

Player Info

The Return of the Black Hand

Far below a puny figure struggles up the windswept path to your blackened door. After an interminable period of time the figure disappears into the lower reaches of what you call home. Sometime later a flush-faced guard bursts into your retreat, crying of a missive from the King of Minoria. With a wave of an impeccably manicured hand you indicate to a nearby lackey that you wish its contents read to you. The lackey breaks the seal, glances at the contents and looses the little blood that courses in his pasty face.

"Greetings to a Lord of the Black Hand. Once again I find I have need of your services. Your fees will be met. Should you be interested in further details you will be able to reach me in Felch for the remainder of this moon and all of the next. (signed: the King of Minoria)

Strange that after all this time someone should think to call upon the Black Hand. During that parting of the ways, so many years ago, it had been tacitly agreed that this would be a permanent separation. To this end fees of such an exorbitant nature had been placed on your services that it seem likely that none would ever call upon you. Still the King has chosen an opportune time for his plea. Things have been deadly dull lately and a meeting will hurt nought but the Kings purse.

With a sulphurous belch of smoke the transport demon deposits you at the edge of the Kings estate in Felch. The Kings wards give a brief flash as you approach but allow you to pass. As you stalk into the central compound you see several familiar figures awaiting you, old allies whos very names are couched in terror and legend, allies once again.

After the feasting and after the drinking, the King leads you into a backroom to discuss his project. "It seems that in a previous monarchs reign, a parcel of land had been signed over to a stranger Drow for some unknown service. At the time this land was well outside the scope of royal power and little was thought of the landgrant. Over the intervening years this Drow has built up the area, and Minoria has expanded, until now this so-called Black Prince of Helm is astraddle the only practical route of expansion into the Eastlands. He's ignored, bought off, or beaten off all efforts to reclaim this land so now I've turned to you.

In addition to being a powerful mage in his own right, the Black Prince has a strong troop of half-elf fighter/magicians garrisoning his keep. Also he has married into the local Easterling clan, so they will ride to his aid if given warning. Now my cowardly pack of nobles aren't going to be any help at all as long as he holds the deeds to his land, so that's the third problem. What I want you to do, is primarily kill the Black Prince in a fashion that won't allow raising. Failing that I need the landgrant stolen and his alliance with the Easterlings broken. The landgrant was inscribed on a large black ruby which was last seen imbedded in the hilt of a greatsword. If you can kill his wife and her brother the Easterling alliance should fall through. The brother will be visiting the castle shortly to celebrate his sister's naming day. The price is a million gold for the first mission and a half million for the second. I've sent instruction to the Earl of Britol to aid you in any way he can. Here is a letter of introduction for you to present to him. I trust that you find the terms agreeable. Inform me of any results as soon as possible. I toast to your success."

General Information for Players

Combat - Each round you roll a D6 for initiative. High roller goes first, roll over on a tie. No modifiers to roll. In your turn you move up to your full move, then attack/cast spell. To disengage you must spend one round doing nothing, then the next turn you move first, going where you wish.

Saves - Saves as written down on the character sheets do not include any modifiers due to Wisdom, Dexterity, or magic items

Spells - To relearn a spell takes 15 minutes of praying/studying per level of the spell. You have to be awake and undisturbed for this period. Spell ranges are always in hexes, as are all other measurements.

Characteristic Modifiers - Strength, Dexterity, and Wisdom have modifiers written after them effect the following rolls. For STR they are adds to hit, adds to damage, for melee, for DEX it is adds to hit and damage for missile fire and to saves against missile spells, for WIS it is adds against mental attacks.

Characters - Your party will consist of six of the following seven people.

Calahandra, Lord Avenger of the Blue Death (Human, Anti-Paladin)

Valerion, Master Harper of the Silken Tounge (Human, Bard)

Telas, Master of the Black Hermits (Human, Monk)

Pollux, Voice of the Faceless One (Human, Cleric)

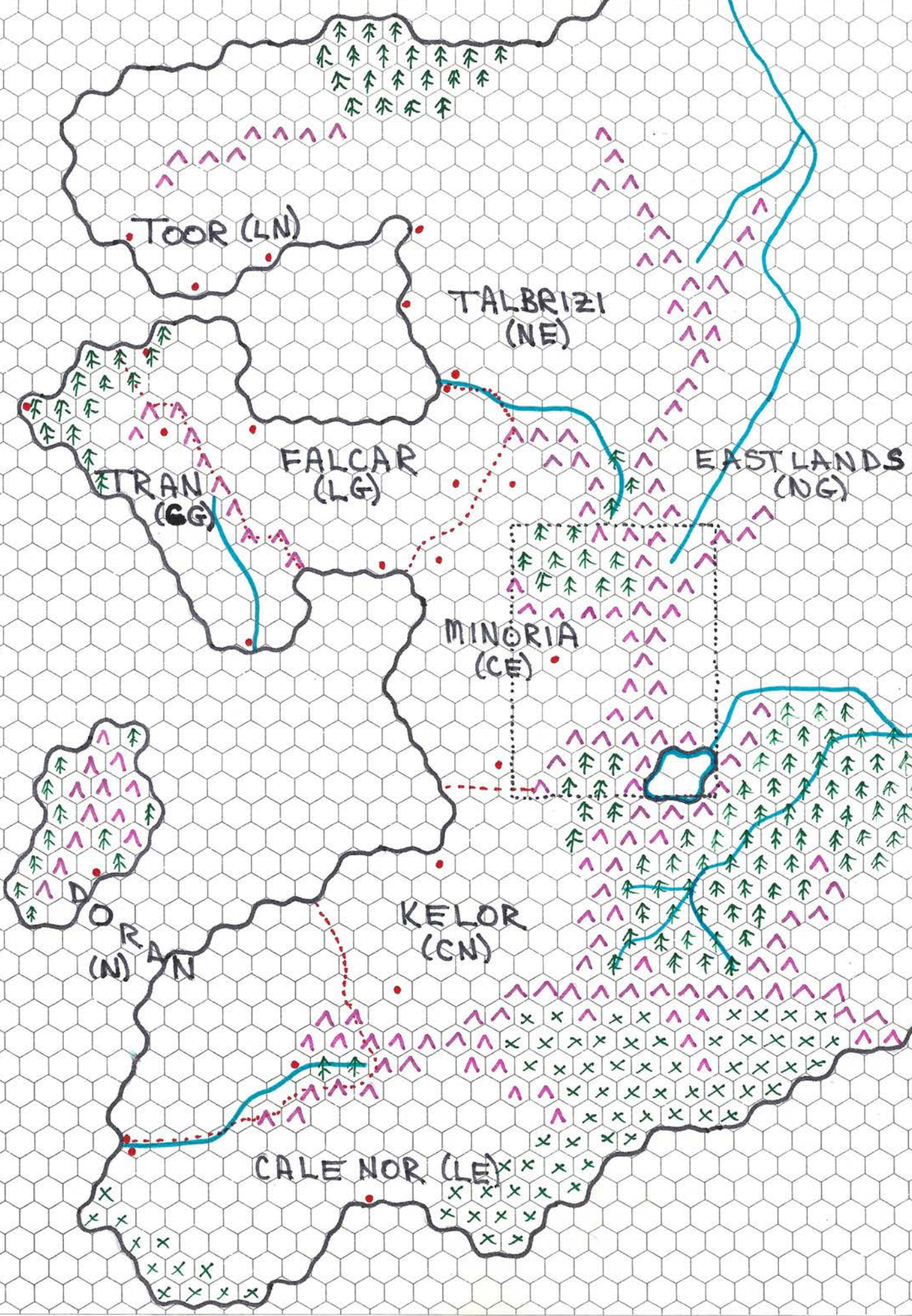
Greymist, Guildmaster of the Black Brothers (Human, Assassin)

