds maker, good knowledge of a bookie's accounting, extensive knowledge of games of chance and how to rig them, extensive knowledge of the betting habits of the important person in town, good gambler (+15% winnings), avid fan of chariot racing (part team owner). Description: Stands 4 FT 3 inches, balding with short cut dark red hair, two 500 GP gold earrings, a scarred forehead, thick red brows over green eyes, wide rounded nose, with a red-blond moustache and long beard. He has a stocky frame with wide shoulders and large hands. He wears a long aqua tunic with a silver belt (600 GP silver boar's head buckle), dark green pants, and green leather shoes, with a wide-brimmed leather hat. He has an owl tattooed on his left shoulder and a lantern on his right ankle.

Nallenor, **Taelchus Point Neighborhood Boss**, male Human, Warrior L9 (retired City Watch Captain), 51 years, evil, Agility 16, Intelligence 16, Stamina 18, Strength 15, Will 18, hp22, SPM+1, Languages: Common, Trader's Cant, Dwarvish (40%), Elvish (35%), Goblin, Infernal Cant. Religion: Pithius. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Class Abilities: Dirk/Long Sword proficiency, 2 Attack/round if 4 Levels higher than opponent (3 if GTET 7 Levels), Strike at 3 foes (GTET Level 3), TH+1 versus Humanoids (+2 GTET Level 4), Called critical hits (LVL/day at TH-3). Armor: *Chain Mail Hood AC+3* (protect versus Illusion), *Studded Leather Armor AC+6*, *Studded Leather Arm Guard AC+2*, *Steel Gauntlets AC+4* (1/day *Wall of Ice*), Chain Mail Waist Skirt, medium bronze *Shield* (deflects ordinary arrows), *Cloak of Franklin* (versus electricity). Weapons: Curved red-alloy Dirk (1d6 round wound bleeding), *Long Sword +2* (fear blade), double-bladed *War Axe +2* (knee cleaving), *Knockout Staff +1*, Short Bow, 32 War Arrows (7x +1, 4x smoke arrows, 2x *Putrid Scent* arrows, 2x flash powder arrows), 3x 1d12 grenades. Gear: *Boots of Silent Speed*, *Belt of Giant's Strength* (24), red leather *Targeting Gloves +1* (missiles), *Bracelet of Faces*, *2d8 Cure Wounds Potion*, *Mist Form Potion*, *Charm versus Vampires*, *Smee's Hogtie Rope*. Knowledge: Competent Marsh man and Mountain man, excellent at unarmed combat (+4 TH), good horseman, excellent dancer, competent drummer, excellent knowledge of the City Watch, excellent knowledge of city geography, good contacts among the City Watch and Fire service, good knowledge of criminal organizations in the city. Description: Stands 5 FT 11 inches, bald with dark brown brows over green eyes, long crooked nose, thin brown moustache, wide mouth, and a long manicured brown beard. He has a wide shoulders and an imposing muscular figure with large hands and feet, an eagle-head tattoo is on his right wrist, a starburst is tattooed on his left shoulder. He wears lengthy long-sleeved green-gold tunics, green leather belts, black knee-length pants, high black leather boots, a green tri-corned hat, and a dark green hooded cloak. He has a large black dog, Balefang (HD2, hp6, AC8, bite 1d6).

Nallophinius, **Lower Faligar Neighborhood Boss**, **Vampire** (male Human), HD9, 451 years, evil, Agility 14, Intelligence 19, Stamina 16, Strength 14, Will 18, hp28, SPM+5, Languages: Common, Infernal Cant, foreign language, Medusa, Lycanthrope. Religion: None. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Armor: Chain Mail *Armor AC+6*, Steel open-face *Helm AC+3*, Studded Leather Arm Guards, Studded Leather *Gauntlets AC+2* (unlocking touch), Leather Waist Skirt. Weapons: *Cutlass +2* (Shining Blade), silver-bladed Scimitar (+3 damage versus Incorporeals), Spear, Staff, *Flail +1*, *Three Hit Throwing Star +1*. Gear: magnetic compass, wood carving set, *Skeleton Key*, *Skeleton Doorknob*, *Telekinisis Wand*, *Ring of Priest Biting*, *Teleporting Tent*. Knowledge: Good Marsh man and good Mountain man, good relations with the temples and the few necromancers in town, extensive contacts among the fire houses, competent Smith, good jeweler, excellent at assaying gems, good historical knowledge of gems and jewelry, good source of rumors, knows of some interesting ruins deep in the marsh. Description: Stands 6 FT 1 inch with pale skin, thick black hair, black brows over silver eyes, a wide nose and high cheeks, thin black moustache, and small chin with a thin black beard.....continued next page

NELLIE OLPHALIA TO OLBRECHT

Nallophinias, continued...He has a slender frame, a silver pentagram tattooed on his back, and eyes tattooed on each finger of his left hand. He wears long-sleeve silver shirts, a dark red leather belt with a 200 GP silver Eye-shaped buckle, red pants, high black boots, a feathered black felt hat, and a silver cape.

Nellie Olphalia (aka Redlips), **Flatback Neighborhood Boss**, former Madam at Miss Chelzee's Academy, 49 years, neutral, Agility 18, Intelligence 19, Stamina 15, Strength 13, Will 17, hp19, SPM+3, Languages: Common, Infernal Cant, Elvish (80%), Lycanthrope (45%), foreign language (60%). Religion: None. Armor: *Enchanted Robes AC26*, white leather Gloves, Elsa's Parasol (*Shield AC8*, poisoned Dirk in the handle). Weapons: poisoned Dirk, silver-bladed Dirk (double damage versus Men), *Cudgel +2*, *Cutlass +1* (gelding blade), *Serpent Wand* (40), 3x Throwing Stars. Gear: *Magic Bag* (800 pounds), *Magic Hole 5 FT*, *Enchanted Pavilion*, *Skeleton Doorknob*, *Ring of Invisibility* (32x), *Ring of Discernment*, *Choker of Tongues*, 3100 GP pearl Necklace, 2x 1000 GP gold Chains, 1850 GP gold-ruby Ring, 4825 GP platinum-diamond Choker, 1570 GP gold-emerald-sapphire Bracelet. Knowledge: Poor Marsh woman and poor Mountain woman, she knows everything there is about the sex trade, she has extensive files on the sexual habits of numerous important persons in the city and on the Material Plane, she has extensive contacts among the working girls, she is an excellent singer (goes in disguise as Ruby Nightingale), she is very good at a wide variety of strategy games, good espionage skills, excellent at ciphers. Description: Stands 5 FT 3 inches with shoulder length black hair usually in a red ribbon, small forehead, red-black brows over hazel eyes, small perky nose, large soft lips, dainty chin. She has slender shoulders, a moderate bust, small hips, and long shapely legs. She wears silky silvery blouses, dark knee-length skirts, bright scarves, colorful stockings, and red leather slippers.

Nellska Vandurdann (aka Golden Nell), **Madam**, female Human, 37 years, neutral, Agility 16, Intelligence 17, Stamina 17, Strength 12, Will 16, hp21, SPM+1, Languages: Common, Elvish (35%), Dwarvish (60%), foreign language (45%), Lycanthrope (20%), Infernal Cant. Religion: None. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Armor: *Enchanted Girdle AC12*. Weapons: Dirk (poisoned), Garrote, *Cudgel*, *Staff +2* (*knockout versus males*), *Saber +1*. Gear: *Magic Bag* (500 pounds), *Book of Forgetting*, 2x *Love Potions*, *Cordial of Endurance*, *Cap of Visualization*, 1240 GP gold-ruby Tiara, 3000 GP platinum-diamond Choker, 2100 GP platinum-diamond-pearl Earrings, 2040 GP pearl Necklace, 1060 GP gold-sapphire Brooch, 2x 1000 GP gold Rings, 1700 GP gold-diamond Ring. Knowledge: Poor Marsh woman, competent Mountain woman, excellent knowledge of anatomy, extensive knowledge about sexual acts and positions, good leadership skills (+2 among women), good singer, competent dancer, plays harp and sitar, enjoys musical theater, studies ancient philosophy and history, extensive knowledge about classical architecture. Description: Stands 5 FT 2 inches with waist-length blonde hair, a small forehead, blonde brows over wide blue eyes, a small perky nose, and a thin mouth with sensuous lips. She has wider shoulders, a moderate bust, small hips, and dainty hands and feet. She wears thin low cut silver blouses embroidered in white, white leather belts with a 500 GP silver star-shaped buckle, long white skirts, hosiery, and white leather shoes, with a parasol, wide white hat, and a silver-grey hooded cloak.

Obmer Jolmay, Camp Hetman, male Human, 55 years, evil, Agility 18, Intelligence 18, Stamina 14, Strength 13, Will 18, hp18, SPM+1, Languages: Common, Infernal Cant, Dwarvish (50%), Gnomish (30%), foreign language. Religion: Lucifer. AC: 24 (damage -3). Racial abilities: Acrobatics/Balance +1, Problem solving +1, TH+1 with Long Sword/Spear/Staff. Description: Stands 5 FT 7 inches with long salt-pepper hair, small forehead, dark brow over blue eyes, short wide nose, thin mouth, with a slender frame and long legs. He wears a dark blue shirt under a long buckskin coat, a wide-brimmed leather hat, buckskin pants, and dark brown leather boots. Armor: Padded Shirt, Padded Hood, Steel Cap, Leather Armor, Leather Arm Protection, Leather Gloves AC+4, small Wood Shield. Weapons: silver-bladed Dirk, *Staff+1*, Rapier, *Cudgel*, Bolo. Gear: *Life-Returning Salve*, *Armorskin Tonic AC+12*, *1d10 Cure Wounds Potion*, *Cloak of Disguise*, *Locket of Calling*. Knowledge: Poor marsh man, excellent mountain man, good herbalist, excellent Brewer, journeyman Miner, good at organizing, dances well (often at Miss Gabby's), enjoys cigars, loves good limericks. He raises carrier pigeons. Found at the Aszoclarn Lode Mining Camp, Apophis Mountains.

Ogobok, Barkeep at **Miss Gabby's Dance Hall**, male Human, 60 years, neutral, Agility 12, Intelligence 17, Stamina 12, Strength 13, Will 15, hp16, SPM+3, Languages: Common, Infernal Cant, Dwarvish (65%), Elvish (50%), Centaur (15%). Religion: None. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. AC: 10 (-1 damage if cloak). Description: Stands 5 FT 11 inches, balding with black hair (dyed) on the back of his head, a high forehead with a jagged scar, thin grey brows over hazel eyes, a crooked thick nose, sucken cheeks, a wide mouth with two missing teeth, and a well-groomed salt-pepper beard. His shoulders are narrow, his frame very thin, and his legs are long. He has a double-skull tattoo on his right ankle. He wears a bright yellow short-sleeve peasant shirt, wide red leather belt, and knee-length brown leather pants, with dark brown leather shoes, a wide floppy dark green leather hat with purple feather, and a black hooded cloak. Armor: *Cloak of Protection AC+8*. Weapons: Dirk, *Cudgel*, *Staff*, Bullwhip. Gear: 3x *Drunken Draught*, 2x *Sobriety Potion*, *Potion of Diguise*, *Charm versus Priests* (Devotion fails 1d20 GTET 6). Knowledge: A good Marsh Man (former smuggler, claims to have never been in the marsh), excellent Mountain Man, good trapper/ skinner, good at rappelling, good at field first aid (hp+1), good at weather prediction (+2), excellent knowledge of spirits and wine, good at making cider, likes strong cigars, likes to draw caricatures. The previous King of Smugglers is offering a 10,000 GP reward for finding him. Found at the Aszoclarn Lode Mining Camp, Apophis Mountains.

Olbrecht, Type 5C Devil, Host at the Captain's Club on Caimanland island.

OLLIANNA TO PALAPANDOR

Ollianna, Forger, female Gnome, 53 years, evil, Agility 19, Intelligence 17, Stamina 15, Strength 12, Will 14, hp19, SPM+2, Languages: Common, Gnomish, Dwarvish (70%), Elvish (40%), Infernal Cant. Religion: Samael. Racial Abilities: Speak with animals (canine, feline, birds), Save +1 versus Domination/Mental Attack, TH+1 with Dirk/Rapier/Cutlass/Machete. Armor: *Enchanted Vest AC+4 (knife turning)*. Weapons: Curved silver-bladed *Stiletto +1* (poisoned), Gnomish War Hammer, single-bladed War Axe (bleeder 1d6 rounds), Cudgel. Gear: *Magic Bag* (600 pounds), *Necklace of Return*, *Dictatum's Pencil*, *Magnifying Spectacles*, *Key of Knowledge*, *Language Librium* (Gnomish), *Book of Undeath* (Ghost), *Elven Death Dust*, *Rodent Repelling Powder*, *1d10 Cure Wounds Potion*, 4800 GP diamond, 7100 GP emerald, 8100 GP gold-pearl-jade-amethyst Tiara, 1960 GP gold-amber-citrine Necklace/Pendant, 800 GP gold Chain, 210 GP silver Chain, 650 silver-topaz Bracelet, 1100 GP silver-onyx-pearl Locket, 500 GP gold Ring, 725 GP gold Ring. Knowledge: Poor Marsh woman, competent Mountain woman, excellent calligrapher, good at sketch drawing and caricature, journeyman engraver, good with inks and dyes, very good at oil painting, competent metal assayer, competent seamstress, good historical knowledge of forgeries (currency, documents, art, fabrics), croquets for recreation, extensive knowledge about teas, likes whiskey, very good at Gnomish and Dwarvish dancing. Description: Stands 3 FT 5 inches with shoulder-length auburn hair often worn in a bun, with a narrow wrinkled forehead, thin red brows over green-grey eyes, a short wide nose, high cheeks, with a small mouth. She has a wide frame going towards plump with a large bust, and a large hand with long supple fingers. She wears grey or silver satin blouses with ruffles, a multi-color scarf, a white lace kerchief, a white leather belt with a 980 GP platinum fish-shaped buckle, dark knee-length skirts, white or cream leggings, and grey leather shoes, along with a wide dark green hat, and a long grey hooded cloak.

Olmair (aka Trey of Spades), **Motherlode Neighborhood Boss**, female Human, Warlock L6, Master Gambler, 43 years, neutral tending toward evil, Agility 14, Intelligence 19, Stamina 15, Strength 12, Will 16, hp19, SPM+3, Languages: Common, Trader's Cant, Thief's Cant (40%), Minotaur (15%), Infernal Cant. Religion: Pithius. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Class Abilities: Dirk/Cutlass proficiency, Iron/Steel Limitations (LTET 25 pounds to cast spells), Spell and Attack in the same round (TH-3), Save +1 versus magic, Stealth bonus, Fight 3 foes at L5, Called critical hits (LVL-2/day at TH-3). Armor: *Wizard's Robe AC20*, Leather Cap, *Leather Gloves AC+3 (pickpocket +3)*, Studded Leather Foot Guards. Weapons: Dirk (*Priest's Bane*), *Long Sword +2*, silver-bladed *Rapier +1*, Staff, 3x Throwing Stars (1x +1), Sling, *1d12+2 Frost Wand* (42x), 25x Shot (2x Knockout, 4x +1). Gear: *Good Luck Charm* (+2, 10%), *Gambler's Ring* (read opponent's cards), *Loaded Dice*, *Ring of Great Escapes*, *Magic Bag* (500 pounds), *Dictatum's Pencil*, *Bracelet of Faces*, 2300 GP silver-ruby Necklace, 1000 GP gold-ruby Earrings, 800 GP silver-ruby Hair Clip, 4x 850 GP silver-diamond Rings, 1300 platinum-jade-ruby Belt Clasp. Knowledge: Poor Marsh woman and poor Mountain woman, excellent knowledge of games of chance, excellent knowledge of the gaming debts of important persons in the city, good contacts among game Dealers and Pit Bosses, good money-changer, good knowledge of coinage and exchange rates, competent Assayer, competent Forger, good at disguise and misdirection, patron of the theater, collects nude paintings. Description: Stands 5 FT 4 inches with long raven hair, thick black brows over hazel eyes, a long thin nose, wide lips, a large mouth, and rounded chin. She has slender shoulders, a moderate bust, small hips, and small hands. She wears revealing red and pink gowns in the casinos with slinky red shoes. In the city she wears baggy blouses and dark colored pants with brown boots under a dark brown Cloak (looks so ordinary she passes unnoticed).