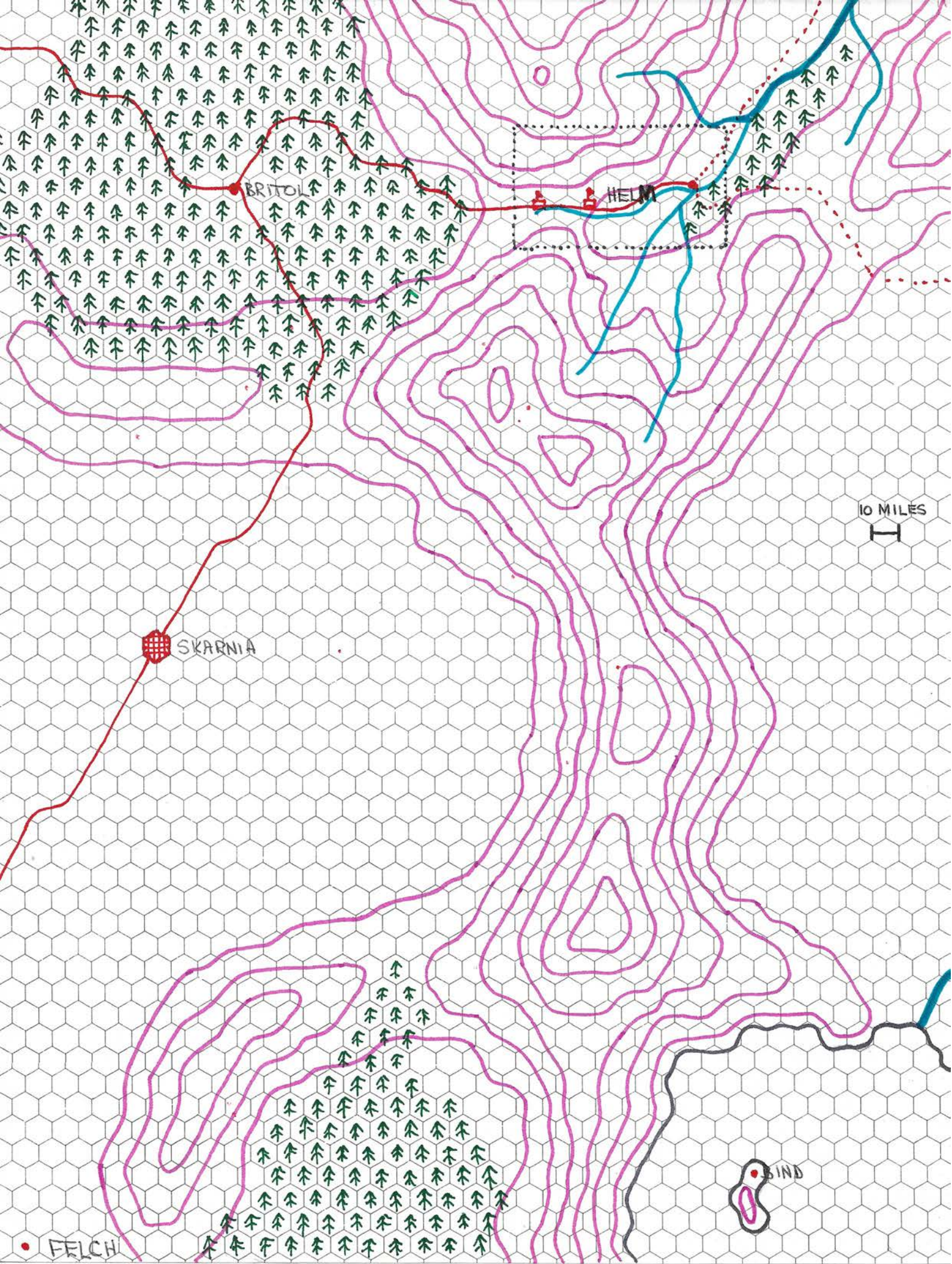
Balor, Majister of the Black Star (Human, Magician)

Melkor, Swordmage of the Dark Lords (Half-Drow, Fighter-Magician)

The characters are all of a similiar level (>11) and power.