Ophellia Brom, female Human, 31 years, evil, Agility 13, Intelligence 16, Stamina 14, Strength 13, Will 15, hp18, SPM+1, Languages: Common, Dwarvish, Infernal Cant, Merchant's Cant, Thief's Cant. Religion: Lucifer. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Description: She stands 5 FT 2 with waist-length blond hair usually worn loose, she has a small face with thin brows, green eyes, a tiny perky nose, large lips, and 1000 GP silver-diamond earrings. She has a moderate frame and a smaller bust, thin hips, and short legs. She wears tight sequin blouses, dark knee-length skirts, and slippers. Armor: Leather Armor, Studded Leather Gauntlets. Weapons: Dirk, Staff, Long Bow, Machete. Gear: *Infrared Spectacles*, *Pendant of Beauty*, *Armoire Charm*, *Potion of Invisibility*. Knowledge: limited experience as a marsh woman, excellent at any card game, competent gambler, excellent archer (Long Bow +3, Short Bow +1), competent ballerina, very good at couple's dancing, plays the flute. Ophellia is Dory Brom's granddaughter.

Palapandor, male Dwarf, Priest L9, 97 years, evil, Agility 12, Intelligence 17, Stamina 17, Strength 14, Will 15, hp21, SPM+5, Languages: Common, Dwarvish, Harpy, Lycanthrope, Infernal Cant, Gnomish (40%). Religion: Lucifer. Racial Abilities: Infrared Vision, sense of direction underground, Save +1 versus Disease/Poison/Magic, Find Hidden Doors +1, TH+1 with War Hammers/Axes. Class Abilities: Dirk/Mace proficiency, Perform prayers, Lay on Hands heal, Bar/Drive/Destroy Undead, Reincarnation, Resurrection. Description: He stands 4 FT 2 inches, with a bald head, thin red-brown brows, brown eyes, a long wide nose, high cheeks, a long red moustache, and two silver teeth. He has a skull tattoo above his left eye. He is missing two fingers on his right hand. He wears the robes of an Attendant Priest of Lucifer, a black beret, a 300 GP silver Unholy Symbol of Lucifer on a silver chain, a 125 GP plain silver ring on his right hand, and sandals. He has a black metal key in a pocket inside the robes. Armor: *Priest's Robes AC40*. Weapons: silver-bladed Dirk, *Heavy Mace +2* (triple damage to incorporeal Undead), *Cutlass +1* (Warlock Scourge), *Staff +2*. Gear: *Staff of Fire*, *Wand of Summoning (Giant Boar)*, *Ring of Seeing Invisible*, *Ring of Levitation*, *Bracelet of Faces*. Knowledge: Poor marshman, limited mountain experience, a scholar about the history of Lucifer's worship on the Material Plan, good at ciphers and codes, expert at most puzzles (+3 bonus), competent field cook, good at identifying poisonous plants, good at sketching and drawing.

PEG LEG ALONZAR TO POLOPHANIA

Peg-Leg Alonzor (aka Captain Keelhaul), **Bony Fingers Neighborhood Boss**, male Human, Warrior L7 (Buccaneer, Pirate), 50 years, evil, Agility 11 (hands 16), Intelligence 19, Stamina 16, Strength 14, Will 18, hp20, SPM+0, Languages: Common, Infernal Cant, Trade Cant, Pirate's Cant, Elvish (reading only), Mer (40%), foreign language. Religion: None. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Class Abilities: Dirk/Long Sword proficiency, 2 Attack/round if 4 Levels higher than opponent (3 if GTET 7 Levels), Strike at 3 foes (GTET Level 3), TH+1 versus Humanoids (+2 GTET Level 4), Called critical hits (LVL/day at TH-3). Armor: *Leather Armor AC+6 (arrow deflecting)*, open-face steel *Helm AC+6 (water breathing)*, studded leather *Gauntlets AC+3 (1d6 freezing touch)*, studded leather *Waist Skirt AC+2*, small wooden *Shield AC+3*. Weapons: 2x Dirks (+2 damage), *Cutlass +2*, gold-bladed *Rapier +1 (1/day flying 15 minutes)*, Throwing Knife (poisoned), *Cudgel +1*. Gear: . Knowledge: good Marsh man, poor Mountain man, outstanding navigator, outstanding boat handler/sailor, competent swimmer, excellent checkers player, plays the fiddle, writes limericks and ditties, studies Elvish philosophy, dislikes heights, dislikes red meat. Description: Stands 5 FT 4 inches, he has thinning red hair, thick red-brown brows, hazel eyes, a wide round nose, thick red moustache, large cheeks, and a double chin. He has a stocky body with large hands. An anchor is tattooed on his left shoulder and a mermaid tattoo is on his right. He lost his right leg to a shark and wears a wooden peg leg. He usually wears a green peasant shirt with 500 GP gold chains, black knee-length pants, a rope belt, a black leather deck shoe, and a leather tri-corner hat. He has three 2000 GP gold-pearl rings and a 1200 GP silver-coral-amethyst Locket with a mermaid's picture inside. He has been Captain of his own pirate vessel for more than 20 years and twice a Commodore of pirate fleets.

Petemir Loskat (aka Palm Petir), **Fortune Teller/Astrologer**, male Human, 36 years, neutral tending towards good, Agility 14, Intelligence 19, Stamina 14, Strength 12, Will 16, hp18, SPM+5, Languages: Common, Elvish (60%), Draconic (30%), Djinn, Infernal Cant. Religion: Ardra, Goddess of Fortune, Fate, and Luck. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Armor: None. Weapons: *Rapier +2*, Staff, *Cudgel*, *Serpent Wand (42x)*, *Wand of the Winds (38x)*. Gear: *Ring of Truth*, *Ring of Shape Shifting (3/day, 30 minutes, Giant Boar)*, *Magic Hole 2 FT*, *Tent of Marvels*, *Magic Bag (800 pounds)*. Knowledge: Good Marsh man, poor Mountain man, extensive knowledge of astrology calculations and horoscopes, good astronomical knowledge, good knowledge of fortune telling methods (uses palm reading), excellent showman, good orator, excellent at persuasion (+4), loves pipe smoking and collects fine pipes, collects carved chess sets (expert player), likes modern Dwarvish music, follows the duelist standings. Description: Stands 5 FT 9 inches with short red-orange hair, has a small forehead, thin red brows over golden eyes, high cheeks, a long crooked nose, long thin dark red moustache, small mouth, and a short red beard. He has a wide portly frame, wide hips, long arms and big hands. He has lash scars on his back and a starburst tattoo on his left upper arm. He wears a baggy white satin long-sleeve shirt, red-green bandana, a bright red vest with gold starbursts, red leather belt with a 400 GP gold starburst buckle, long baggy purple pants, pointed leather purple slippers, with a purple turban and large feathered gold hat, and a red cloak with colored starbursts.

Piettar DeTathass (aka Icy Hand Piett), **Deputy Guildsmaster, Muckrunner Guild**, male Human, Warlock L8, 52 years, evil, Agility 19, Intelligence 16, Stamina 17, Strength 13, Will 15, hp21, SPM+, 1 Languages: Common, Trader's Cant (30%), Medusa (50%), Infernal Cant. Religion: Lucifer. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Class Abilities: Dirk/Cutlass proficiency, Iron/Steel Limitations (LTET 25 pounds to cast spells), Spell and Attack in the same round (TH-3), Save +1 versus magic, Stealth bonus, Fight 3 foes at L5, Called critical hits (LVL-2/day at TH-3). Armor: *Leather Hood AC+2*, *Leather Armor AC+6*, Studded Leather *Arm Guards AC+2*, *Leather Gloves AC+2 (spider climbing)*, large wood Shield (*reflects Basic magic, 1d20 rolls GTET 12*). Weapons: 2x Dirks (poisoned), Machete (*plant withering*), *Long Sword +1*, silver-bladed Rapier, *Javelin +1 (stoning, returning)*, Staff, Bolo, Blow Gun, 12x Darts (poisoned). Gear: *Ring of Water Walking*, *Mind Speak Ring*, *Opening Wand (51x)*, *Hood of Facelessness*, *Magic Bag (500 pounds)*, *Infrared Spectacles*. Knowledge: He is an outstanding Marsh man and a poor Mountain man, good boat handler, journeyman Boatwright, competent carpenter and sawyer, expert at wilderness survival, good baritone, very good playing pipes and piccolo, occasional amateur actor, likes casino card games. Description: Stands 5 FT 9 inches with long red hair, a wide forehead, thick red brows over green eyes, a small thin nose, wide mouth, and a medium length red beard. He is a stout man and has a developing gut, and has wide hips and long legs. He wears green-yellow peasant shirts, a yellow leather belt, dark yellow-brown-tan pants, and high black leather boots, with a wide black tri-corner hat, and a black-red lined hooded cape. He has a two-eye tattoo on his right palm. Spells (free 11): *Bind Tongue*, *Bind Weapon*, *Breath Shield*, *Displacement*, *Flicker*, *Great Leap*, *Hero's Race*, *Hold Up*, *1d8 Icy Spray*, *Ignite*, *Mage Torch*, *Mists of Fate*, *Object to Hand*, *Reveal*.

Polaphania, Queen of Madams (former Madam at the Golden Harp Inn), female Human, 49 years, evil, Agility 20, Intelligence 17, Stamina 18, Strength 13, Will 18, hp22, SPM+4, Languages: Common, Elvish (65%), foreign language (70%), Medusa (15%), Infernal Cant. Religion: None. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Armor: *Wizard's Robe AC14*. Weapons: *Dirk +1 (poisoned)*, *Short Sword +1 (gelding)*, single-blade War Axe. Gear: *Pendant of Beauty*, 4x *Beanstalk Seeds*, *Skeleton Doorknob*, *Hallucination Draught*, *1d8 Cure Wound Potion*, *Shapechanging Potion* (male Dwarf), *Locket of Fear*, *Memory Stone*, *Romance Stone*, *Pouch of Disintegration*, 2300 GP gold-sapphire-pearl-ivory Tiara, 2x 600 GP gold Chains, 1080 GP platinum-emerald-amethyst Pendant, 350 GP gold Ring, 860 GP gold-diamond Ring, 710 GP gold-moonstone Earrings, 1470 GP platinum-diamond-pearl Bracelet, 425 GP gold Pin. Knowledge: Poor Marsh woman and poor Mountain woman, dislikes the outdoors, extensive contacts among the Madams and working girls, extensive files on the brothels frequented by important persons in the city, good contacts among the City Watch,...continued next page

POLOPHANIA TO RAMMEAR CLOSSKY

Polaphania, continued...good contacts among seamstresses and tailors, good seamstress, good knowledge of gems and jewelry (appraise +3), excellent singer, good knowledge of old song lyrics, plays drums and tambourine, good knowledge of classic philosophy, collects rare books. Description: Stands 5 FT 3 inches with waist-length gold hair, she has a small forehead and ears, long dark lashes, small thin nose, wide sensuous mouth and lips, and high blushing cheeks. She has wider shoulders, a substantial bust, narrow waist, dainty hands and feet, and short legs. She typically wears a low-cut purple dress edged in gold, black bustier, black satin and lace gloves, lace leggings, and polished black pump shoes, with a small black hat and a black lace veil. When she wants to go unrecognized she may wear a frumpy blue peasant blouse, baggy white pants and sandals.

Priddian Wex, Fixer's Neighborhood Boss, male Gnome, Priest L9, 46 years, evil tending towards neutral, Agility 12, Intelligence 19, Stamina 13, Strength 14, Will 18, hp17, SPM+4, Languages: Common, Infernal Cant, foreign language (55%), foreign language (30%). Religion: Lucifer. Racial Abilities: Speak with animals (canine, feline, birds), Save +1 versus Domination/Mental Attack, TH+1 with Dirk/Rapier/Cutlass/Machete. Class Abilities: Dirk/Mace proficiency, Perform prayers, Lay on Hands heal, Bar/Drive/Destroy Undead, Reincarnation, Resurrection. Armor: *Priest's Robe AC22*, *Priest's Miter AC7*, white leather Gloves, *Arrow Proof Cloak*. Weapons: silver-bladed Dirk, *Heavy Mace +2* (double damage versus Undead), Staff, *Long Sword +2* (glowing blade, *Wizard Bane*), 3x 1d10 grenades, 3x smoke bombs, *Staff of Fire* (3d6, 10x10, 58x). Gear: *Power Deus Charm*, *Charm versus Shaman*, *Mosho's Mask*, *Cauldron of Plenty*, *Magic Hole 5 FT*, 3x Priest's scrolls, *Liqueur of Heroism*, *Seer's Potion*, *Rodent Repelling Powder*. Knowledge: Competent Marsh man and Mountain man, extensive knowledge of medical literature, excellent at making medicines, good at poisons, good with medical rituals, extensive knowledge of animating the Undead, enjoys racquet sports, writes bad poetry. Description: Stands 5 FT 10 inches with short red hair, small forehead, red brows over green eyes, long crooked nose, large mouth, and a short dark red beard. He has wide shoulders, wiry frame, large hands, and long legs. He often wears a long-sleeve white shirt over black pants with white leather shoes and a white tri-corner hat. Prayers: Devotions (free15): *Animate Bones*, *Blur Sight*, *Commune with Spirits*, *1d8 Cure Wounds*, *Detect Poisons*, *1d4+2 God's Fist*, *God's Sword*, *Minor Escape*, *Minor Prayer*, *Reveal Hidden*, *Sword Blessing +4*, *Waken*; Mysteries (free 12): *Animate Body*, *Banish Confusion*, *Banish Fatigue*, *Banish Paralysis*, *Banish Spells*, *2d6+4 Cure Wounds*, *Blind Undead*, *Deflect Magic*, *Divine Armor*, *2d8+1 God's Fire 10x10*, *God's Serpent*, *Knock Out*, *Restore Sight*; Majesties (free 8): *Body Restoration*, *Break Curse*, *Creature's Form*, *3d6+4 Cure Wounds*, *God's Mighty Warrior*, *5d12+8 God's Smite*, *Kill*, *Grand Crusade*, *Travel to Outer Planes*.

Quirra San'Fell, Saint's Alley Neighborhood Boss, female **Lycanthrope** (Bear), HD9, 55 years, evil, Agility 14, Intelligence 17, Stamina 20, Strength 19, Will 16, hp26, SPM+3, Languages: Common, Lycanthrope, Giantish (35%), foreign language, Infernal Cant. Religion: Vargri, God of Lycanthropes (secondary Asmodia). Armor: Steel Cap, *Chain Mail Armor AC+6*, *Breastplate AC+3*, Chain Mail Arm Guards, Studded Leather Gauntlets, Chain Mail Waist Skirt, Leather Leg Guards, medium wood *Shield AC+4* (absorbs hostile Devotions). Weapons: Oversized Dirk (+2 damage), *Bastard Sword +1*, silver-headed *War Hammer +2* (2/day *Minor Tremors*), Flail, *Bullwhip +1*, Cudgel, *Blinding Wand* (33x). Gear: 7200 GP gold-ruby-bloodstone Tiara, 3000 GP platinum-diamond Earrings, 1200 GP pearl Necklace, 800 GP gold-amber Pin, 3x 400 GP silver Rings, 975 GP gold-amethyst Ring, *Alchemist's Ring*, *Ring of Flying* (15 minutes/day), *Candle of Enhanced Health*, *Dwarven Dice*, *Endless Burning Lantern*, *Fire Blanket*, *Magic Mirror*, *Idol of Drought*, *Magic Carpet* (4 person), *Elven Death Dust*, *Seer's Potion*, *1d10 Cure Wounds Potion*, *2d8 Cure Wounds Potion*. Knowledge: Poor Marsh woman, excellent Mountain woman, excellent lock pick (+3), good at finding traps (+2), good swimmer, has good contacts among the City Watch and Fire departments, good contacts among burglars and pickpockets, knows most Lycanthropes in the city, good cook especially grilling, plays guitar, collects old mechanical toys, allergic to citrus fruits. Description: Stands 5 FT 8 inches with long thick brown hair, a wide forehead, golden brows over light blue eyes, a wide thick nose, dainty mouth, and a curved chin. She has a moderate figure with a large bust, and long legs. She often wears light-colored long sleeve low cut blouses, brown leather belts, knee-length dark skirts, stockings, and dainty blue leather shoes, with a long hooded fur cloak.