100 MILES





BRITOL

HELM

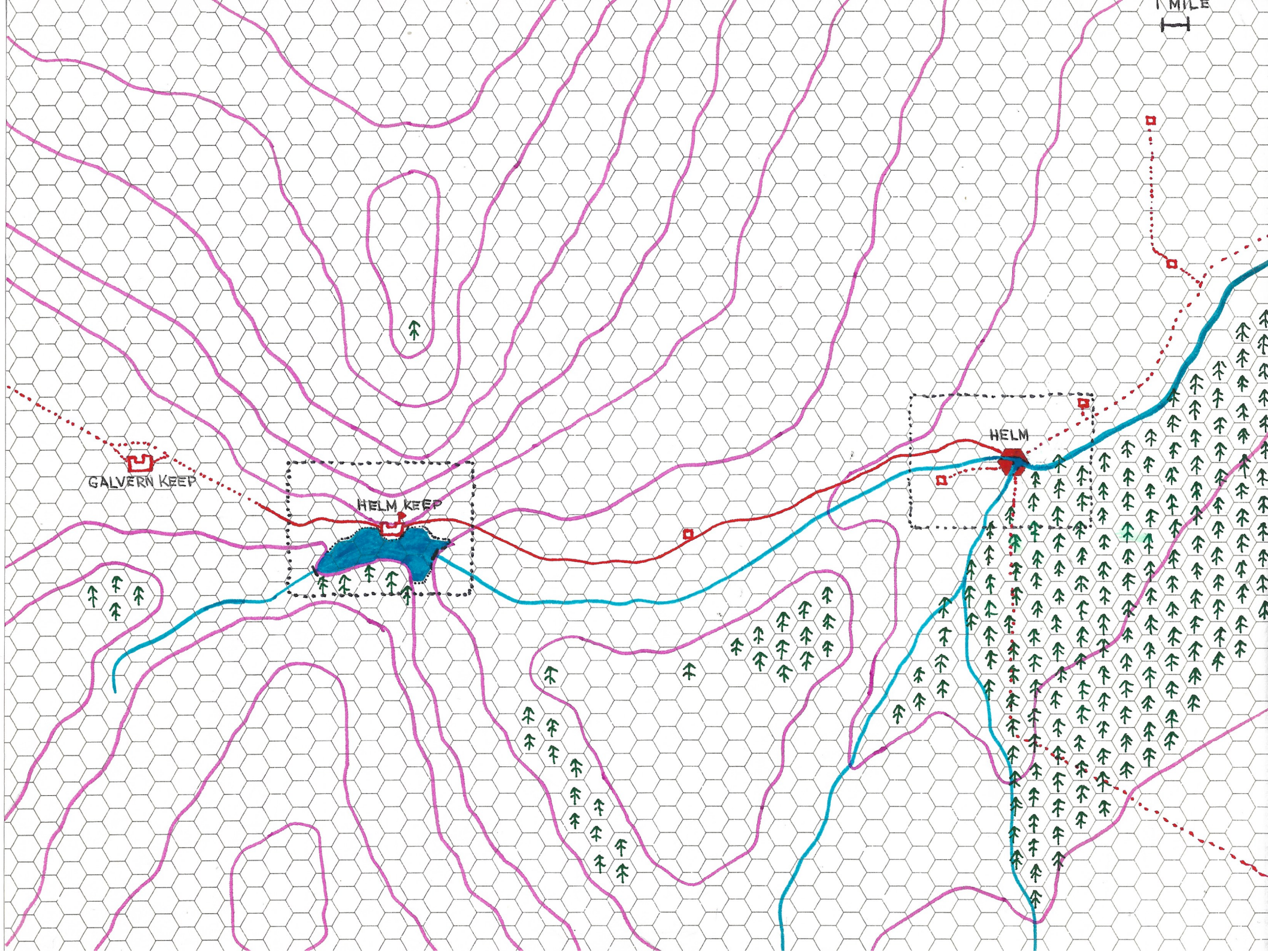
SKARNIA

FELCH

LIND

10 MILES
H

1 MILE



GALVERN KEEP

HELM KEEP

HELM

Calahandra, Lord Avenger of the Blue Death
Human, Anti Paladin

STR 18(51) +2,+3	LEVEL 14	ALIGN CE	SAVES
CON 18	EXP 1800k	GOD	POISON 3
DEX 17 +2	HITS 141	HT 6'4"	P/P 4
WIS 15 +1	AC (-8)	WT 220#	R5W 5
INT 15	THAC(0) 8	ATTACKS 2/r	BREATH 3
CHR 18	CASH 1500	MOVE 12	MAGIC 6

WEAPONS
+5 Longsword¹
+4 Dagger
+2 Bow
20 +2 Arrows

ARMOR
+4 Plate
+3 Shield

MISC
Boots of Spr&Str
Ring: Water Walk
II Bag of Holding

SKILLS
TURNING
Skel D*
Zomb D*
Ghou D
Shad D
Wigh D
Ghas T
Wrai T
Mumm 4
Spec 7
Vamp 10
Ghos 13
Lich 16
Spec 19

Det Good
Prot fr Good
Dis immune
Cure 28 hits
Cause Dis

GEAR

LANGUAGES
Minorian
Low Drow
Easterling
Ogrish
Orcish

SPELLS (SCROLLS) (Cleric)

LEVEL 1- 3
LEVEL 2- 2
LEVEL 3- 1
LEVEL 4-
LEVEL 5-
LEVEL 6-
LEVEL 7-

NOTES

Paladins Mount- Chimera
AC (2), 9"/18", 10HD(80)
D4/D4,D6/2D6/3D6 or Breath 3-30
Both Hands Attack, -1/-2
(AC (-4))
¹Unholy Avenger Longsword
INT=17 EGO=29
Speaks Dwarven, Low Drow,
Low Elf
Telepathic
Reads Languages & Magic
Detect Invisible, Traps
1/Day-Teleport, Strength, Heal
Purpose- Disintegrate Paladins
Dispel Magic 5'r (at level 14)
50% Magic Resistance 5'r
+10 vs LG

Greymist, Guildmaster of the Black Brothers
Human, Assassin

STR 17 +1,+1	LEVEL 14	ALIGN NE	SAVES
CON 16	EXP 1300k	GOD	POISON 10
DEX 18 +3	HITS 112	HT 5'10"	P/P 9
WIS 15 +1	AC (-2)	WT 160#	RSW 8
INT 15	THAC(0) 14	ATTACKS 1	BREATH 13
CHR 15	CASH 4500	MOVE 12	MAGIC 9
<u>WEAPONS</u>	<u>ARMOR</u>	<u>MISC</u>	<u>SKILLS</u>
+5 Dagger ¹	AC 2 Bracers	Ring: Free Action	Bkstab *5
+5 Dagger		Arrow of Direction	Pk Pock 110%
+1 Sling			Op Lock 92%
20 +1 Bullets			F/R Tra 80%
			Move Si 104%
			H in Sh 87%
			Hear 35%
			Climb 99.2%
			Disgu 92%
			Read 60%

GEAR

LANGUAGES
Talbrizian
Low Drow
Dorani
Kelorian
Toorish

SPELLS (SCROLLS) (Magician)

LEVEL 1-

LEVEL 2-

(Invis)*2, (Det Invis)

LEVEL 3-

(Haste)

LEVEL 4-

(Poly Self)

LEVEL 5-

(Telep)

LEVEL 6-

LEVEL 7-

NOTES

†Morganti Blade- every hit
causes save vs poison or death
(save for 10 pts), if target
killed with this blade is dead
forever.

Both hands Attack, 0/-1

Can use magicians scrolls

Valerion, Master Harper of the Silken Tongue
Human, Bard

STR	17	+1,+1	LEVEL	7/9/8	ALIGN	NE	SAVES	
CON	16		EXP	310k	GOD		POISON	7
DEX	17	+2	HITS	164	HT	6'-	P/P	10
WIS	16	+2	AC	(-2)	WT	180#	RSW	10
INT	16		THAC(0)	14	ATTACKS	3/2	BREATH	12
CHR	16		CASH	3300	MOVE	12	MAGIC	11

WEAPONS

+5 Longsword¹
+3 Handaxe
+1 Longbow
20 +2 Arrows

ARMOR

+4 Chain

MISC

Doss Lute
Bag of Tricks (6)
5app Sl Ven (40HP)
Ring: Elem Com²
II Bag of Holding

SKILLS

Charm 40%
Leg Lor 25%
Bkstab *4
Pk Pock 75%
Op Lock 72%
F/R Tra 60%
Move Si 75%
H in Sh 61%
Hear 30%
Climb 98%
Read 45%

GEAR

LANGUAGES

Talbrizian
Low Drow
Low Elvish
Easterling
Tranish
Mertalk
Common Giant
Faerea
Dorani

SPELLS (SCROLLS) (Druid)

LEVEL 1- 3

LEVEL 2- 3

LEVEL 3- 2

LEVEL 4-

LEVEL 5-

LEVEL 6-

LEVEL 7-

NOTES

Both Hands Attack, -1/-2

¹Defender Longsword

²Ring of Fire

Entrapped Fire Elem 16HD(100)
once/day

Resist Fire (as ring)