Rammear Clossky (aka the Axeman of Czent), **Mercenary**, male Dwarf, Warrior L8, 58 years, evil, Agility 15, Intelligence 13, Stamina 18, Strength 16, Will 15, hp22, SPM+2, Languages: Common, Dwarvish, Elvish (30%), Gnomish (70%), Goblin, Infernal Cant. Religion: Samael. Racial Abilities: Infrared Vision, sense of direction underground, Save +1 versus Disease/Poison/Magic, Find Hidden Doors +1, TH+1 with War Hammers/Axes. Class Abilities: Dirk/Long Sword proficiency, 2 Attack/round if 4 Levels higher than opponent (3 if GTET 7 Levels), Strike at 3 foes (GTET Level 3), TH+1 versus Humanoids (+2 GTET Level 4), Called critical hits (LVL/day at TH-3). Armor: Steel closed-face Helm, *Chain Mail Armor AC+8*, *Studded Leather Arm Guards AC+2*, *Studded Leather Gauntlets AC+2*, Chain Mail Waist Skirt. Weapons: Curved silver-bladed Dirk, *Dwarven Short Sword +2*, double-bladed *War Axe +1* (foot cleaving), 4x Throwing Stars (2x +1), Dart, *Dart of Hornets*, Short Bow, 34x War Arrows (8x +1, 4x smoke arrows, 2x flash powder arrows, 3x *Fire Arrow*). Gear: 6x *Dragon's Tooth Seeds*, *Flask of Endless Beer*, *Invulnerable Tent*, *Magic Hole 3 FT*, *Anchoring Rope*, *Magic Bag* (800 pound), 2x *1d10 Cure Wounds Potions*, *Poison Antidote*, *Balm versus Venoms*, 2200 GP diamond, 4650 GP sapphire, 1100 GP black Pearl. Knowledge: Competent Marsh man, very good Mountain and underground man, journeyman Miner, competent Blacksmith, extensive knowledge of tools, good with picks and mattocks, good with lock picks (+2), pick pockets at +1, disarm traps at +1, good knowledge of Dwarf legends and stories, good knowledge about modern Dwarven art, follows the gladiator games, often bets on dog races. Description: Stands 4 FT 3 inches with long dark hair, a wide wrinkled forehead, grey brows over green eyes, a round wide nose, high cheeks, a thick black moustache, thin mouth, and a moderate black beards. He has a wide stocky frame with long legs and large hands...continued next page

RAMMEAR CLOSSKYTO RUSILLA BYSTACK

Rammear Clossky, continued... He has scars on his left lower arm and right foot, a bear tattoo is on the back of his right hand. He wears a grey tunic with black piping, grey leather belt with a 500 GP wolf's head buckle, black pants, and high grey leather boots, a floppy dark blue hat, and a grey-blue hooded cloak. He does not like the alien races.

Reggas Shirm (aka Stongback), **Anvil Town Neighborhood Boss**, male Dwarf, 68 years, Warrior L10, neutral, Agility 13, Intelligence 15, Stamina 19, Strength 18, Will 17, hp23, SPM+1, Languages: Common, Dwarvish, Infernal Cant, Goblin (50%), Minotaur (30%). Religion: None. Racial Abilities: Infrared Vision, sense of direction underground, Save +1 versus Disease/Poison/Magic, Find Hidden Doors +1, TH+1 with War Hammers/Axes. Class Abilities: Dirk/Long Sword proficiency, 2 Attack/round if 4 Levels higher than opponent (3 if GTET 7 Levels), Strike at 3 foes (GTET Level 3), TH+1 versus Humanoids (+2 GTET Level 4), Called critical hits (LVL/day at TH-3). Armor: *Chain Mail Armor AC10*, open-face steel *Helm AC6*, steel *Gauntlets AC4 (tunneling, 27)*, chain *Arm Guards AC2*, chain *Leg Guards AC3*, steel *Foot Guards*, medium metal *Shield AC5 (reflect Lightning)*. Weapons: *Dirk +2 (Goblin Beheading)*, silver-bladed *Cutlass +1 (Spell Cleaving – all Basic, Lesser 30%, Greater 5%)*, single-bladed War Axe (*double damage versus Giant Rodents*), Metal Staff, Crossbow (+30% range), 35x Crossbow Bolts (12x +1, 4x +2, 2x Bolts of Paralysis), 4x Throwing Stars +1 (+1 damage), Brass Knuckles. Gear: *Cap of Visions*, *Lock Picks +3*, *Ring of Undead Killing* (2d8 bolt versus incorporeals, 43), *Armorskin Potion AC+14*, 2x *1d10 Cure Wounds Potion*, *Levitation Potion*, *Disease Antidote*, *Love Potion*, Fire Wizard's Scroll. Knowledge: competent Marsh man, competent Mountain man, excellent Armor Smith, good Weapon Smith, journeyman Miner, good at field first aid, stealthy (+2), plays banjo and fife, good knowledge of antique weapons, interested in classical Dwarven music. Description: He stands 4 FT 2 inches, thick dark brown hair, high forehead, thick brown brows over tan eyes, thick nose, high ruddy cheeks, anvil tattoo right cheek, wide chin, and moderate length brown beard bound with a gold chain. He has a wide frame and large hands and feet. He wears a short sleeve brown tunic, brown-orange-blue kilt, ankle-length brown leather boots, a floppy brown cloth hat, and a black cloak. He claims direct descent from Ormar Goldshield, a Dwarf hero who lived 7 centuries ago.

Rhema Varsattin, Master of the Graulmwich Chapter of the Muckrunners Guild, Wizard L7 (Water), female Half-Elf, 53 years, neutral, Agility 19, Intelligence 19, Stamina 15, Strength 13, Will 16, hp19, SPM+2, Languages: Common, Infernal Cant. Religion: Ardra, Goddess of Fortune, Fate, Luck. Racial Abilities: Low Light Vision, navigation by stars, +50% versus becoming lost, Persuasion/Influence +1, TH+1 with Bows. Class Abilities: Dirk/Staff proficiency, Iron/Steel Limitations (LTET 25 pounds to cast spells). Description: She stands 6 FT 1, with a small face, long blonde hair worn loose (ends are dyed purple), thin brows, green eyes, a small thin nose, big lips, and a pointed chin. She has a slight frame, narrow shoulders, small bust, not much hips, and long legs. She wears knee-length flower-print dresses over black leggings, black leather shoes, and a small leather hat (concealed knife). She often wears a 425 GP silver Necklace, 720 GP silver-jade Charm Bracelet, 100 GP silver Armband, and a 1100 GP gold-ruby Ring on her left hand. Armor: *Wizard's Robes AC24*, *Wizard's Hat AC6*. Weapons: *Dirk, Staff +1, Cutlass +2 (Chain Mail Ripper)*, *Wand of Death Rays* (12x), *Wand of Plant Growth*. Gear: *Ring of Saves (+2)*, *Mind Speak Ring*, *Invulnerable Tent*, *Ahab's Storm Dust*, *Charm versus Air Magic*, *Arrow Proof Cloak*. Knowledge: She is an excellent marsh woman, exceptional tracker, good at finding drinking water, excellent at weather prediction, competent with boats, good climber (+2), very good at the sport of darts, above average at nine pins, plays the mandolin poorly, good with mixing sleep or paralysis poisons. Spells: Basic, free 9: 1d6+4 Attack (Cold), *Brain Freeze {anti-Wizard}*, *Create Water*, *Detection*, *Detect Poisons*, *Protect versus Cold*, *Purify*, *1d4+4 Sleet Storm 30x30 FT for 10 rounds*, *Summon Haze*, *Summon Poison Frogs*; Lesser, free 6: 2d6+4 Attack (Acid, Fire, Electricity), *Disperse Magic*, *3d6+4 Hail Blast 25x25 FT*, *Ice Encasement*, *AC+10 Ice Shield*, *Siren's Song {mesmerize}*, *Summon Undine 3d12 Waterspout for 5 minutes*. She is very protective of her grey cat, Jeonny.

Rusilla Brystack, **Ravens Foot Neighborhood Boss**, female Human, Master Locksmith, 50 years, evil, Agility 16, Intelligence 19, Stamina 14, Strength 14, Will 18, hp18, SPM+3, Languages: Common, Dwarvish (30%), Elvish (15%), Infernal Cant. Religion: Samael. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Armor: *Studded Leather Armor AC+4*, *Studded Leather Hood AC+3*, *Leather Arm Guards*, *Leather Gloves AC+3 (1/day Wall of Iron)*. Weapons: *Curved Dirk*, *Long Sword +2 (shield splitter)*, *Light Mace +1*, *Staff (spell stealer, any Basic on 1d20 roll GTET 8)*, *Wand of Sleep* (27x). Gear: *Opening Wand* (53x), *Trap Springing Wand* (45x), *Parakellus' Ring (regenerate hp1/minute)*, *Magic Hole 1 FT*, *Pendant of Beauty*, 600 GP silver-opal Earrings, 1425 GP platinum-ruby-jade Necklace, 900 GP gold Pin, 2x 300 GP silver Rings, 2x 750 GP silver-diamond Rings, 2150 GP gold-sapphire-pearl-onyx Bracelet. Knowledge: Poor Marsh woman but good Mountain woman, excellent lock smith (+3 open lock), extensive knowledge of historical mechanisms, good knowledge of locks etc. installed throughout the city, good key maker, good contacts among Artificers and Burglars, good knowledge of modern (200 years) art, collects small ivory figures, plays the harpsichord. Description: Stands 5 FT 6 inches with shoulder-length black hair often worn in a bun, black brows over blue eyes, a small thin nose, wide dark lips, and a small curved chin. She has wide shoulders, a larger bust, narrower hips, and long legs. She often wears a sleeveless low cut red ankle-length gown with a thin silver belt and elbow-length white linen gloves and shiny red leather heels (at work, short sleeve red work shirts, red cap, and black pants with black leather shoes).

SAILLEA DURST TO SELMA GROLSHIM

Saillea Durst, Deputy Guildmaster, Muckrunner Guild, female Half-Elf, Crusader L8, 98 years, evil, Agility 15, Intelligence 16, Stamina 18, Strength 16, Will 16, hp22, SPM+5, Languages: Common, Elvish (65%), Dwarvish (15%), Dryad (25%), foreign language (50%), Infernal Cant. Religion: Pithius. Racial Abilities: Low Light Vision, navigation by stars, +50% versus becoming lost, Persuasion/Influence +1, TH+1 with Bows. Class Abilities: Dirk/Heavy Mace proficiency, Called critical hits (LVL-2/day at TH-3), Fight 3 foes at L6, Lay on Hands heal, Prayers at L5, Bar/Drive/Destroy Undead, Reincarnation, Resurrection. Armor: Steel open-face *Helm AC+4 (poison breathing)*, *Studded Leather Armor AC+6 (reduce piercing damage by -3)*, Studded Leather Arm Guards, *Steel Gauntlets AC+4*, Chain Mail Waist Skirt, large metal *Shield AC+5 (gaze reflecting)*. Weapons: Dirk, gold-bladed Dirk (+2 damage versus Undead), *Short Sword +1 (Warlock bane)*, single-bladed *War Axe +1*, *Flail +2 (entangling)*, Spear, Staff, Cudgel. Gear: *Magic Bag* (800 pound), *Cloak of Disguise*, *Charm versus Air Magic*, *Locket of Calling*, *Getter's Ingredient Pouch*, *Blessed Bandages*, *Parchment of Amerigo*, 2x *1d10 Cure Wounds Potion*, *Salve versus Blindness*, *Potion of Invisibility*, Prayer Beads, Unholy Symbol, religious text, 3x *Unholy Water*, 2x Priest's scroll, 5120 GP platinum-ruby-emerald Tiara, 1100 GP gold-garnet-bloodstone Earrings, 710 GP gold Chain, 1530 GP gold-pearl-amber-citrine Pendant, 300 GP gold Ring, 970 GP silver-sapphire Ring, 2320 GP gold-diamond-ivory-jade Bracelet. Knowledge: An outstanding Marsh woman and a good Mountain woman, good knowledge of church history and rituals, good at field first aid (hp+1), good with snares, expert with ropes, competent boat handler, good contacts among Guides and Smugglers, has trained as a chef, likes to garden, enjoys beer, avid reader of trashy romance novels. Description: Stands 6 FT 2 inches with waist-length sandy hair, small forehead, pointed ears, thin brown brows over golden eyes, long upturned nose, with a wide mouth and large lips. She has slender shoulders and a smaller frame, a moderate bustline, smaller hips, and dainty feet. She wears low cut grey blouses embroidered in black, black leather belts with a 350 GP silver Buckle, and dark knee-length skirts with light hose and black leather shoes. Prayers: Devotions (free 10): *Armorskin AC+18*, *Blur Sight*, *Command Animals*, *Compel Truth*, *Create Minor Food*, *1d8+1 Cure Wounds*, *Detect Poisons*, *1d4+2 God's Fist 5 rounds*, *God's Sword 6 rounds*, *Know Creature*, *Minor Escape*, *Minor Prayer*, *Sword Blessing*; Mysteries (free 7): *Banish Confusion*, *Banish Disease*, *Banish Spells*, *1d12+2 Cure Wounds*, *Deflect Magic*, *Detoxify Poisons*, *Element Shield*, *2d8+2 God's Fire 10x10*, *God's Serpent 2@HD5 25 rounds*, *Minor Disintegration*, *Restore Sight*. She dislikes Dwarves.

Savignon Dent (aka Red Buck), Owner **Iron Bucks**, male Half-Elf, Rascal L8, 67 years, evil, Agility 19, Intelligence 14, Stamina 13, Strength 14, Will 16, hp17, SPM+1, Languages: Common, Infernal Cant, Elvish (75%), Dwarvish (20%). Religion: Samael. AC: 40 (-5 damage). Racial Abilities: Low Light Vision, navigation by stars, +50% versus becoming lost, Persuasion/Influence +1, TH+1 with Bows. Class Abilities: Armor Limitations (no Breastplate/Backplate, Plate Armor, Steel Helm, Medium/Large Shield), No weapon larger than a Cutlass, TH+1 Saber/Rapier, TH+2 fighting with 2 Dirks, TH-2 using any two-handed weapon. Description: Stands 6 FT 1 inch with long silver-grey hair, high forehead, pointed ears, silver brows over amber eyes, a short pert nose, long grey moustache, and a wide chin. He has wide shoulders, muscular arms, a narrow waist, long legs and small feet. He wears grey or silver shirts with a black fur vest, dark red pants, knee-high red leather boots, and a derby hat. Armor: Padded Shirt, Padded Hood, Steel Cap, Studded Leather Arm Protection, Studded Leather *Gauntlets AC+4* (TH+2 throwing), *Leather Armor AC+14* (immune to electrical/lightning), Leather Leggings. Weapons: poisoned Dirk, Short Sword+1 (Wizard's Bane), Cutlass (TD+6 versus Giant Insects), Staff, Cudgel, Short Bow (34x War Arrows, 4x smoke arrow, 1x flash arrow, *1d6+1d10 Frost Arrow*, *Arrow of Reptile Slaying 8x*). Gear: *1d10 Cure Wounds Potion*, *Salve versus Disease*, *Salve versus Venom*, *Water Walking Potion*, 800# *Magic Bag*, *Ore Dowsing Rod 500 FT*, *Cloak of Warmth*, *Great Spade*. Knowledge: Marginal Marsh Man, good Mountain Man, journeyman Tailor, journeyman Weaver, good knowledge of fabrics, competent tracker, good at wilderness survival, knows small boats, expert canoeist, excellent knowledge of mountain plants, good tenor voice, mediocre at poker but likes it, fond of Elvish ballads. Owns two HD1 **Bloodhounds**. Found at the Aszoclarl Lode Mining Camp, Apophis Mountains.