Wall of Fire (L 11 Druidic)
once/day

Pollux, Voice of the Faceless One
Human, Cleric

STR 16 -, +1
CON 16
DEX 16 +1
WIS 18 +4
INT 16
CHR 15

LEVEL 14
EXP 1500k
HITS 100
AC (-6)
THAC(0) 12
CASH 8000

ALIGN CE
GOD
HT 5'11"
WT 180#
ATTACKS 1
MOVE 12

SAVES
POISON 5
P/P 8
RSW 9
BREATH 11
MAGIC 10

WEAPONS
+4 Mace¹

ARMOR
+3 Plate
+3 Shield

MISC
Bag of 6 Trolls²
II Bag of Holding
Talis of Ult Evil
(4 charges)

SKILLS
TURNING
Skel D*
Zomb D*
Ghou D*
Shad D*
Wigh D
Ghas D
Wrai D
Mumm T
Spec T
Vamp 4
Ghos 7
Lich 10
Spec 13

GEAR

LANGUAGES
Minorian
Low Drow
High Drow
Falcary
Old Minorian
Trolltalk

SPELLS (SCROLLS) (Cleric)
LEVEL 1- 8

LEVEL 2- 8

LEVEL 3- 7
(Speak with Dead)

LEVEL 4- 6

LEVEL 5- 3

LEVEL 6- 2
(Word of Recall)

LEVEL 7-
(Gate)

NOTES

¹Vampiric Mace (as per ring)

²Troll Bodyguards
AC (4), 12", 6+6HD(50@)
D4+4/D4+4/2D6
may draw forth 1/r

Melkor, Swordmage of the Dark Lords
Half-Drow, Fighter-Magician

STR 18(01) +1,+3
CON 16
DEX 17 +2
WIS 17 +3
INT 17
CHR 16

LEVEL 7/11
EXP 700k
HITS 108
AC (-2)
THAC(0) 14
CASH 3500

ALIGN NE
GOD
HT 5'6"
WT 120#
ATTACKS 3/2
MOVE 12

SAVES
POISON 10
P/P 9
RSW 7
BREATH 11
MAGIC 8

WEAPONS

+3 Longsword¹
+2 Dagger
+1 Longbow
20 +2 Arrows

ARMOR

+4 Chain

MISC

Buck Ever Purse II
Ring: Swimming
II Bag of Holding
Wand of Fire
(100 charges)

SKILLS

Infravision
Res Charm
Res Sleep
Spot Hidden

GEAR

LANGUAGES

Talbrizian
Low Drow
High Drow
Low Elf
Orcish
Goblin
Gnoll
Hobgoblin
Low Dragonic

SPELLS (SCROLLS)

(Magician)

LEVEL 1- 4

LEVEL 2- 4

LEVEL 3- 4

LEVEL 4- 3

(Wiz Eye)

LEVEL 5- 3

(Telep)

LEVEL 6-

LEVEL 7-

NOTES

1 Frostbrand Longsword
Both Hands Attack, -1/-2
30% Magic Resist

Balor, Majister of the Black Star
Human, Magician

STR 16 -,+1
CON 16
DEX 16 +1
WIS 15 +1
INT 18
CHR 16

LEVEL 14
EXP 1700k
HITS 69
AC (0)
THAC(0) 16
CASH 3000

ALIGN LE
GOD
HT 5'4"
WT 130#
ATTACKS 1
MOVE 12

SAVES
POISON 11
P/P 9
RSW 7
BREATH 11
MAGIC 8

WEAPONS
+5 Staff 1

ARMOR
AC 2 Bracers

MISC
II Bag of Holding
Bag of Devouring
Eversmoking Bottle

SKILLS

GEAR

LANGUAGES
Calenorian
Low Drow
Low Elvish
Dwarven
Common Giant
Low Dragonic
High Dragonic
Orcish

SPELLS (SCROLLS) (Magician)
LEVEL 1- 5

LEVEL 2- 5

LEVEL 3- 5

LEVEL 4- 4

LEVEL 5- 4
(Telep)

LEVEL 6- 2

LEVEL 7- 1
(Duo Dimen)

NOTES
I Staff of Maji (16 charges)
+2 on saves vs magic
spell absorption
retributive strike

Telas, Master of the Black Hermits
Human, Monk

STR 16 -,+1
CON 16
DEX 16 +1
WIS 16 +2
INT 16
CHR 16

LEVEL 14
EXP 2000k
HITS 90
AC (-4)
THAC(0) 12
CASH 2000

ALIGN LE
GOD
HT 5'8"
WT 160#
ATTACKS 3/1
MOVE 28

SAVES
POISON 10
P/P 9
RSW 8
BREATH 13
MAGIC 9

WEAPONS

Hand (5-20)
+3 Halberd
+1 Hev Xbow¹
20 +2 Quarrels

ARMOR

+3 Ring

MISC

II Bag of Holding
²The Dragon House

SKILLS

Op Lock 92%
F/R Tra 85%
Move Si 99%
H in Sh 93%
Hear 40%
Climb 99.4%
+7 w weap
O.H. Stun
O.H. Kill
3/r w hand
dodge miss
imp save
8% surpr
Spk w An
ESP Resist
H/S Immune
Feign Death
Heal D4+8
Spk w Fl
Cha Resist
Imp Psi Def
Pois Immune
G/Q Immune
Quiv Palm

GEAR

LANGUAGES

Calenorian
Low Drow
Low Dragonic
Orcish
Trolltalk
Talbrizian

SPELLS (SCROLLS)

(nil)

LEVEL 1-
LEVEL 2-
LEVEL 3-
LEVEL 4-
LEVEL 5-
LEVEL 6-
LEVEL 7-

NOTES

¹Xbow of speed- +3 to init
²House- a large box which grows
each round. On any round after
the first may summon forth a
friendly Black Dragon.
AC (2), 12"/24", 4HD+2HD/r
max 14HD, (max hits)
D4+r/D4+r/3D6+r Breath
no spells
1 Dragon/day