Selliah Ruilk, Trader Letho's Neighborhood Boss, female Gnome, Master Apothecary, 84 years, neutral, Agility 13, Intelligence 20, Stamina 13, Strength 13, Will 19, hp17, SPM+6, Languages: Common, Gnomish, Dwarvish (45%), Elvish (30%), Centaur (75%), Infernal Cant. Religion: Tara, Goddess of Life and Medicine (secondary Pithius). Racial Abilities: Speak with animals (canine, feline, birds), Save +1 versus Domination/Mental Attack, TH+1 with Dirk/Rapier/Cutlass/Machete. Armor: *Wizard's Robe AC16*. Weapons: silver-bladed *Dirk +1*, Short Sword (*eye gouging*), *Rapier +2 (+3 damage versus good creatures)* *Wand of Killer Hares* (40x). Gear: *Getter's Ingredient Pouch*, *Light Rod*, *Lethe Water*, 2x *2d8 Cure Wounds Potions*, *Pickpocket Gloves +3*, *Mask of Safe Breathing*, *Needle of Traps*, *Pendant of the Sage*, *Summoning Tome*. Knowledge: Good Marsh woman and adequate Mountain woman, excellent with medicinal plants, good with poisonous plants, outstanding Apothecary and Druggist, extensive historical knowledge of draughts and poisons and potions, good candy maker, expert knowledge of teas and techniques, extensive contacts among apothecaries, good contacts with smugglers and mercenaries, good knowledge of who is buying drugs and poisons in the city and why. Description: Stands 3 FT 2 inches with long black hair usually worn in three braids, thin black brows over hazel eyes, a dainty nose, and a wide mouth. She has wider shoulders and a heavier frame with a larger bust. She typically wears knee-length flowery peasant dresses with a red leather belt and black shoes, with a wide black hat and a red-black hooded cloak.

Selma Grolshim, female Half-Elf, Warlock L5, 61 years, evil, Agility 14, Intelligence 15, Stamina 19, Strength 11, Will 13, hp23, SPM+1, Languages: Common, Elvish, Infernal Cant, Harpy, Merchant's Cant. Religion: Nariglo, God of Death and Revenge. Racial Abilities: Low Light Vision, navigation by stars, +50% versus becoming lost, Persuasion/Influence +1, TH+1 with Bows. Class Abilities: Dirk/Cutlass proficiency, Iron/Steel Limitations (LTET 25 pounds to cast spells), Spell and Attack in the same round (TH-3), Save +1 versus magic, Stealth bonus, Fight 3 foes at L5, Called critical hits (LVL-2/day at TH-3). Description: She stands 5 FT 2 with a long face, long salt-pepper hair usually worn in a bun tied in a red ribbon,....continued next page

SELMA GROLSHIM TO SETH MAC'HOLT

Selma Grolshim, continued...she has green eyes, drooping ears, thick brows, a small thin nose, rounded chin, and a cross-ear tattoo on her right cheek; she has a thin wiry and very athletic frame, almost no bust, small hips, and long legs. She usually wears short-sleeved tunics, leather vests with pockets, knee-length leather pants, leather boat shoes, and a blue beret (silver *Charm versus the Power Deus*). Armor: Padded Shirt, Padded Hood, Leather Hood, Studded Leather Arm Protection AC+3, Leather Armor AC+4, medium wood Shield AC+2 (deflects normal arrows). Weapons: silver-bladed *Dirk* +2, Staff +1 (Door Bashing), Scimitar (TD+3 versus Dwarves), Long Bow (30x War Arrows), Crossbow (20x Bolts). Gear: *Cloak of the Sparrow*, *Patur's Tonic* (disease antidote), *2d8 Cure Wounds Potion*, *Physic of Telepathy*, *Insect Repelling Powder*, *500# Magic Bag*, *Ring of Many Escapes*, *Missile Targeting Wand*, 600 GP silver-jade Earrings, 1450 GP black pearl Necklace, 120 GP silver Armband, 600 GP gold-amber Bracelet, 50 GP silver Ring, 1120 GP gold-diamond-sapphire Ring. Knowledge: Expert marsh woman, good Boatwright (repairs), good poisoner, excellent herbalist, good gambler (cards), rudimentary wood carver. She is always accompanied by her Pit Bull, Harvey Banger. Spells: *Bind Breath*, *Bind Tongue*, -3 *Bind Weapon*, *1d12 FT Displacement*, *Extinguish*, *Flame Up*, *Great Leap*, *AC+16 Guard Self*, *Hero's Race*, *Hold Up*, *1d8 Icy Spray*, *Ignite*, *Mists of Fate*, *Object to Hand*, *Reveal*, *Spell Shield* {all Basic, others save at+8}.

Semmi Polorsky, Crusader of Lucifer L6, Owner, Swampat's Stein, female Half-Elf, 37 years, evil, Agility 14, Intelligence 14, Stamina 13, Strength 12, Will 14, hp17, SPM+3, Languages: Common, Infernal Cant. Religion: Samael. Racial Abilities: Low Light Vision, navigation by stars, +50% versus becoming lost, Persuasion/Influence +1, TH+1 with Bows. Class Abilities: Dirk/Heavy Mace proficiency, Called critical hits (LVL-2/day at TH-3), Fight 3 foes at L6, Lay on Hands heal, Prayers at L5, Bar/Drive/Destroy Undead, Reincarnation, Resurrection. Description: She stands 5 FT 11, with a long face, shoulder-length brown hair worn with a 140 GP silver clasp, moderate brows, light brown-tan eyes, high cheeks with blush, and a long thin upturned nose. She has an athletic muscular frame, larger bust, substantial hips, and long legs. She wears brightly-colored silk blouses, black skirts above the knee, and black leather slippers. She has a 300 GP pink coral Necklace, 500 GP gold-jet-sardonyx Pin shaped like Pegasus, 1000 GP gold-emerald Ring on her right hand, and two 150 GP silver Rings on her left hand. Armor: Padded Shirt, Padded Hood, open steel Helm AC+3, chain mail Arm Protection, Chain Mail Armor AC+8 (protects against venoms), chain mail Mittens AC+3, Studded Leather Waist Skirt, Leather Leggings. Weapons: silver-bladed *Dirk* +1, Staff, *Rapier* +1 (Bleeder, hp1d3 for 1d8 rounds), *Heavy Mace* +2 (knockout on rolls GTET 18), *Long Bow* +1 (40x War Arrows, *Arrow of Slaying*). Gear: prayer beads, 4x *Unholy Water*, *1d10 Cure Wounds Potion*, *Kellern's Tonic* (restores sight), *Salve against Sleep*, *Restallan's Tonic* (body part regeneration), *Racing Sandals*, *Armoire Charm*, *Talisman of Protection* (AC+3, saving rolls +3). Knowledge: excellent marsh woman, excellent swimmer and diver, climbs well (+1), skilled at locks (+2), above average dancer, skilled at sarcastic put-downs, excellent judge of beers and ale, competent Brewer, often found doing whittling and wood carvings. Often found in the Swampat's Stein Alehouse on Camainland island. She keeps a trained Crow (Misfor, HD1, hp6). Prayers: *Devotion, free 8: Animate Bones*, *AC+18 Armorskin*, -2 *Blur Sight*, *Create Minor Food*, *1d6 Cure Wounds*, *1d4+2 God's Fist at 6 rounds*, *1d10+1 God's Missile*, *God's Sword at 5 rounds*, *Minor Escape*, *Minor Prayer*, *Reveal Hidden*, *Walk through Fire*; *Mystery, free 5: Animate Bodies*, *Banish Paralysis*, *Deflect Magic*, *AC+30 Divine Armor*, *2d8+1 God's Fire 10x10 FT*, *God's Serpent 2xHD5 Venom Snake*, *1d10+2 Heal Wounds*, *Knock Out*, *Restore Sight*.

Seoreanna Mac'Teirgan, owner Aerandor's Guide Service, Warrior L6, female Elf, 144 years, neutral, Agility 14, Intelligence 14, Stamina 21, Strength 16, Will 15, hp25, SPM+4 Languages: Common, Elvish, Centaur, Giantish (65%), Goblin (35%), Infernal Cant. Religion: Vaettiri, Goddess of Elves. Racial Abilities: Low Light Vision, navigation by stars, +50% versus becoming lost, Persuasion/Influence +1, TH+1 with Bows. Class Abilities: Dirk/Long Sword proficiency, 2 Attack/round if 4 Levels higher than opponent (3 if GTET 7 Levels), Strike at 3 foes (GTET Level 3), TH+1 versus Humanoids (+2 GTET Level 4), Called critical hits (LVL/day at TH-3). Description: She stands 6 FT 5 with a wide face, short-cropped black hair with silver tips, thin silver brows, pale green eyes (cat-like), high cheeks with blush, and a long perky nose. She has a slender frame with narrow shoulders but a larger bust and long legs and large feet. She wears dark long-sleeve tunics over long pants (white, yellow, pink), and black leather high-top boots, with a wide-brim leather hat (insect mesh). Armor: Padded Shirt, Padded Hood, open steel Helm AC+4, scale mail Arm Protection, Scale Mail Armor AC+6 (immune to hammers and clubs), Studded Leather Gauntlets AC+4 (Webs 3/day), Leather Leggings, Studded Leather Foot Guards. Weapons: poisoned Dirk, *Rapier* +2 (Troll Slayer), Staff (TD+1), *War Axe* +1 (flaming blade 3/day), Long Bow (45x War Arrows, *Arrow of Paralysis*), Blowgun (20x poisoned Darts). Gear: *Cloak versus Water Magic*, *Plant Growth Drops*, *Rodent Repelling Powder*, *Elven Death Dust*, *Mirror Locket*, *Inaegor's Pendant* (cursed, prevents using spells or enchanted items), 4x *Dragon's Tooth Seeds*, *500# Magic Bag*, *750# Magic Bag*, *Sails of the Winds*, *Ring of Joth* (sees through illusions), 820 GP gold-pearl Earrings, 460 GP platinum Holy Symbol pendant, 1000 GP gold-ruby Locket, 400 GP gold Ring, 200 GP silver Ring, 1320 GP platinum-ruby-ivory-onyx Ring. Knowledge: an excellent marsh woman, competent tracker, good at finding drinking water, good swimmer, good climber (+1), competent on pan-pipes, above average with codes and ciphers, very keen sight for small objects/print, enjoys Elvish dancing, practices yoga daily. Usually found in Graulmwich (away in the marsh on 1d20 rolls GTET 16). She does not like Dwarves, Black Annis, or Medusa.

Seth Mac'Holt (aka Slim Semm), **Beggar**, male Human, Warrior L5, 29 years, neutral, Agility 16, Intelligence 14, Stamina 18, Strength 16, Will 13, hp22, SPM+3, Languages: Common, Elvish (15%), Dwarvish (30%), Dryad (20%), Infernal Cant. Religion: Narada, Goddess of Travelers and Hospitality. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Class Abilities: Dirk/Long Sword proficiency, 2 Attack/round if 4 Levels higher than opponent (3 if GTET 7 Levels), Strike at 3 foes (GTET Level 3), TH+1 versus Humanoids (+2 GTET Level 4), Called critical hits (LVL/day at TH-3). Armor: None. Weapons: Curved Dirk, Club, Cudgel, *Staff* +1,...continued next page

SETH MAC'HOLLT TO TIEGEN O'SNEAGHA

Seth Mac'Hollt, continued... Throwing Star, Blowgun, 6x Blowgun Darts. Gear: *Ring of Water Walking*, copper Ring (hidden pill compartment), *Magic Bag* (500 pound). Knowledge: Good Marsh man, excellent Mountain man, excellent at wilderness survival, good at field first aid (hp+1), stealthy (+2), good at unarmed combat (+2), competent tracker, some espionage skills, he has served in the military, likes cigars, extensive knowledge of beers, good at horseshoes, excellent at whistling. Description: Stands 5 FT 7 inches with long unkempt black hair, wide forehead, thick black brows over green eyes, a wide crooked nose, thick black moustache, large mouth, thick long black dirty black beard. He has a thin wiry frame with muscular arms; he always appears to be dirty and grimy with a ripe aroma. He wears a ragged long sleeve peasant shirt, a rope belt, tattered knee-length brown pants, and an old pair of brown leather sandals; he wears a patch over his left eye (fully functional). Seth has a full set of Chain Mail armor buried in the hills outside the city, along with several other weapons; he is collecting intelligence on several persons found in the city. Seth comes from a gentry family on the Material Plane.

Solome Burk, Lead Jockey, female Gnome, 38 years, evil, Agility 18, Intelligence 16, Stamina 16, Strength 13, Will 15, hp20, SPM+3, Languages: Common, Gnomish, Dwarvish (45%), Cercopes (50%), Infernal Cant. Religion: Molarr, God of Gnomes (secondary Pithius). Racial Abilities: Speak with animals (canine, feline, birds), Save +1 versus Domination/ Mental Attack, TH+1 with Dirk/Rapier/Cutlass/Machete. Armor: None. Weapons: Curved *Dirk* +1, 3x Throwing Stars, Blowgun, 10x Blowgun Darts, single-bladed *War Axe* +1. Gear: *1d8 Cure Wounds Potion*, *1d12 Cure Wounds Potion*, *Potion of Speed*, *Salve versus Broken Bones*, 1350 GP gold-diamond Necklace, 320 GP silver Earrings, 680 GP gold-ivory-jade horse Pin, 130 GP silver Ring, 910 GP gold-amber-garnet Armband. Knowledge: Poor Marsh woman, competent Mountain woman, outstanding horsewoman, good at jumping horses, very good driving a sulky, good horse trainer, good Beast Healer, journeyman Miner and Artificer, long distance runner, enjoys backgammon and cribbage, good knowledge about white wines, part owner in a brothel. Description: Stands 3 FT 4 inches with cropped brown hair, small forehead, thin dainty nose, small brown brows over grey eyes, and a wide mouth. She has a tiny frame with very small bust, long legs with small feet, and large hands. She wears silk blouses in greens and golds, a gold belt with a 350 GP horse-head buckle, knee-length green pants, and gold sandals, with a wide yellow hat and green-gold hooded cloak.

Splexander, City Watch Captain, male Half-Elf, Warrior L7, 67 years, evil, Agility 17, Intelligence 14, Stamina 19, Strength 14, Will 15, hp23, SPM+1, Languages: Common, Elvish (35%), Trader's Cant (70%), Thief's Cant (30%), Infernal Cant. Religion: Samael. Racial Abilities: Low Light Vision, navigation by stars, +50% versus becoming lost, Persuasion/Influence +1, TH+1 with Bows. Class Abilities: Dirk/Long Sword proficiency, 2 Attack/round if 4 Levels higher than opponent (3 if GTET 7 Levels), Strike at 3 foes (GTET Level 3), TH+1 versus Humanoids (+2 GTET Level 4), Called critical hits (LVL/day at TH-3). Armor: Chain Mail Hood, *Studded Leather Armor AC+8*, *Leather Arm Guards AC+3*, *Studded Leather Gauntlets (5/day webs)*, *Leather Leg Guards*, *leather Buckler AC+2 (versus Air Magic)*. Weapons: *Dirk* +2 (*paralyzing*), Cudgel, Bolo, Staff (*knockout*), *Cutlass* +1. Gear: *Seven League Boots*, *Smee's Hogtie Rope*, *Ring of See Invisible*, *Charm detecting Enchantment*, *Gloves of Chaining*, *Sleep Potion*, *1d10 Cure Wounds Potion*, *Salve versus Paralysis*, 1120 GP gold-jade Ring, 215 GP silver Ring, 980 GP silver-pearl Locket. Knowledge: Good Marsh man, competent Mountain man, extensive knowledge of criminal behavior and acts, good contacts among informers, good contacts among Thieves, a keen observer (+2), good at puzzles, excellent tracker, likes opera, occasional smoker, good at dominoes, likes racquet sports. Description: Stands 5 FT 10 inches with short sandy-gold hair, semi-pointed ears, a small forehead, yellow brows over blue eyes, a long thin nose, a long thin greying moustache, and a small mouth. He has wide shoulders and a brawny torso, smaller hips, and long legs. He has burn marks on his left arm and is missing two left fingers (right-handed). He wears brown-tan peasant shirts, a dark brown leather belt with a 700 GP gold hound's-head buckle, brown-yellow-green kilt, and ankle-length polished brown leather shoes, with a wide-brim leather hat and checker blue cloak. He generally dislikes Dwarves.

Spollking, Graulmwich Village Administrator, **Type 5C Devil**.

Swithymoor, **Type 5B Devil**, Diabolic Overseer of the Mortal District

Taellcuk, Priest of Lucifer, **Type 5A Devil**, found at Lucifer's Shrine on Caimanland island.

Taulluon, Chief Magistrate, Mortal District, **Type 9A Devil**.

Teiggan O'Sneagha, Upper Faligar Neighborhood Boss, male Elf, Master Minstrel, 204 years, evil, Agility 14, Intelligence 19, Stamina 15, Strength 13, Will 17, hp19, SPM+3, Languages: Common, Elvish, Lycanthrope, Efrete, foreign language (35%), foreign language (55%), Infernal Cant. Religion: Lucifer. Racial Abilities: Low Light Vision, navigation by stars, +50% versus becoming lost, Persuasion/Influence +1, TH+1 with Bows. Armor: Steel open-face *Helm AC+4 (all seeing)*, *Studded Leather Armor AC+6 (reduce edged weapon damage by 3)*, *Leather Arm Guards AC+2*, *Studded Leather Gauntlets AC+3*, *Leather Leg Guards*. Weapons: *Serrated Dirk* +1, *Long Sword* +1 (), 3x Throwing Stars (1x +2), silver-headed Light Mace, Staff, Long Bow, 36x War Arrows (8x +1, 4x smoke arrows, 2x flash powder arrows, *Arrow of Slaying* {4 uses})....continued next page

TEIGGAN O'SNEAGHA TO TURKKEN CLAWGRIP

Teiggan O'Sneagha, continued... Gear: *Skeleton Key, Armoire Charm* (musical instruments), *Traceless Boots, Wand of Fire and Smoke, Wondrous Rope Bridge, Telekinesis Ring, Pipe of Peace*, 3x 500 GP silver Rings, 1050 GP gold-ruby Ring, 460 GP copper-amber Armband, 1450 GP gold-ivory-jade Pin. Knowledge: Competent Marsh man and Mountain man, expert with all stringed instruments, good drummer, good instrument maker, excellent historical knowledge of songs (especially in Elvish and sea music), collects rare musical scores, good knowledge of elvish wines, competent vintner, excellent contacts among theaters and concert halls, good contacts among minstrels and bards and among guides, he has a strong distrust of Dwarves and dislikes Dwarven music. Description: Stands 5 FT 4 inches with long sandy hair and a receding hairline, thin yellow brows over blue eyes, pointed ears, long thin nose, wide mouth, with a curbed chin. He has slender shoulders, wiry frame, and long arms and long fingers. He wears bright yellow or blue shirts, red spotted vests, a red leather belt with a 600 GP gold guitar clasp, knee-length brown pants, and polished brown leather shoes, with a red floppy hat and a dark blue-silver hooded cloak.

Thallia Mac'Noll (aka Lady Mac), **Half Pint Neighborhood Boss**, female Human, Seer, Tarot Mistress, 45 years, evil tending toward neutral, Agility 12, Intelligence 18, Stamina 16, Strength 12, Will 20, hp20, SPM+5, Languages: Common, Infernal Cant. Religion: None. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Armor: *Seer's Robes AC20, Seer's Hat AC6*, red leather Gloves. Weapons: curved Dirk (*double damage versus Dwarves and Gnomes*), Cudgel, Staff +1 (*Spell Storing: 5x 2d8 Lightning, 3x Hold Person, 3x Confusion, 2x Blindness, 2x Panic, 2x Minor Escape*). Gear: *Crystal Ball, Getter's Ingredient Pouch, Seer's Potion, 2x 1d10 Cure Wounds Potion, Walk through Walls Potion, Alawa's Idol* (150 FT no magic zone), *Glasses of Sight*, 400 GP gold Hat Pin, 700 GP silver-turquoise Necklace, 450 GP silver Ring, 1100 GP gold-diamond Ring, 850 GP silver tarot card case. Knowledge: Competent Marsh woman and good Mountain woman, extensive knowledge of prophecy literature and historical seers, good knowledge of brewing draughts (alchemy), competent hypnotist, excellent judge of character and personality, good at sign language. Description: Stands 4 FT 11 inches, she has waist length red hair, grey brows over green eyes, a long wide nose, wide mouth with big lips, and a rounded chin. She has a thin frame and very small bust with short legs and arms. She wears Seer's Robes and Hat with a black leather belt and red leather shoes. She maintains her position through her visions and extensive blackmail files on many of the prominent persons in the city.

Thome Melxaphol, Healer, male Half-Elf, 64 years, neutral tending towards good, Agility 14, Intelligence 15, Stamina 13, Strength 12, Will 13, hp17, SPM+2, Languages: Common, Elvish (70%), Gnomish (15%), Medusa (20%), Infernal Cant. Religion: Tara, Goddess of Life and Medicine. Racial Abilities: Low Light Vision, navigation by stars, +50% versus becoming lost, Persuasion/Influence +1, TH+1 with Bows. Armor: *Healer's Robes AC14*. Weapons: silver-bladed Dirk, *Elven Saber +1*, Short Bow, 25x War Arrows, Bullwhip. Gear: *Getter's Ingredient Pouch, Ring of Regeneration* (hp1/3 minutes), *Blessed Bandages, 3x 1d10 Cure Wounds Potion, Salve versus Paralysis, Spectacles of Sight, 3x Poison Antidote*. Knowledge: Competent Marsh man and Mountain man, good horseman, excellent at field first aid (hp+2), excellent at treating diseases, good surgeon, good with medicinal plants, extensive knowledge of anatomy, plays flute, good at games of strategy, past horse breeder. Description: Stands 5 FT 11 inches with a bald head, small forehead, grey brows over green eyes, long and wide nose, wide mouth with a silver tooth, and a moderate salt-pepper beard. He has a slender frame, is starting to have a paunch, and has long legs and large feet. He wears a white peasant shirt with red vest, dark red leather belt, black pants, red leather shoes, a wide feathered brown hat, and a red cloak embroidered with three white cruciforms.

Torchario De'Waelk, Master of the Caimanland chapter of the Muckrunner's Guild, Hunter, Warrior L10, male Human, 46 years, evil, Agility 19, Intelligence 17, Stamina 17, Strength 14, Will 13, hp21 SPM+2, Languages: Common, Infernal Cant, Centaur, foreign language. Religion: Lucifer. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Class Abilities: Dirk/Long Sword proficiency, 2 Attack/round if 4 Levels higher than opponent (3 if GTET 7 Levels), Strike at 3 foes (GTET Level 3), TH+1 versus Humanoids (+2 GTET Level 4), Called critical hits (LVL/day at TH-3). Description: He stands 6 FT 2, with a lanky frame, thick short-cut blonde hair, grey eyes, a thin nose, a short grey moustache, thin lips, and pointed chin. He has narrow shoulders and hips, and very long legs. He wears light tunics, leather vests, knee-length pants, high top leather boots, and a white beret. Armor: Padded Shirt, Padded Hood, Chain Mail Hood AC+5, Studded Leather Arm Protection AC+3, Breastplate Armor AC+8 (deflects breath weapons), Chain Mail Waist Skirt, Leather Leggings, Studded Leather Foot Guards, medium bronze Shield AC+6 (weapon breaker). Weapons: poisoned silver-bladed Dirk +2, poisoned Throwing Knife, 4x Throwing Stars (one *Rat Slaying*), silver-bladed *Cutlass +1*, Long Bow (45x War Arrows), Crossbow (20x Bolts), *Javelin +2* (+1d8 cold damage). Gear: *Gyronga's Spectacles* (protects against gaze attacks), *1d12 Ring of Fiery Breath, Tent of Marvels, Vessel of Endless Fog, Sky Hook, 2x Beanstalk Seeds, Gergale's Charm* (protects against mental attacks), *1d12 Cure Wounds Potion*. Knowledge: an outstanding marsh man, good tracker, excellent at edible and poisonous plants, good in field first aid, competent swimmer and boatsman, he is a charismatic speaker. Found on Caimanland island. He prefers missile weapons (Bow +1, Crossbow +2, Blowgun with poisoned darts, Javelin).

Turkken Clawgrip, Trapper, male Dwarf, 38 years, evil, Agility 18, Intelligence 14, Stamina 20, Strength 18, Will 14, hp24, SPM+1, Languages: Common, Dwarvish, Elvish (25%), foreign language (50%), Infernal Cant. Religion: None. Racial Abilities: Infrared Vision, sense of direction underground, Save +1 versus Disease/Poison/Magic, Find Hidden Doors +1, TH+1 with War Hammers/Axes. Armor: *Steel Cap AC+2, Leather Armor AC+5*,...continued next page

TURKKEN CLAWGRIP TO VENDRICK GARIOLD

Turkken Clawgrip, continued...Leather Arm Guards, *Studded Leather Gauntlets AC+3 (swimming and water breathing)*, a small wood *Shield AC+3 (reflects Water/cold Magic)*. Weapons: *Dirk +1 (double damage versus beasts)*, Cutlass, double-bladed *War Axe +1 (beast decapitating)*, Short Bow, 25x Hunting Arrows, 14x War Arrows (5x +1, 2x smoke arrows, 2x *Putrid Scents* arrow, flash powder arrow), Boomerang. Gear: *Boots of Spider Walking*, *Bracelet of Tirelessness*, 2x *Beanstalk Seeds*, *Invulnerable Tent*, *Magic Bag (800 pounds)*, *Sky Hook*, 2x *1d10 Cure Wounds Potions*, 4x *Unholy Waters*, *Potion of Water Breathing*, *Brainstorm Cordial* (Intelligence+4), 2x *Antidote Tonics*. Knowledge: Excellent Marsh man, good Mountain man, expert at traps and snares, very good at skinning and butchering, good knowledge about usable/saleable parts of beasts, good tracker, very good at wilderness survival, likes chewing leaf, expert whistler, good whittler, competent at ivory scrimshaw, likes bawdy musicals. Description: Stands 4 FT 4 inches with longer black hair, a wide head, thin black brows over blue eyes, a wide crooked nose, a long mouth, with a big chin and a long black beard. He as a wide burly frame with large muscular arms and large hands. In town he wears green or aqua peasant shirts under a fur vest, a leather-fur belt with a 200 GP silver-beaver buckle, long dark wool pants, and high brown leather boots, with a wide-brim hat covered in fur, and a black hooded cloak lined in fur. In the field he wears buckskin shirts and pants, brown moccasins, and a wide hat with mosquito netting, and his cloak.

Ungeloolare, Skull Knob Manager, **Tablasyin**

Varianna, New Friar's Neighborhood Boss, female Elf, Crusader L10, 137 years, evil, Agility 15, Intelligence 16, Stamina 17, Strength 13, Will 16, hp21, SPM+3, Languages: Common, Elvish, Dwarvish (45%), foreign language (35%), Infernal Cant. Religion: Lucifer. Racial Abilities: Low Light Vision, navigation by stars, +50% versus becoming lost, Persuasion/Influence +1, TH+1 with Bows. Class Abilities: Dirk/Heavy Mace proficiency, Called critical hits (LVL-2/day at TH-3), Fight 3 foes at L6, Lay on Hands heal, Prayers at L5, Bar/Drive/Destroy Undead, Reincarnation, Resurrection. Armor: Chain Mail *Hood AC+3*, Chain Mail *Armor AC+4*, *Back Plate AC+2*, *Leather Gauntlets AC+3*, Chain Mail Waist Skirt, medium steel *Shield AC+3 (reflects breath weapons)*. Weapons: silver-bladed *Dirk*, *Rapier +2 (Armor Ripping)*, silver-bladed *Long Sword +1*, *Heavy Mace (concussions)*, Staff, Flail, *Spear +1 (double damage versus felines)*. Gear: *Power Deus Charm*, *Charm of Protection versus Magic* (saving roll +3 versus Wizards), 3x *Beanstalk Seeds*, *Smee's Hogtie Rope*, 500 GP gold *Unholy Symbol*, prayer beads, religious book of ritual, religious hymnal, 3x *Unholy Water*, 450 GP silver-pearl Earrings, 700 GP silver Chain, 1225 GP gold Chain, 2x 300 GP silver Rings, 1100 GP gold-sapphire Ring, 2100 GP platinum-jade-zircon-bloodstone Pin. Knowledge: Competent Marsh woman and excellent Mountain woman, excellent knowledge of land beasts, very good horsewoman, good at field first aid, good knowledge of medicinal plants, good with snares, rod fisherman, extensive knowledge of religious legends and figures, good contacts within all of the temples, good contacts with Healers. Description: Stands 6 FT 1 inch with long curly flaxen hair, a large oval face, yellow brows over golden eyes, thin short nose, high red cheeks, pointed ears, and a small mouth. She has thin wiry frame, moderate bust, wider hips, long legs, and large hands. She wears low cut yellow and white blouses, brown or dark yellow skirts, black leather shoes, and a white bonnet, with a yellow-gold Cloak (*protection versus Water Magic*). She has a trained Parrot, Herkie (HD1, hp5, bite 1d4, claws 1d3)

Vendrick Gariold, Guildsmaster, Ridge Runner Guild, male Human, Wizard (Earth) L11, 48 years, neutral tending toward evil, Agility 19, Intelligence 17, Stamina 15, Strength 15, Will 17, hp19, SPM+4, Languages: Common, Dwarvish (45%), Gnomish (75%), Giantish (30%), Infernal Cant. Religion: Lokaski, God of Humans (secondary Samael). Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Class Abilities: Dirk/Staff proficiency, Iron/Steel Limitations (LTET 25 pounds to cast spells). Armor: *Wizard's Robe AC25*, *Wizard's Hat AC10*, *Leather Gloves AC+2*, *Cloak of Healing*. Weapons: Silver-bladed *Dirk* (poisoned), *Dirk +1 (eye gouging, returning)*, *Rapier +2*, Staff, *2d8 Wand of Lightning (37x)*, Machete, *Light Mace +1 (door bashing)*, Short Bow, 30x War Arrows (7x +1, 2x +2, 2x smoke arrows, 2x *keening {fear causing}*). Gear: *Gloves of Agility +2*, *Bracelet of Faces*, *Charm versus Water Magic*, 4x *Dragon's Tooth Seeds*, *Horseshoes of the Wind*, *Telekinesis Ring*, *Quiet Ring*, *1d12 Cure Wounds Potion*, *Flying Potion*, *Life-Returning Salve*, *Zombie Salve*, 2x Wizard's scroll, Priest's scroll. Knowledge: Competent Marsh man and outstanding Mountain man, excellent leadership (+3 morale), very good with trees and plants, good wilderness survival skills, competent ore assayer, good climber (+2), journeyman lumberjack, good tactician (+1), former charioteer, closely follows chariot racing, part owner in a casino, frequents the gym. Description: Stands 5 FT 7 inches with cropped black hair, small forehead, thick black brows over hazel eyes, a wide nose, small mouth missing two teeth, with a long black beard showing grey. He has wide shoulders and muscular arms, large hands and long legs; he has a coiled snake tattoo on his back and old scars on his right cheek, right upper arm, and right wrist. He doesn't like crowds or crowded places. Spells: Basic (free 17): *1d6 Attack (Acid)*, *Acid Slime 1d4 1d6 rounds*, *Beacon, Bog Down*, *Enhanced Touch*, *Harden Muck*, *Hole*, *Open Lock*, *Pulverize*, *Remove Paralysis*, *1d6 Rotting Hand 4 rounds*, *See Enchantments*, *1d4+4 Steam Vent 4 rounds*, *Temporary Window*, *Telekinesis*; Lesser (free 14): *2d6 Attack (Acid)*, *1d6 Attack (Cold, Fire, Electricity, Force)*, *hp+2d6 Body of Stone 4 hours*, *Breathe Poisonous Fumes*, *Create Quicksand*, *Dark Sight*, *Disperse Magic*, *4d4+4 Eruption* (lava, 10 FT, 4 rounds), *Hold in Place*, *Magic Bridge*, *4 minute Paralyzing Hand*, *Singing Swords +3TH*, *Small Quake*, *Summon HD8 Giant*; Greater (free 10): *2d6 Attack (Cold, Fire, Electricity, Force)*, *Bore Well*, *Command Gravity*, *Gaze of Stone*, *Permanent Mute*, *Protect versus Earth Elemental*, *Stone Maw*, *Transform to Gold*, *Wall of Stone*.