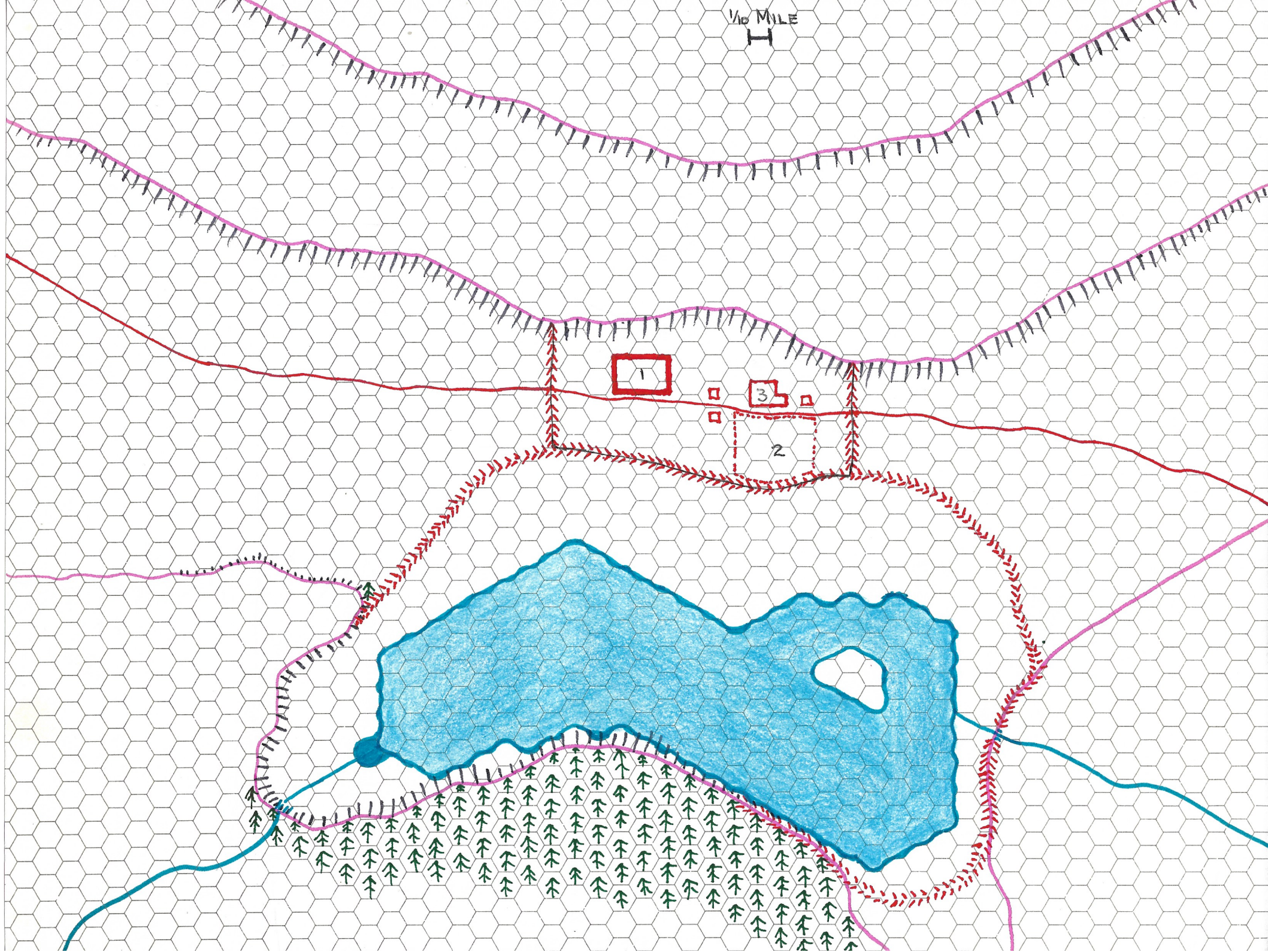
DM Info

Scenario Notes

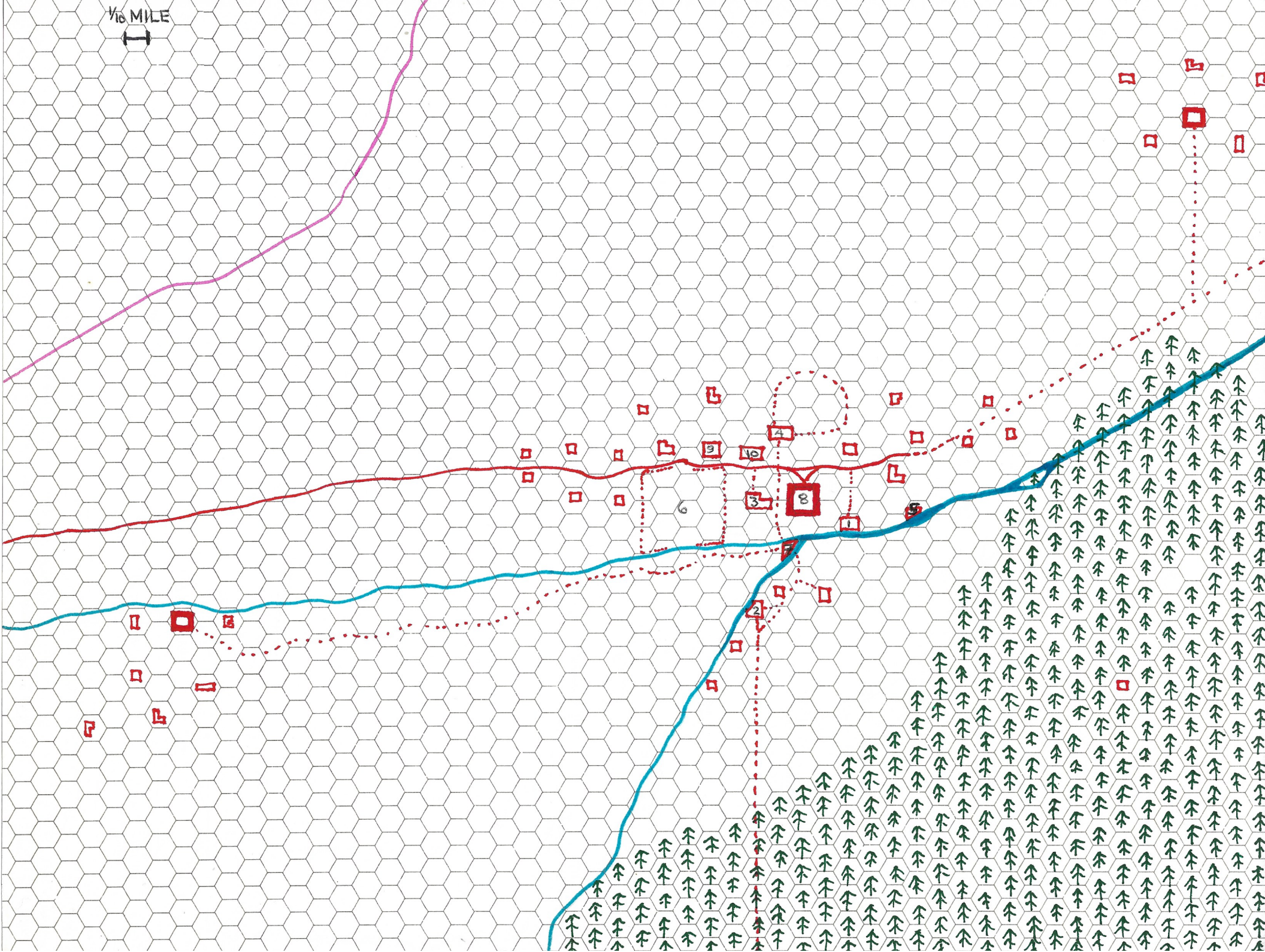
The party can gain information from a variety of sources. From Britol and any of his men you can find out about the zombies and general forces available to the Prince. In the keep area you can find out that besides the Princes brother-in-law there are a couple of agents of Mitra staying at the Keep for a while. No one knows why. From people in town you learn that the Prince has lived here for more than three generations. They are somewhat fearful of him but he rarely interferes in their affairs. Some believe him to be some kind of demon, since they only see him in black armour. You also hear about some tribe of Hill Giants that live in the mountains to the south and have been harrasing farmers and travellers in the area. The Bard, or someone else checking obscure sources, will find the tale that says that the Black Prince marries his own daughter as soon as she reaches the age of twenty. No one has seen any ruby or greatsword in living memory.

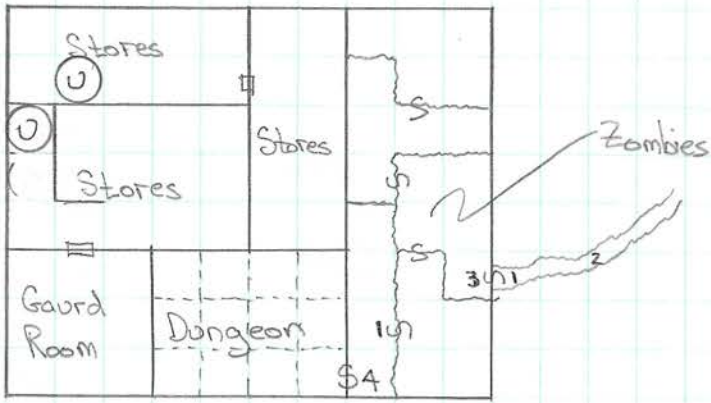
This is what is really going on. The Black Prince is Elric of Melnibourne. The greatsword is Stormbringer. The ruby is of no special significance. About every twenty years Elric has been using a variant of the clone spell to rejuvenate his wife Lea. He really loves her, and about the only event that will force him to summon Stormbringer is her death. The only way for the group to get real information about their mission is via Commune or Contact other Planes spells. The King of Minoria has somehow gotten wind of the "artifact" in Elrics possession and has sent the group to get it. The two agents of Mitra are representatives from Falcar who are sounding out Elric for an alliance. In this Elric is truely neutral.

1/10 MILE

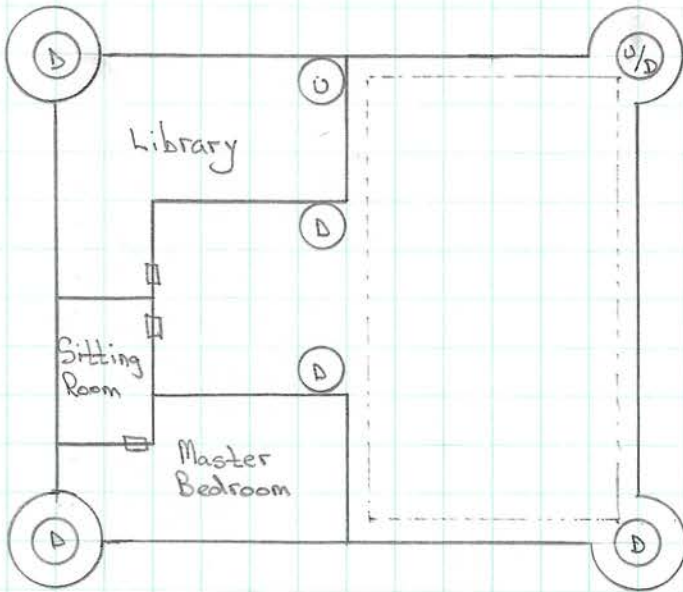


1/16 MILE

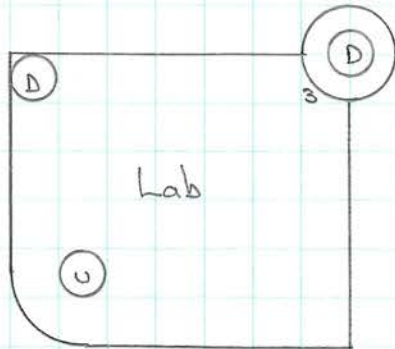




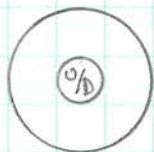
Basement



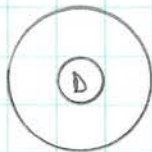
2nd level



3rd level



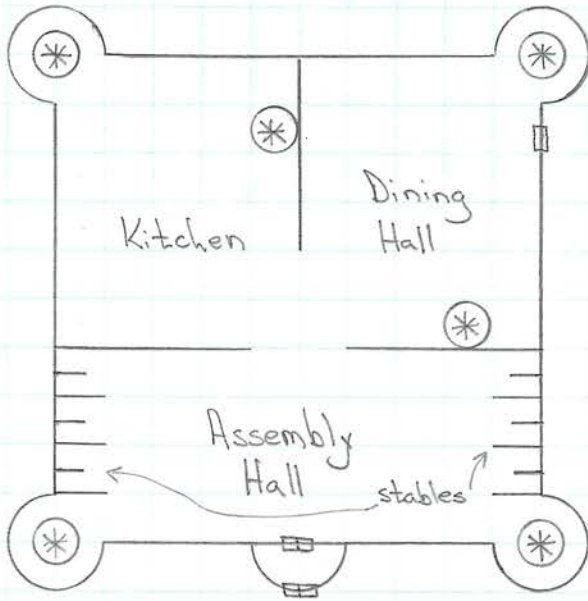
Observation level



Star Chamber

TOWN KEEP

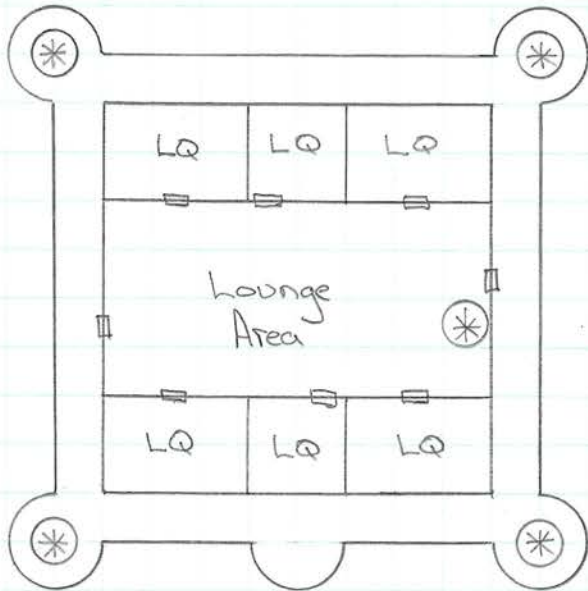
Ground Floor



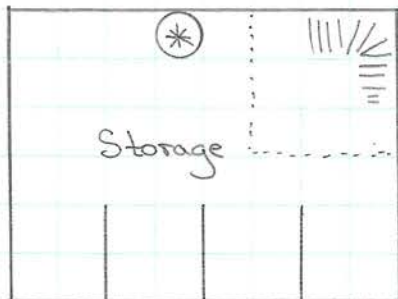
Guards + Wards

- upon a command word the entire fort is filled with mist + illusions cover all doors, noise alarm
- each stairwell + room has a Magic Mouth which is triggered by any act of violence, the Mouth will shout the word

2nd Floor



Basement
(Root Cellar)



Magical Protection

Main Level - upon a command word or any act of violence any individual structure is filled with mist, illusions cover all doors, & a noise alarm is activated

Basement & public 2nd level - as above

Private 2nd level & above - entire area is misty, all doors wizard locked, doors are covered by an illusion, stairs are filled with web, stinking clouds on Observation level & Sitting Room. Magic mouths shout about any intruder near them after Ward is activated.