VERN GHORROTH TO YALLY MACBRUBRAIN

Vern Ghorroth, Alchemist, male Gnome, 93 years, evil, Agility 18, Intelligence 20, Stamina 13, Strength 14, Will 15, hp17, SPM+3, Languages: Common, Gnomish, foreign language, Trader's Cant, Infernal Cant. Religion: Lupanno, God of Crafts and Making (secondary Pithius). Racial Abilities: Speak with animals (canine, feline, birds), Save +1 versus Domination/Mental Attack, TH+1 with Dirk/Rapier/Cutlass/Machete. Armor: None. Weapons: Dirk (*sleep*), Dirk (*stoning*), Staff, *1d12+2 Wand of Fire* (30x), *1d10 Ring of Fiery Breath* (37x). Gear: *Alchemy Index*, *Philosopher's Stone*, *Chain of Scrying*, *Endless Bag of Shot*, *Elven Death Dust*. Knowledge: Poor Marsh man and poor Mountain man, excellent knowledge of potions and draughts, excellent at laboratory operations, extensive historical knowledge of alchemical concoctions and legends, good with medicinal plants, good assayer of minerals, competent glass blower, competent artificer, former weaver, plays dice games in the casinos, enjoys modern Gnome jazz, attends dance theaters. Description: Stands 3 FT 3 inches with a bald head, grey brows over green eyes, a short wide nose, high cheeks, thin mouth, and a short salt-pepper beard. He has a thin almost emaciated frame with bony limbs and hands. He wears brown-tan mottled shirts with a gold vest, brown leather belt, knee-length gold pants, stockings, polished dark brown shoes, with a black beret and a black hooded cloak.

Waxahotti, Chief Constable, Graulmwich, **Type 5B Devil**

Wyte Reaper, Aszoclarn Camp Sheriff, male Dwarf, Warrior L8, 93 years, evil, Agility 16, Intelligence 17, Stamina 17, Strength 14, Will 16, hp21, SPM+1, Languages: Common, Infernal Cant, Dwarvish, Gnomish (40%), Elvish (15%). Religion: None. Racial Abilities: Infrared vision, direction sense underground, Save+1 versus disease-poison-magic attack, TH+1 War Hammer/War Axe, find hidden doors +1; Class Abilities: Long Sword proficiency, face 3 foes at once, called critical hit (8/day, TH-3), fight versus humanoid TH+2. AC: 40 (damage -5). Description: He stands 3 FT 11 inches, balding with short dark black hair; he has a birthmark above his left eye, grey brows over amber eyes, a long thin nose, high cheeks and jowls, a wide mouth with two silver teeth, and a thick short-cropped beard; he has a hammer tattoo on his forehead. He has wide shoulders, thick arms, large hands (right hand missing two fingers), and wide hips. He wears a long-sleeve black shirt, fur vest, dark leather pants and tall black leather boots. Wyte wears a platinum *Pin (versus Fire Magic)*, a 320 GP gold-amber Ring, a 720 GP gold-ruby Ring, and a 120 GP silver-turquoise Armband. Armor: Padded Shirt, Padded Hood, open steel Helm AC+3, Studded Leather Arm Protection, Chain Main Armor AC+8, Chain Mail Waist Skirt, Pin AC3. Weapons: poisoned *Dirk+1*, Machete, *Cutlass+2 (Fear Blade)*, Staff, Short Bow, 50x War Arrows (3x smoke arrows, 2x *Putrid Scents* arrows, *Paralysis Arrow*). Gear: 2x *1d8 Cure Wounds Potion*, *Invisibility Potion*, *Silent Movement Potion*, *Water Breathing Ring*, *Ring of Shapechanging* (Giant Stag, 1/day 15 minutes), *500# Magic Bag*, *Far-Seeing Spectacles*, *Elven Death Dust*. Knowledge: Mediocre marsh man, excellent mountain man, journeyman Miner, journeyman Lumberjack, good knowledge of Diabolic Law, good tracker, excellent at wilderness survival, plays the flute, good at gaming with dice, enjoys darts but is a bad player. Found at the Aszoclarn Lode Mining Camp, Apophis Mountains.

Xerminotese, Skull Knob Maintenance Foreman, **Yiblim**

Xotxgost, Apssiss Neighborhood Boss, male Camverallian (alien), 119 years, Rascal L11, evil, Agility 13, Intelligence 17, Stamina 17, Strength 14, Will 18, hp20, SPM+2, Languages: Common, Infernal Cant, Elvish (25%), 2x foreign languages (40%). Religion: Floxirgo (secondary Lucifer). Class Abilities: Dirk/Rapier proficiency, Armor Limitations (no Breastplate/Backplate, Plate Armor, Steel Helm, Medium/Large Shield), No weapon larger than a Cutlass, TH+1 Saber/Rapier, TH+2 fighting with 2 Dirks, TH-2 any two-handed weapon, Bonus for stealth/picking locks/disarming traps, Called critical hits (LVL-2/day at TH-3), Fight 3 foes at L5. Armor: *Studded Leather Armor AC+10*, *Leather Cap AC+2*, studded leather Arm Guards, leather *Gauntlets AC+6* (3/day *1d10 Fire Blast*), leather Leg Guards. Weapons: Dirk (poisoned), silver-bladed *Dirk +1*, Rapier (*Elf Bane*), *Heavy Mace +2* (+4 damage versus Undead), Long Bow, 30x War Arrows (10x +1, 4x +2, *Arrow of Giant Slaying*), Caltrops, double-bladed *War Axe +2*. Gear: *Lock Picks +3*, *Cloak of Invisibility*, *Traceless Shoes*, *Door Wand* (18), *Magic Bag* (1200 pounds), *Gloves of Spider Climbing*. Knowledge: poor Marsh man, competent Mountain man, excellent knowledge of poisonous plants, good at animal training, outstanding negotiator, excellent surveyor, good banjo player, enjoys mystery novels. Description: Stands 6 FT 9 inches, a bipedal avian with red-white feathers, a bone crest, red eyes, red-orange beaks, and two short red-tipped tusks. His wings are 7 FT across, they have short arms ending in a hand with 3 fingers and a thumb. He wears an open waist-length red leather coat and carries a black leather satchel. He dislikes being underground. **Pit Bull** dog (Morksy), hp7, AC8, bite 1d6.

Yally MacBrubrain, Madam, Shaman L4, female Human, 37 years, neutral, Agility 14, Intelligence 19, Stamina 15, Strength 12, Will 14, hp19, SPM+3, Languages: Common, Elvish, Medusa, Infernal Cant, Arcanan. Religion: Narada, Goddess of Travelers and Hospitality. Racial Abilities: Acrobatics/Balance actions +1, Problem Solving +1, TH+1 with Long Sword/Spear/Staff. Class Abilities: Dirk/Bow proficiency, Iron/Steel Limitations (LTET 25 pounds to cast spells), make Charms and Amulets. Description: She stands 4 FT 11 with cropped brown hair often with a 100 GP gold pin, her face is warm and inviting, she has light brows, bright blue eyes, a perky nose, big red lips, large shoulders with a thin waist, and a prominent bust. She wears low-cut long sleeve blouses, knee-length skirts, and slippers. Armor: *Wizard's Robe AC20*, *Wizard's Hat AC4*, *Leather Gloves AC+2* (fire handling). Weapons: Dirk, *Staff +1*, silver-bladed Rapier, . Gear: *Locket of Calling*, *Earring of Telepathy*, *Pendant of Haellor* (cursed, mute), *Dictatum's Pen-cil*, *Skeleton Doorknob*, *1d8 Cure Wounds Potion*,...continued next page

YALLY MACBRUBAIN TO BILL ZARCAR

Yally MacBrubrain, continued...*Ring of Strength +1, Wand of Delithin* (green armed trap, white disarmed trap), 800# *Magic Bag*. Knowledge: poor marsh woman, excellent Courtesan, she is an excellent singer and dancer, a competent gymnast and acrobat, she enjoys cards but is not very good at them. Found at the Finishing School for Girls on Caimanland island. She owns a townhouse in Glasya-Labolas. Spells: Basic, free 6: 1d6+4 *Attack (Force)*, -3 *Confuse Weapons, Detection, Dominate Person, Jacob's Mesmerize, Levitation, Illusion, Mind Speech, Remove Confusion, Minor Sleep, Waken*; Lesser, free 4: 2d6+4 *Attack (Force)*, 1d6+4 *Attack (Acid, Cold, Fire, Electricity)*, *Arrow Volley 1d8 at hp1d3*, +3 *Aura of Heroism, Cloud the Mind, Disperse Magic, Gregor's Mage Drain, Hold in Place, Stun*.

Yarmin, Necromancer, male Elf, 163 years, evil, Agility 14, Intelligence 20, Stamina 17, Strength 13, Will 20, hp21, SPM+5, Languages: Common, Arcanan, foreign language, Infernal Cant. Religion: None. Racial Abilities: Low Light Vision, navigation by stars, +50% versus becoming lost, Persuasion/Influence +1, TH+1 with Bows. Armor: *Wizard's Robes AC22, Wizard's Hat AC6*, black Leather Gloves (4/day 1d6 *Cause Wounds*). Weapons: *Death Dirk +2, 2d8 Frost Staff (46x), Scimitar of Alladaen +3* (breath weapon cleaving), Garrote. Gear: *Gibbering Ring, Ring of Beasts, Power Deus Charm, Charm versus Fire Magic, Spectacles of Medusa, Dwarven Death Power, Human Death Flower, Elven Death Dust, Gnomish Death Shroom, Zombie Salve, Vampire Draught, Borman's Draught* (death by choking), *Drunk's Draught, 3x Unholy Water, Shaman's scroll, Wizard's scroll (Fire)*. Knowledge: Poor Marsh man, competent Mountain man, expert embalmer, very good at anatomy, good surgeon, extensive knowledge of enchanted circles and summoning the dead, extensive knowledge about Undead, good historical knowledge about Undead, good at strangling, good brawler (+1), good with black humor, likes dark comedies, reads horror novels, enjoys mead and roulette. Description: Stands 6 FT 9 inches with cropped black (dyed) hair, a narrow face, black brows over silver eyes, with a long thin nose, high sallow cheeks, a long thin black moustache, a thin mouth, and a small black goatee. He has a thin wiry frame, small hips, long legs, and a sixth finger on his left hand. He has a crescent moon tattoo on his right cheek, an impaled heart tattoo on his left arm, and a coffin tattoo on his right thigh. He wears dark robes, a grey leather belt, grey leather shoes, black leather gloves, and a floppy black cloth hat and a long black hooded frock. Spells: Basic (free 8): 1d6 *Attack (Force)*, *Animate Skeleton, 1d8 Cause Wounds. Create Poisons, Detection, Dominate Animal, Dominate Person, Fog Bank 50x50, Putrid Scents, 1d6 Rotting Hand 5 rounds, Smokescreen, Summon Poisonous Frogs*; Lesser (free 5): 2d6 *Attack (Force)*, *Animate Zombie, Bar Good or Evil, Blindness, Cause Disease, 2d6+2 Cause Wounds, Choke, Fear the Reaper, Mesmerize, Remove Air*.

Yorkanne (aka Sir Yordell), **King of Smugglers**, male Half-Elf, Rascal L10, 61 years, evil tending toward neutral, Agility 19, Intelligence 18, Stamina 17, Strength 14, Will 19, hp21, SPM+1, Languages: Common, Elvish (70%), Dwarvish (85%), Gnomish (30%), Doppelganger (30%), Trader's Cant, Infernal Cant. Religion: None. Racial Abilities: Low Light Vision, navigation by stars, +50% versus becoming lost, Persuasion/Influence +1, TH+1 with Bows. Class Abilities: Dirk/Rapier proficiency, Armor Limitations (no Breastplate/Backplate, Plate Armor, Steel Helm, Medium/Large Shield), No weapon larger than a Cutlass, TH+1 Saber/Rapier, TH+2 fighting with 2 Dirks, TH-2 any two-handed weapon, Bonus for stealth/picking locks/disarming traps, Called critical hits (LVL-2/day at TH-3), Fight 3 foes at L5. Armor: *Leather Hood AC+3, Studded Leather Armor AC+7, Leather Arm Guards, green Leather Gloves AC+2 (protection versus poisons), Studded Leather Waist Skirt*. Weapons: *Dirk +1 (1d6 freezing), Ghost Knife, Staff, Rapier +3 (Seaman's), Short Bow, 40x War Arrows (8x +1, 3x smoke arrows, 2x Putrid Scent arrows), silver-headed Light Mace, Bullwhip +1*. Gear: *Anchoring Rope, Bacchun Stein, Magic Bag (1500 pounds), Magic Bag (1000 pounds), Vest of Many Pockets, Lethe Water, 1d12 Cure Wounds Potion, Salve against Venom, Appraiser's Ring (+2 to identify an object as enchanted, +3 to identify object, +3 to appraise value), 700 GP gold Chain, 2110 GP gold-ruby Necklace, 980 GP gold-diamond Ring, 1330 GP platinum-amber-jade Ring, 2700 GP ruby, 4400 GP black pearl*. Knowledge: Excellent Marsh man, adequate Mountain Man, excellent knowledge of the Orobos Marsh within 200 miles of the city, good knowledge of edible plants, good at field first aid (hp+2), some knowledge of espionage techniques, excellent contacts among Guides and Smugglers and Fishermen, some contacts among Miners and Loggers and the City Watch, plays fiddle, enjoys backgammon, extensive knowledge of dirty jokes and limericks. Description: Stands 5 FT 11 inches with long sandy hair, small forehead, thin yellow brows over hazel eyes, long crooked nose, long thin mouth, and a cropped blonde beard. He has a thin supple frame with narrow shoulders and hips and long legs. He wears brown-tan-green mottled tunics, grey leather belt, mottled brown-tan pants, and brown leather boots, with a wide-brimmed leather hat and a mottled hooded cloak. His actual name is known to only a few associates, his code name among smugglers is Adonis. He typically does business wearing elevated boots and a cloak that shrouds his face and alters his voice. He works as a Marsh Guide for the Gharmuck Service under his own name.