The entire castle is riddle with the Black Princes phase doors, allowing him quick access anywhere. This is interior & exterior, walls, floors, & ceiling.

Symbols

- | | |
|--------------|--------------------|
| 1 - Discord | (all) |
| 2 - Fear | (-4 to save) |
| 3 - Insanity | (≤ 120 H.P.) |
| 4 - Sleep | (8+1 HD) |

The tunnel leading from the zombies has a ward to fill it with Web should anyone enter.

Encounters

There are two major encounters available prior to the party's arrival at Helm. The first should be an attempted holdup by the Bandits. The opportunity to recruit them is available. The second encounter is in Britol with the Earl. He will refuse to aid in any way unless he is threatened, or bribed, a great deal. His aid will take the form of Thogs Thugs. Any overt mention of their mission will be reported to the Black Prince by his spies. A third encounter is available if the group chooses to pursue the matter. This one is the Hill Giants, and they are also available for recruitment (or as reinforcements at the DM's option).

On the road from Britol to Helm is a former border fort, known as Galvern Keep. There is a small detachment of the Earls men there, watching the border, and generally trying to keep out of everyone's way. The fort itself has been largely destroyed in combat.

In the area of Helm itself, there are two areas of interest. The town and the keep. Helm Keep is situated on the shores of an artificial lake, with the keep and the lake surrounded by a fairly massive dike structure. The diking surrounding the keep area also has a palisade on top, though this would not be a real barrier to an attack. The lake is at a lower than maximum level, but all the ground inside this area is a muddy, swampy, morass. A fairly impressive waterfall can be seen at the west end of the reservoir, while there is a water control complex at the east end. The keep looks to be about 300X500 yards and of very solid construction. The bulk of the keep is about 30' tall, but the odd tower exceeds 50' in height. It sits on a small hill overlooking the compound. There is a large number of nonmilitary people about, and a fair amount of livestock. A couple of dozen half elves can be seen doing military type things. Besides the keep, there is also a large inn and a large common ground within the palisade.

Halfway from the keep to the town is another inn, which can also serve as a small fort. It serves travellers on the road from the keep or town. This inn, and the large supporting farm complex, is run by Karnists. Their dress and manner is quite distinctive. You'd guess that about 75 people live in this small community.

The town of Helm is scattered over a square mile of ground. About 200 people live here. The central structure of the town is a small but well built keep where a number of half elves can be seen. Otherwise the town has several small shops that service the locals and the caravans that come through from the Eastlands. There is presently a caravan of thirty people camped on the common.

Principality of Helm

HELM KEEP

- | | |
|-----------------------|---|
| 1) Castle Helm | Besides the garrison, about 100 humans |
| 2) Common ground | live in and about the castle, servicing |
| 3) 'Black Prince' Inn | it and the area. |

HELM

- | | |
|--------------------|---|
| 1) Grain mill | The town has a population of about 200 humans of mixed origin. The town acts as a supply source for the many passing caravans and as a service center for the surrounding farmsteads. |
| 2) Saw mill | |
| 3) 'Helms Own' Inn | |
| 4) Stable | |
| 5) Healer | The farms in this area are all populated by Karnists. (A religious sect similiar to Hutterites). Each steading is one extended family with between 50-100 members, for a total of about 400 people. |
| 6) Common ground | |
| 7) Ferryman | |
| 8) Town Keep | |
| 9) Smith | |
| 10) Store | |

Military Forces Defending Helm

The most important force in the area, is the mercenary contingent known as the Green Troop. These 125 half-elves are organized into 5 companies of 25, each of which break down into 3 squads of 8 and a Lieutenant. Normally 3 companies are stationed at the castle, one is stationed at the town keep, and one is out on patrol in the surrounding countryside.

The town itself could raise about 50 militia if needed, but the Karnists would contribute nothing unless their steadings were attacked. In this case each steading could raise about 20 men.

Given a week the Prince could summon 100 Easterlings to join him, with another 500 coming in a month. Given more time, he could start raising mercenary forces or buy off local border nobles to aid him.

Also available to the Prince are 200 Zombies that are stacked like cordwood in the lowest level of the keep. It'd take about a day to get them active, and about a week to give them good orders.

Minions

Easterlings-	10	L3 Rangers, horsebow, lance, scimitar	leather and shield
Green Troop-	125	L4/4 F-MU, longbow, spear, longsword	chain and shield
Thogs Thugs-	50	L3/3 F-C1, mace, sling	plate and shield
Hill Giants-	19	8HD(50) Monster, club, boulder	
The Bandits-	40	L3 F, shortbow, bastard sword	chain and shield
Easterlings-	100	L3 Rangers, horsebow, lance, scimitar	leather and shield
The Militia-	50	L2 F, short bow, spear	leather and shield
The Farmers-	20	L1 F, short bow, spear	leather and shield
The Zombies-	200	2HD(12) Monster, club	

Minion Spells

Green Troop-	3/2	(Magician), MM,MM,MM/Stinking Cloud, Mirror Image
Thogs Thugs-	2/1	(Clerical), CLW,CLW/Hold Person

The Black Prince, Lord of Helm
Elder, Fighter-Magician

STR 13	LEVEL 7/17	ALIGN N	SAVES
CON 16	EXP 2800k	GOD	POISON 10
DEX 19 +4	HITS 114	HT 6'0"	P/P 7
WIS 19 +5	AC (-7)	WT 140#	RSW 5
INT 19	THAC(0) 13	ATTACKS 3/2	BREATH 9
CHR 17	CASH 2500	MOVE 15	MAGIC 6

WEAPONS

+5 Longsword¹
+5 Dagger
+5 Greatsword²

ARMOR

AC 2 Bracers
black Plate

MISC

Ring: Prot +5

SKILLS

Res Sleep
Res Charm
Infravision
Spot Hidden

GEAR

LANGUAGES

lots

SPELLS (SCROLLS) (Magician)