Blackheart Bill Zarcar, male Minotaur, 86 years, evil, Agility 14, Intelligence 17, Stamina 20, Strength 17, Will 14, hp38, SPM+0, Languages: Common, Minotaur, Centaur, Dwarvish, Infernal Cant, foreign language. Religion: Astarri, God of Minotaurs. Description: He stands 7 FT 2 with a wide head with black horns streaked with white, they are 16 inches long; he has a high forehead, thick black brows, orange eyes, a long wide snout, thick neck, broad shoulders and thin hips. The pelt on his head and neck and upper back is dark grey with some white on the back of head. He wears brightly-colored short-sleeve tunics, a rust-colored kilt, two bandoliers, thick-soled sandals, and a wide-brimmed hat. Armor: Padded Shirt, Padded Hood, Leather Hood AC+3, Studded Leather Armor AC+10, Leather Leggings, large wooden Shield AD+3 (deflects enemy Devotion-category Prayers). Weapons: 2x poisoned Dirks (one +1), Short Sword, silver-bladed *Great Axe +3, Huge Club, Staff +1*. Gear: *1d10 Cure Wounds Potion, 2d8 Cure Wounds Potion, Life Restoring Salve, 3x Unholy Water, Seer's Potion, Blanket of Heat, Faceless Hood, 1200# Magic Bag, 500# Magic Bag, Getter's Ingredient Pouch, Flask of Endless Ale....continued next page*

BILL ZARCAR TO ZEKK STONESHIELD

Blackheart Bill Zarcar, continued... Knowledge: He is an outstanding marsh man, good tracker, very good at identifying poisonous and edible plants, a competent poisoner, competent at first-aid, poor swimmer, and a journeyman carpenter. He has an excellent tenor singing voice and composes songs in the Minotaur language, he is learning guitar. He is one of the best poker players in Graulmwich. Usually found at Zarcar's Boats in Graulmwich.

Zaylabrack Rilk, Senior Priest at Prince Tayward's Shrine, **Type 8C Devil**.

Zekk Stoneshield, Bright Axe Neighborhood Boss, male Dwarf, Warrior L6, 49 years, evil tending towards neutral, Agility 13, Intelligence 16, Stamina 17, Strength 15, Will 18, hp21, SPM+3, Languages: Common, Dwarvish, Infernal Cant, Trade Cant (75%), foreign language. Religion: Dergavi, God of Dwarves (secondary Samael). Racial Abilities: Infrared Vision, sense of direction underground, Save +1 versus Disease/Poison/Magic, Find Hidden Doors +1, TH+1 with War Hammers/Axes. Class Abilities: Dirk/Long Sword proficiency, 2 Attack/round if 4 Levels higher than opponent (3 if GTET 7 Levels), Strike at 3 foes (GTET Level 3), TH+1 versus Humanoids (+2 GTET Level 4), Called critical hits (LVL/day at TH-3). Armor: *Chain Mail Armor AC+8*, open-face steel *Helm AC+4* (gaze protection), studded leather *Arm Guards AC+3*, studded leather Leg Guards and Foot Guards. Weapons: Dirk (poisoned), *Short Sword +1 (Rodent Bane)*, single-blade *War Axe +2*, *Scythe +1* (beheading on roll of 20), *Be Gone Staff* (31). **Gear:** *Ring of Beasts*, *Magic Hole*, *Skeleton Doorknob*, *Talisman of Protection*, *Getter's Great Pouch* (200 pounds), *Girdle of Stamina +2*. Knowledge: poor Marsh man, competent Mountain man, outstanding Jeweler (past Guild Master), excellent appraiser, excellent assayer, competent Smith, erratic as an artificer, extensive contacts among fencers of stolen property, frequent casino player, enjoys comedic plays, good knowledge of Dwarven drinking songs. Description: Stands 4 FT 1 inch, has a bald head with several scars, dark brown brows over gold eyes, a patch over the right eye, wide thick nose, and a thick wild brown beard. He wears a floppy red hat, bronze-colored tunic, blood red pants, red leather boots, and a red-orange cape. He has a 1450 GP platinum Necklace, a 3400 GP gold-diamond Brooch, a 2225 GP platinum-topaz-emerald Ring, a 3000 GP gold-ruby-bloodstone Ring, and a 1800 GP gold-pearl-ivory Bracelet.

DIABOLIC BESTIARY

Telchine Devil, 1d4 appearing; Warrior L10; Wizard (Earth) L6; hp 1d12+30; AC44; Weapons: 2x *Dirks +1* (armor rusting), Long *Rapier +2* (+3 damage versus Good), *Skurt's Spectacles* (1d12 fire bolt, 40 FT, avoid 1d20 GTET [28-Agility], alternate combat rounds to 12/day, simultaneous with weapon attacks); Special Qualities: *comprehend languages*, *detect good* (50 FT range), detects incorporeal creatures (range 60 FT), extraordinary hearing (200 FT), immune to poisons, *infrared vision* (30 FT), *object to hand* (200 FT), *produce flame*, requires enchanted or blessed weapon to damage, *sees invisible* (50 FT), x-ray vision (6 inches), 1/day – 2d6 *fireball*, 1d10 *cold spray*; AL evil tending toward neutral; Agility 1d4+13, Intelligence 1d4+16, Stamina 1d4+12, Strength 1d4+12, Will 1d4+14; SPM+3; Languages: Infernal Cant, Common (50%), Dwarvish (75%), Centaur (25%), foreign language (30%); Possessions: 2x *Ahab's Storm Dust*, *Charm versus the Power Deus*, *Armoire Locket*, *Smee's Hogtie Rope*, *Skyhook*, *Cracking (claw) Hammer*, *Getter's Pouch*, *Lock Picks +2*, 1d12 *Cure Wounds Potion*; Description: Stands 6 FT 7 inches to 7 FT 6 inches; a three-legged humanoid with a triangular face of green leather with three dark green eyes inside protective bone ridges, a slit mouth, ear slits, and a thick black mane down their neck and back. They have four short black straight horns on their forehead. They have generally humanoid bodies with wide shoulders and thin waists, and two arms which end in a large hand with five nimble fingers and two thumbs, two green tentacles grow out of their forearm between the elbow and wrist, each tentacle splits into three sucker cups at the tip. Two 5 FT wings are covered in dark green feathers with yellow tips. They typically wear black-and-green tunics and black kilts with black leather sandals. Spells: Basic: (free 11) *Attack 1d6 Acid*, *Acid Slime*, *Bog Down*, *Boulder Toss*, *Enhanced Touch*, *Glue Surface*, *Hole*, *Pulverize*, 1d8 *Rotting Hand*, *Slippery Surface*, *Telekinesis*; Lesser (free 8): *Attack 2d6 Acid*, *Attack 1d6 (Cold, Fire, Electricity, Force)*, *Bond*, *Breathe Poisons*, *Create Quicksand*, *Disperse Magic*, *Hold in Place*, *Paralyzing Hand*, *Singing Swords*, *Summon Giant*, *Tunnel*.

Grand Telchine Devil, 1d2 appearing; Warrior L14; Wizard (Earth, Shaman) L10; hp 1d12+50; AC56; Weapons: 2x silver-bladed *Dirks +2* (*paralyzes mortals* 1d10 minutes, save 1d20 GTET [28-Stamina]), gold-bladed Huge *Scimitar +3* (3d6 heart piercing on rolls GTET 15, avoid 1d20 GTET [30-Agility]), metal *Concussion Staff +1* (unconscious 1d100 minutes followed by 1d100 minutes confusion, save 1d20 GTET [28-Stamina]); Special Qualities: *comprehend languages*, *detect good* (100 FT range), detects incorporeal creatures (range 200 FT), *identify lies*, extraordinary hearing (400 FT), immune to poisons, *infrared vision* (100 FT), *object to hand* (500 FT), *produce flame*, requires enchanted or blessed weapon to damage, *sees invisible* (50 FT), *sees phased or displaced creatures* (75 FT), x-ray vision (6 inches), apply +5 save versus prayers, apply +3 save versus spells, immune Earth Magic, 3/day – 2d6 *meteors*, 1d10 *cold spray*, 1/day – 4d6 *meteors*, *major illusion* (75 FT, disbelieve 1d20 GTET [32-Will]); AL evil tending toward neutral; Agility 1d4+16, Intelligence 1d4+19, Stamina 1d4+14, Strength 1d4+15, Will 1d4+16; SPM+6; Languages: Infernal Cant, Common, foreign language, Dwarvish (80%), Elvish (25%), Centaur (50%), alien language (25%); Possessions: *Charm versus the Power Deus*, *Charm versus Fire Magic*, *Mesmerizing Spectacles* (save -3, 30 FT),...continued next page

GRAND TELCHINE DEVIL TO ALIENS, GRELGOS

Grand Telchine Devil, continued.. *Armoire Charm, Ring of Spell Storing* (14x 2d6 *Lighting Bolt*, 10x 2d6 *Fireball*, 6x 1d10 *Cold Spray*), 2x 1d20 *Cure Wounds Potions*; Description: Stands 7 FT to 8 FT 2 inches; a three-legged humanoid with a triangular face of green leather with three dark yellow eyes inside protective bone ridges, a slit mouth, ear slits, and a thick dark red mane down their neck and back. They have four short black straight horns on their forehead tipped in red. They have generally humanoid bodies with wide shoulders and thin waists, and two arms which end in a large hand with five nimble fingers and two thumbs, two red tentacles grow out of their forearm between the elbow and wrist, each tentacle splits into three sucker cups at the tip. Two 5 FT wings are covered in dark green feathers with red tips. They typically wear knee-length red robes trimmed in gold and green. Spells: Basic (free 18): *Attack 1d6 (Acid, Force)*, *Acid Slime*, *Bog Down*, *Boulder Toss*, *Confuse Weapons*, *Detection*, *Dominate Person*, *Enhanced Touch*, *Glow Balls*, *Glue Surface*, *Hole*, *Identify Magics*, *Illusion*, *Jaco's Mesmerize*, *Pulverize*, *1d8 Rotting Hand*, *Slippery Surface*, *Telekinesis*; Lesser (free 14): *Attack 2d6 (Acid, Force)*, *Attack 1d6 (Cold, Fire, Electricity)*, *Bar Good or Evil*, *Bond*, *Breathe Poisons*, *Cloud the Mind*, *Create Quicksand*, *Disperse Magic*, *Dominate Creature*, *Fear the Reaper*, *Gregor's Mage Drain*, *Hold in Place*, *Paralyzing Hand*, *Singing Swords*, *Stun*, *Summon Giant*, *True Sight*, *Tunnel*; Greater (free 10): *2d6 Attack (Cold, Fire, Electricity)*, *Bore Well*, *Clone Person*, *Command Gravity*, *Flatten*, *Geas*, *5d6 Imminent Mortality*, *3d6 Meteor Cluster*, *Minor Time Walk*, *New Realities*, *Stone Gaze*, *Stone Maw*, *Walk through Solids*.

ALIEN RACES

Camverallian, alien of the third Celestial Sphere; hp1d8+18; AC20; Special Qualities: save +4 versus poisons, save +2 versus Air Magic, poor night vision, alcohol allergy; AL evil (in the city); Agility 1d4+11, Intelligence 1d6+11, Stamina 1d8+12, Strength 1d6+11, Will 1d6+12; SPM+0/3; Languages: Infernal Cant (80%), Common (45%), Elvish (15%), Dwarvish (15%). Description: Stands 6 FT 3 inches (+1d12 inches), a bipedal avian species with red-white feathers, a bone crest on their head, red eyes, red-orange beaks, and two short red-tipped tusks. Their wings are 7 FT across, they have short arms ending in a hand with 3 fingers and a thumb. They typically wear an open waist-length leather coat and carry a leather satchel. Their preferred weapons are Heavy Maces and Weighted Staffs. Racial Diet is Floxirgo. Two primary nations, Arthuu Wunn and Lekku Wunn. They have difficulty speaking most tongue-based languages (reduce understanding 1d20%).

Eklune, alien of the fourth Celestial Sphere; hp1d8+16; AC60; Special Qualities: Infrared and Ultraviolet vision, telepathic in-species (100 FT), reads Elvish thoughts at 50 FT (save 1d20 GTET [30-Will]), undetectable by the Elf, can digest almost anything, suffers +2 damage from cold magic and from acid; AL evil (in the city); Agility 1d6+9, Intelligence 1d8+18, Stamina 1d6+16, Strength 1d6+11, Will 1d6+13; SPM+2/5; Languages: Infernal Cant (65%), Common (50%), Elvish (10%), Dwarvish (5%); Description: Stands 5 FT 8 inches (+1d12 inches), a semi-gelatinous lifeform in its native habitat with a yellow mucous surface, it has shape-shifting abilities and assumes a bipedal humanoid form with a dark yellow mottled skin, oval face with four green eyes, ear flaps, and a nose-like structure. They typically wear ankle-length kilts in dark colors, and black leather belts with several pouches. Tends to ignore religion. Very interested in magic. Their preferred weapons are Swords (scimitar, cutlass, long sword, etc.), they also make frequent use of devices to spray strong acids. There have been limited contact between the Eklune and Grelgo universes over the past 100 years.

Grelgo, alien of the fourth Celestial Sphere; hp1d6+12; AC50; Special Qualities: good low-light vision, are generally vegetarians, reduce damage -2 from edged weapons, save +4 versus plant-based poisons, suffer +4 damage cold and Water Magic, innate detection of incorporeal creatures at 100 FT; AL evil; Agility 1d4+12, Intelligence 1d6+12, Stamina 1d8+13, Strength 1d6+12, Will 1d8+11; SPM+3/6 (priests) +0/1 (wizards); Languages: Infernal Cant (85%), Common (70%), Elvish (20%), Dwarvish (10%); Description: Stands 4 FT 4 inches (+3d6 inches), a bipedal species with a thick blue to purple hide, their bald head is wider than high, with four conical bone structures on top, they have two amber eyes with double lids, two bony nose structures, a wide mouth with several light blue fangs. Their shoulders are wide, their backs have thick black hair, they have moderate waists, and large feet. Many have arm or hand tattoos. They typically wear thick hooded cloaks and hide their faces from strangers (cultural bias). They come from a hot jungle-like environment and find most environments to be very cold. Their preferred weapons are Spears, Bows, and Crossbows. Racial deity is Troj. There have been limited contact between the Eklune and Grelgo universes over the past 100 years.

CAMVERALLIANS TO THE JHASKOU

Jhaskou, alien of the fifth Celestial Sphere; hp1d6+10; AC14; Special Qualities: Ultraviolet vision, dislikes bright light, dislikes direct sunlight, blends with background (-6 to find/detect/see, 30 minutes/day), save +2 versus prayers, save +4 versus spells, suffers +3 damage from Fire Magic, regenerates deflated gas sac after 1d4+6 hours; AL evil (25% tend to neutral); Agility body 1d3+8 tentacles 1d6+12, Intelligence 1d6+16, Stamina 1d4+10, Strength 1d4+11, Will 1d6+13; SPM+5/8; Languages: Infernal Cant (85%), Common (85%), Elvish (55%), Dwarvish (40%), foreign language (30%); Description: Consists of a large 3 FT head structure mounted on an oval gas sac 6 FT to 7 FT across by 2 FT to 3 FT thick (floats 2 FT to 5 FT above ground, can effectively levitate). The head is pale yellow to tan with five black eyes mounted on 6 inch flexible stalks, it has six bony ear structures and two toothy mouths, a short thick wiry yellow fur cover the top of the head. The sac is made of a strong flexible rubbery material that is orange with yellow stripes. Eight flexible rubbery tentacles attach to the bottom of the sac, each 6 FT to 9 FT long. Only Shamans and Priests (L1d4+4) are permitted to travel outside of their home universe (Shaman 70%, Priest 30%). Spells: Basic (free 15): *Attack 1d6 Force, Besting Chance, Detects Life Forces, Confuse Weapons, Detection, Dominate Person, Identify Magics, Levitation, Minor Sleep, Remove Confusion, Waken*; Lesser (free 12): *Attack 2d6 Force, Attack 1d6 (Fire, Cold, Acid, Electricity), Arrow Volley, Aura of Heroism, Cloud the Mind, Disperse Magic, Enhanced Sleep, Fear the Reaper, Hold in Place, True Sight, Mental Whisper*; Greater (only L8+, free 10): *Attack 2d6 (Fire, Cold, Acid, Electricity), Astral Gate, Geas, 5d6 Imminent Mortality, Minor Time Walk, Rein-carnation, Spell Permanency, Teleportation*. Prayers: Devotions (free 15): *Amorskin, Blur Sight, Command Minor Undead, Compel Truth, Create Minor Food, 1d6 Cure Wounds, 1d8 God's Bolt*....continued next page

Jhaskou, continued...*God's Sword, Minor Escape, Minor Prayer, Sword Blessing*; Mysteries (free 12): *Aura of Belief, Aura of Calm, Banish Confusion, Banish Disease, Banish Paralysis, Banish Spells, Deflect Magic, God's Hammer, 2d6 Heal Wounds, Knock Out, Know Enemy, Restore Sight*; Majesties (only L8+, free 9): *Body Restoration, Break Curse, 3d6 Cure Wounds, God's Mighty Warrior, Invulnerability, Kill, Travel Outer Planes, Reflect Attacks*. Their natural hearing does not include the lower ranges of humanoid speech leading to some (30%) understanding loss, their natural speech range is higher than most humanoids and sounds 'squeaky,' humanoids do not hear 1d20% of their speech; 25% carry a metal device (vocoder) which translates speech registers and allows accurate communication. Preferred weapons are Dirks, Rapiers, Light Maces, Short Bows, Darts, Throwing Knives.

Maur Yube, alien of the third Celestial Sphere; hp1d4+9; AC15; Special Qualities: Infrared vision, very good cold resistance (reduce cold damage by -3), save +2 versus Air Magic, generally immune to diseases outside of their home universe, they do not like being underground or in confined spaces, apply +3 to appraise gems/jewelry, direct contact with pure iron causes intense pain, 3/day – *1d6 cold bolt*, 1/day – *walk on air* (15 minutes); AL neutral; Agility 1d6+12, Intelligence 1d6+12, Stamina 1d4+11, Strength 1d4+11, Will 1d6+14; SPM+2/6; Languages: Infernal Cant, Common (90%), Elvish (75%), Dwarvish (50%); Description: Stands 3 FT (+1d10+1d6 inches), they have long thin heads with long yellow to gold hair, bright blue eyes, thin noses, often with facial tattoos; they have slender frames with small busts and longer legs, one in ten has an extra finger on one hand. They typically wear knee-length dresses or gowns of shimmering bright fabric often in flower prints. Most wear a lot of high-quality jewelry. This is a highly matriarchal society, only females have been seen outside of their home universe; gold is abundant in their universe which is deficient in iron. Their native environment is in tall forested mountains. Their preferred weapons are Dirks, Short Swords, Rapiers, Cutlasses, Short Bows, Blowguns (poisoned), Throwing Stars (poisoned), and Crossbows.

Oxquerny, alien of the fifth Celestial Sphere; hp1d8+22; AC46; Special Qualities: Ultraviolet vision, regenerates hp1 every 5 minutes (not acid or burns), suffers +2 damage from acids, reduce damage from electricity by -4, save +3 versus Air Magic, save +2 versus Earth Magic, poor swimmers with a fear of water, may panic when magic is used (resist 1d20 GTET [25-Will]); AL evil (15% are true neutral); Agility 1d6+11, Intelligence 1d6+12, Stamina 1d6+16, Strength 1d8+18, Will 1d6+13; SPM+1/4; Description: Stands 4 FT 8 inches (+1d8 inches), they have a rectangular head with a silvery skin with a metallic sheen, their rough and thin hair is bronze, they have forehead ridges and a bony ring around orange to yellow-green eyes, a round bony nose structure, and a toothy round mouth structure. Their frame are stocky with not much waist and short legs. They typically wear tunics made of a metallic mesh and knee-length dark hide pants and long boots. The Oxquerny typically use letter-number combinations as personal designators instead of names. Preferred weapons are Hand-and-Half Sword, Bastard Sword, Heavy Mace, War Hammer, double-bladed War Axe, Halberd, and Javelins. Their native environment has been largely urbanized for centuries and they are not comfortable in the countryside. They are aware of the Jhaskou universe and several others in their Celestial sphere, but there is no regular contact or travel. There is a cultural bias towards flamboyant behavior, oversized egos, pride, status, and personal courage almost to being reckless.

ALIENS: THE ROIGHAW TO THE VASFRONG

Roighaw, alien of the fifth Celestial Sphere; hp1d8+15; AC30; Special Qualities: Infrared vision, save +2 versus paralysis and stoning, reduce damage from Fire Magic by -3, apply -3 penalty versus sleep/confusion/domination magic, canines have an instinctual dislike of Roighaw, many fruits are poisonous (coma), 3/day – *produce flame*, 1/day – *1d12 fireball*; AL evil tending toward neutral; Agility 1d6+11, Intelligence 1d6+13, Stamina 1d8+14, Strength 1d8+15, Will 1d6+12; SPM+1/4; Description: Roighaw Stands 7 FT 2 inches (+1d8 inches), they have oval heads, bald on top with thick brown or black hair around the ears and lower head, they have bony ridges and black brows over hazel or purple eyes, long wide noses, wide mouths with light purple fangs. Most males sport a thin black moustache and some beard. They have slender shoulders and small hips, long legs and arms, small hands and feet. Their skin tone is light purple with brown or black mottles on the arms and back. They typically wear short sleeve fur tunics (often tiger or leopard prints) and light-colored pants, with colorful leather shoes. Their preferred weapons are Spiked Clubs, Heavy Maces, Heavy Staffs, huge War Hammers, and Flails. Their native environment is arid to desert. Their society is very patriarchal, fewer women are born, and women are generally treated as communal property. They have a strong cultural bias towards arrogance, demonstrating strength, and a belief that all other races must be inferior. They have an affinity for Dwarves.

Vasfrong, alien of the sixth Celestial Sphere; hp1d8+13; AC24; Special Qualities: poor low-light vision, can go to 60 hours without sleep followed by 24+ plus sleeping, apply +4 when climbing, very stealthy (+4), moves silently in forest or jungle environments, loves water and swims well, can become addicted to honey, very tolerant of rotten food or unclean water (save +4), very fidgety and has trouble being still, typical short attention span; AL evil; Agility 1d6+14, Intelligence 1d6+11, Stamina 1d6+11, Strength 1d6+10, Will 1d6+12; SPM+0/3; Description: Stands 2 FT 10 inches (+1d8+1d6 inches), they have a rounded monkey-like face covered in soft reddish brown fur, golden or silver eyes, rounded pink ears, and a wide toothy mouth. Males have a coarse red beard extending to their waist. They have slender frames, not much hips, short legs, and wide/long feet which are dexterous as their hands. They have two dark red prehensile tails 3 FT to 5 FT long. They typically wear a beret-like hat, bright knee-length tunics over bright wool pants, dark vests, and padded sandals. Their preferred weapons are Dirks, Blowguns, Short Bows, Short Swords, Cutlasses, Light Maces, single-blade War Axes, and Bullwhips. They are generally very social but are vaguely uncomfortable around underground races (Dwarves, Cercopes, Gnomes, etc.). Wood is abundant in their environment (most are talented wood carvers) while metals are hard to find and work. Their society lacks traditional authority figures and they have a cultural bias towards individual decisions, self-reliance, personal honor, and action.

NPC SPELLS AND PRAYERS

The following describes the spells or prayers known by Crusaders, Priests, Warlocks, and Wizards.

AIR WIZARD. Basic: 1d6+4 Attack (Electricity), Audibles, Call Breezes, Detection, Fog Bank, Putrid Scents, Remote Push, See Invisible, 1d8+4 Sound Blast, Speak Languages, 1d4+4 Steam Breath 15 FT, +2 Target Missiles, Telekinesis, Unhearing Ears, Vertigo; Lesser: 2d6+4 Attack (Electricity), 1d6+4 Attack (Acid, Cold, Fire), Area Deafen 20x20 FT, Area Silence 20x20 FT, Choke {to unconsciousness}, Control Winds, Disperse Magic, 3d6+4 Hailstorm 20x20 FT, Hold in Place, Invisibility, Levitation, Remove Air 20x20 FT, Summon Air Elemental, Swift Feet; Greater: 2d6+4 Attack (Acid, Cold, Fire), Banshee's Wail, Ear on the Wall, Flight, Shield of Reflection, Siren's Song {mesmerization}, Teleportation, Wall of Force.

GOOD CRUSADER. Devotion: AC+10 Armorskin, Compel Truth, 1d6 Cure Light Wounds, Detect Poisons, 1d10+2 God's Missile, Immunity to Disease, Minor Escape, Minor Prayer, Speak to Animals; Mystery: Banish Disease, Banish Spells, Deflect Magic, God's Hammer 20 rounds, 1d10+1 Heal Wounds, Restore Sight, Restore Hearing.

EARTH WIZARD. Basic: 1d6+4 (Acid), 1d4 Acid Slime 1d6 rounds, Bog Down 20x20 FT, Detection, Hole, Open Lock, Remove Paralysis, +1d6+4 AC Rockskin, 1d6 Rotting Hand, Slippery Surfaces 25x25 FT, 1d4+4 Steam Vent {ground}, Temporary Window 3x3 FT, Telekinesis; Lesser: 2d6+4 Attack (Acid), 1d6+4 Attack (Cold, Fire, Electricity), hp2d6 Body of Stone, Breathe Poisonous Fumes, Create Feast, Create Quicksand 25x25 FT, Dark Sight, Hold in Place, Paralyzing Hand, +3 Singing Swords, Summon Giant, +2 TD Terra's Wrath; Greater: 2d6+4 Attack (Cold, Fire, Electricity), Command Gravity, Gaze of Stone, 4d12 Meteor Cluster 50x50 FT, Permanent Mute, Stone Maw, Summon Earth Elemental, Walk through Solids.

NPC SPELLS AND PRAYERS

FIRE WIZARD. Basic: 1d6+4 (Fire), Banish Vapors 25x25 FT, Command Fires, Detection, Extinguish Lights, 1d8+4 Fire Arrow, Flare {blinding}, Illusory Appearances, 1d12 Magic Grenade, +2 Sing Rage, See Invisible, Smokescreen 20x20 FT, Thermal Vision; Lesser: 2d6+4 Attack (Fire), 1d6+4 Attack (Acid, Cold, Electricity), Blindness, Darkness Zone 25x25 FT, Daylight 25x25 FT, Disperse Magic, Fire Ring, Invisibility, Mirage, Mesmirize, Shield versus Fire, Vision; Greater: 2d6+4 Attack (Acid, Cold, Electricity), All Seeing Eyes, Blinding Cloud 25x25 FT at 1 hour, Confusion, Eye on the Wall, 3d8 Fire Hail 25x25 FT, Fire Walk, 2d8 Magic Timed Blast, Summon Djinn, X-Ray Sight.

SHAMAN. Basic: 1d6+4 Attack (Force), -3 Confuse Weapons, Detection, Dominate Person, Horga's Mage Block, Jaco's Mesmerize, Levitation, Illusion, Mind Speech, Remove Confusion, Minor Sleep, Remove Panic, Waken; Lesser: 2d6+4 Attack (Force), 1d6+4 Attack (Acid, Cold, Fire, Electricity), Arrow Volley 1d8 at hp1d3, +3 Aura of Heroism, Cloud the Mind, Disperse Magic, Fear the Reaper, Gregor's Mage Drain, Hold in Place, Send Mage Energy, Stun, True Sight; Greater: 2d6+4 Attack (Acid, Cold, Fire, Electricity), Clone Person, Geas, 5d20+20 Imminent Mortality, Minor Time Walk, Spell Permanency, Sleep Zone 25x25 FT.

WATER WIZARD. Basic: 1d6+4 Attack (Cold), Brain Freeze {anti-Wizard}, Create Water, Detection, Detect Poisons, Protect versus Cold, Purify, 1d4+4 Sleet Storm 30x30 FT for 10 rounds, Summon Haze, Summon Poison Frogs; Lesser: 2d6+4 Attack (Acid, Fire, Electricity), Disperse Magic, 3d6+4 Hail Blast 25x25 FT, Ice Encasement, AC+10 Ice Shield, Siren's Song {mesmerize}, Summon Undine 3d12 Waterspout for 5 minutes; Greater: 2d6+4 (Acid, Fire, Electricity), 1d12 Blizzard for 10 minutes, Chain Lightning {d20-d12-d10-d8-d6-d4}, 5d8 Hurricane Blast 50x50 FT, Part Water, Summon Water Elemental, Wall of Ice.

WARLOCK. Bind Breath, Bind Tongue, -3 Bind Weapon, 1d12 FT Displacement, Extinguish, Flame Up, Great Leap, AC+16 Guard Self, Hero's Race, Hold Up, 1d8 Icy Spray, Ignite, Mists of Fate, Object to Hand, Reveal, Spell Shield {all Basic, others save at+8}.

EVIL PRIEST/CRUSADER. Devotion: Animate Bones, AC+18 Armorskin, -2 Blur Sight, Command Minor Undead, Create Minor Food, 1d6 Cure Light Wounds, 1d4+2 God's Fist at 6 rounds, 1d10+1 God's Missile, God's Sword at 5 rounds, Minor Escape, Minor Prayer, Mute, Reveal Hidden, Walk through Fire; Mystery: Animate Bodies, Banish Paralysis, Banish Spells, Deflect Magic, AC+30 Divine Armor, 2d8+1 God's Fire 10x10 FT, God's Serpent 2xHD5 Venom Snake, 1d10+2 Heal Wounds, Inflict Panic, Knock Out, Restore Sight; Majesty: Body Restoration, Creature's Form, 2d8+4 Cure Serious Wounds, 4d8+4 God's Brimstone 25x25 FT {fire}, 5d12+8 God's Smite {individual}, Extraordinary Escape, Kill, Grand Crusade.

GOOD PRIEST. Devotion: AC+18 Armorskin, Bar Creature, Command Animals, Compel Truth, Create Minor Food, 1d6 Cure Light Wounds, Detect Poisons, 1d10+1 God's Missile, God's Sword at 5 rounds, Immunity to Disease, Know Creature, Minor Escape, Minor Prayer, Mute, Reveal Hidden, +4 Sword Blessing; Mystery: Aura of Calm, Banish Confusion, Banish Disease, Banish Paralysis, Banish Spells, Blind Undead, Detoxify Poisons, AC+30 Divine Armor, 2d12+2 God's Strike {lightning}, 1d10+2 Heal Wounds, Know Enemy, Minor Banish Infernal, Restore Sight; Majesty: +4 Aura of Heroism, Break Curse, Creature's Form, 2d8+4 Cure Serious Wounds, God's Mighty Warrior 2x Warrior L14, Extraordinary Escape, Major Regeneration, 2d8 Mass Heal.