LEVEL 1- 5 MM*5

LEVEL 2- 5 Invis, Det Invis, Min Im, ESP, Loc Object

LEVEL 3- 5 Fireballx2, Lightning, Prot Dom, Mis; haste

LEVEL 4- 5 Dig, Fire Shield, Min G1, Poly Otherx2

LEVEL 5- 5 2 Conj Elem, 2 Telep, Cloud kill

LEVEL 6- 3 Tensor Trans, Death Spell, Project Image

LEVEL 7- 3 2 Vanish, Del B1 Fireball

LEVEL 8- 2 2 Maze

LEVEL 9-
(Gate)

NOTES

¹Defender Longsword
²Greatsword Stormbringer
INT=12 EGO=50
Drains 3D6 Levels
50% Magic Resistance
wears plate when outside

Holgar, Knight of the White Lady
Human, Paladin

STR 18(51) +2,+3
CON 17
DEX 17 +2
WIS 16 +2
INT 15
CHR 18

LEVEL 9
EXP 500k
HITS 99
AC (-4)
THAC(0) 12
CASH 500

ALIGN LG
GOD Mitra
HT 6'4"
WT 220#
ATTACKS 3/2
MOVE 9

SAVES
POISON 6
P/P 7
RSW 8
BREATH 8
MAGIC 9

WEAPONS

+3 Longsword
+4 Longsword
+3 L.XBow
20 +1 Quarrels

ARMOR

+4 Plate

MISC

Brooch: Shield (52)
Ring: Free Action

SKILLS

TURNING
Skel D
Zomb D
Ghou D
Shad T
Wigh T
Ghas 4
Wrai 7
Mumm 10
Spec 13
Vamp 16
Ghos 20

GEAR

LANGUAGES

Falcary
Toorish
Easterling
Faerea
High Avian

Det Evil
Prot fr Evil
Dis immune
Cure 18 hits
Cure Dis

SPELLS (SCROLLS)

(Cleric)

LEVEL 1- 1 *Det Magic*
LEVEL 2-

NOTES

Paladins Mount- Griffon
AC (3), 12"/30", 7HD(49)
D4/D4/2D8
Both Hands Attack, -1/-2

Torrin the White, Voice of the White Lady
Human, Cleric

STR 16	-, +1	LEVEL 9	ALIGN LG	SAVES
CON 16		EXP 300k	GOD Mitra	POISON 7
DEX 14		HITS 72	HT 6'0"	P/P 10
WIS 17	+3	AC (-2)	WT 190#	RSW 11
INT 15		THAC(0) 16	ATTACKS 1	BREATH 13
CHR 15		CASH 800	MOVE 19	MAGIC 12

WEAPONS
+3 Mace

ARMOR
+2 Plate
+2 Shield

MISC
Ring: +2 saves
Rod Absorb (15/20)

SKILLS
TURNING
Skel D*
Zomb D*
Ghou D
Shad D
Wigh D
Ghas T
Wrai T
Mumm 4
Spec 7
Vamp 10
Ghos 13
Lich 16
Spec 19

GEAR

LANGUAGES
Minorian
Low Drow
High Drow
Falcary
Old Minorian
Trolltalk

<u>SPELLS (SCROLLS)</u>	(Cleric)	<u>NOTES</u>
LEVEL 1- 6	4X CW, 2X Res Cold	
LEVEL 2- 6	2X Res Fire, 2X HP, 1 Aug, 1 Kn Align	
LEVEL 3- 4	4X Disp Mag, (Remove Curse)	
LEVEL 4- 21	Det Lie, Neut Poison	
LEVEL 5- 1	True Seeing (Raise Dead)	
LEVEL 6-	(Word of Recall)	

Kleos, Captain of the Green Troop
Half-Elf, Fighter-Magician

STR 17 +1,+1
CON 17
DEX 17 +2
WIS 16 +2
INT 17
CHR 16

LEVEL 7/7
EXP 180k
HITS 56
AC (-2)
THAC(0) 14
CASH 700

ALIGN LN
GOD Humakt
HT 5'8"
WT 140#
ATTACKS 3/2
MOVE 12

SAVES
POISON 10
P/P 11
RSW 9
BREATH 12
MAGIC 10

WEAPONS

+3 Longsword
+3 Longbow
+2 Spear

ARMOR

+2 Elven Chain
+2 Shield

MISC

Ring: +2 saves
Wand of Fire
(50 Charges)

SKILLS

Infravision
Res Charm
Res Sleep
Spot Hidden

GEAR

LANGUAGES

Toorish
Low Elf
High Elf
Easterling
Goblin
Orcish
Gnoll
Tranish
Low Drow

SPELLS (SCROLLS)

LEVEL 1- 4 Charm Per, Comp Lang, Hold Portal, Mystols Magic Aura

LEVEL 2- 3 Mirror Image, Invis, Det Invis

LEVEL 3- 2 2x Dispel Magic
(Disp Mag)*2

LEVEL 4- 1 Minor Globe
(Halluc Terr)

LEVEL 5-

(Telep)

LEVEL 6-

LEVEL 7-

Terax, Clan Lord of the Easterlings
Human, Ranger

STR 17¹ +1,+1
CON 17
DEX 17 +2
WIS 14
INT 14
CHR 16

LEVEL 8
EXP 200k
HITS 90
AC (-3)
THAC(0) 14
CASH 1000

ALIGN N
GOD Elements
HT 5'8"
WT 160#
ATTACKS 3/2
MOVE 12

SAVES
POISON 10
P/P 11
RSW 12
BREATH 12
MAGIC 13

WEAPONS

+4 Scimitar²
+3 Lance
+2 Comp Bow
20 +2 Arrows

ARMOR

+4 Leather
+3 Shield

MISC

Ring: +2 saves
Belt: Giant Str¹

SKILLS

+8 vs giant
tracking
imp surprise

GEAR

LANGUAGES

Easterling
Talbrizian
Minorian
Falcary

SPELLS (SCROLLS)

LEVEL 1- 1

LEVEL 2-

LEVEL 3-

LEVEL 4-

LEVEL 5-

LEVEL 6-

LEVEL 7-

(Druidic)

NOTES

¹Fire Giant Str, +4,+10
²Flaming Scimitar

Lea, Lady of Helm
Human, Ranger

STR 13
CON 17
DEX 17 +2
WIS 16 +2
INT 16
CHR 17

LEVEL 5
EXP 30k
HITS 60
AC (-6)
THAC(0) 16
CASH 2000

ALIGN N
GOD Elements
HT 5'6"
WT 120#
ATTACKS 1/r
MOVE 12

SAVES
POISON 11
P/P 12
RSW 13
BREATH 13
MAGIC 14

WEAPONS

+3 Longsword¹
+4 Dagger
+2 Comp Bow
20 +1 Arrows

ARMOR

AC 2 Bracers

MISC

Ring: +5
Periapt: Poison

SKILLS

+5 vs giant
imp surprise
tracking

GEAR

LANGUAGES

Easterling
Minorian
High Elvish
Falcary
Talbrizian
Dwarvish

SPELLS (SCROLLS)

LEVEL 1-

LEVEL 2-

LEVEL 3-

LEVEL 4-

LEVEL 5-

LEVEL 6-

LEVEL 7-

NOTES

¹Frostbrand Longsword