

FORGOTTEN REALMS

GREYHAWK
ADVENTURES

SPELLJAMMER

Dragon Lance

Ravenloft

Al-Qadim

DARK SUN



1080

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Aarakocra



Aerial Servant



Basilisk



Behir



Beholder



Bugbear



Bullywug



Centaur



Cloaker

Basilisk (Lesser)

ARMOR CLASS: 4
THACO: 15
MOVEMENT: 6
HIT DICE: 6 + 1
ALIGNMENT: Nil
SIZE: M (7' long)
INTELLIGENCE: Animal (1)
COMBAT: #AT 1; Dmg 1-10; special attacks: gaze turns victims to stone
DESCRIPTION: Basilisks are feared for their ability to turn flesh to stone with a single look into their eyes. Happily, their dreaded gaze can be reflected against them, provided there is good lighting and a smooth, reflective surface at hand. In the Astral plane its gaze kills, while in the Ethereal plane its gaze turns the victim to ethereal stone.

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Aerial Servant

ARMOR CLASS: 3
THACO: 5
MOVEMENT: Fl 24(A)
HIT DICE: 16
ALIGNMENT: Neutral
SIZE: L (8' tall)
INTELLIGENCE: Semi- (2-4)
COMBAT: #AT 1; Dmg 8-32
DESCRIPTION: Aerial servants are native to the elemental plane of Air, the Ethereal plane, and the Astral plane. A priest may bring one into the Prime Material plane with a conjuration spell, usually to perform such tasks as finding victims or returning objects. They shy away from battle, but they can grab and strangle an adversary if need be. A victim must have a Str of at least 18 to break free of its grasp.

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Aarakocra

ARMOR CLASS: 7
THACO: 18
MOVEMENT: 6, Fl 36(C)
HIT DICE: 1 + 2
ALIGNMENT: Neutral good
SIZE: M (20' wing span)
INTELLIGENCE: Average (8-10)
COMBAT: #AT 2 or 1; Dmg 1-3/1-3 or 2-8 (weapon)
DESCRIPTION: The aarakocra are a race of intelligent bird-men who inhabit tall mountain peaks. They are generally peaceful and isolationist creatures, but they can fight with their huge talons or with heavy fletched javelins that they keep sheathed against their chests. They like to attack by diving at least 200' and striking with a javelin (at +4 to hit), which causes double damage.

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Bugbear

ARMOR CLASS: 5 (10)
THACO: 17
MOVEMENT: 9
HIT DICE: 3 + 1
ALIGNMENT: Chaotic evil
SIZE: L (7' tall)
INTELLIGENCE: Low to average (5-10)
COMBAT: #AT 1; Dmg 2-8 or by weapon
DESCRIPTION: Bugbears are related to goblins, but they are larger and more hairy. Their noses are shaped like those of bears, which is how they earned their name. They have excellent hearing and sight. Bugbears have two main goals in life: survival and treasure. Despite their chaotic alignment, they fight well together for the good of the tribe.

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Beholder

ARMOR CLASS: 0/2/7
THACO: 45-49 hp: 11; 50-59 hp: 9; 60-69 hp: 7; 70+ hp: 5
MOVEMENT: Fl 3(B)
HIT DICE: 45-75 hp
ALIGNMENT: Lawful evil
SIZE: M (4'-6' diameter)
INTELLIGENCE: Exceptional (15-16)
COMBAT: #AT 1; Dmg 2-8; special attacks: magic
DESCRIPTION: Beholders generally live underground. They support their bodies with levitation, enabling them to float about at will. Their central eye wields an *anti-magic ray*, and each of the ten eye stalks fires a spell of its own, making a beholder a most formidable adversary.

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Behir

ARMOR CLASS: 4
THACO: 9
MOVEMENT: 15
HIT DICE: 12
ALIGNMENT: Neutral evil
SIZE: G (40' long)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 2 or 7; Dmg 2-8/2-5 or 2-8/1-6 (×6); special attacks: 20'-long lightning bolt (24 points of damage, save for half)
DESCRIPTION: The behir can move and climb using its dozen legs, or it can slither on its belly like a snake. In combat, it attempts to bite and then constrict its adversary; if it accomplishes the latter, then it is entitled to six claw attacks. It can also swallow man-sized creatures whole.

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Cloaker

ARMOR CLASS: 3 (1)
THACO: 13
MOVEMENT: 1, Fl 15(D)
HIT DICE: 6
ALIGNMENT: Chaotic neutral
SIZE: L (8' long)
INTELLIGENCE: High (13-14)
COMBAT: #AT 2 + special; Dmg 1-6/1-6; special attacks: engulfs prey and bites for 1d4 + victim's unadjusted AC; numbing moan
DESCRIPTION: Cloakers attempt to wrap themselves around their prey and bite while fending off other opponents with two stings of their tail per round. They also emit a moan which numbs those within 80', subtracting 2 from opponents' attack and damage rolls.

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Centaur, Sylvan

ARMOR CLASS: 5 (4)
THACO: 17
MOVEMENT: 18
HIT DICE: 4
ALIGNMENT: Neutral or chaotic good
SIZE: L (8'-9' tall)
INTELLIGENCE: Low to average (5-10)
COMBAT: #AT 3; Dmg 1-6/1-6 and weapon
DESCRIPTION: Centaurs are woodland beings who shun the company of men. They live in close harmony with nature, spending their lives carefully conserving the natural resources around their homes. In combat, they attack with their two front hooves as well as with their melee weapons.

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Bullywug

ARMOR CLASS: 6 (better with armor)
THACO: 19
MOVEMENT: 3, Sw 15 (9 in armor)
HIT DICE: 1
ALIGNMENT: Chaotic evil
SIZE: S to M (4' to 7' tall)
INTELLIGENCE: Low to average (5-10)
COMBAT: #AT 3 or 1; Dmg 1-2/1-2/2-5 or by weapon
DESCRIPTION: Bullywugs are bipedal, froglike amphibians who inhabit swamps, marshes, meres, and other dank places. In combat, they are able to hop 30' forward and 15' upward, adding +1 to their attack rolls and doubling the damage if they use an impaling weapon. Bullywugs are merciless fascists who hate humans. Their camouflage abilities provide a -2 penalty to opponents' surprise rolls.

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Allosaurus



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Titanotherium



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Beastman



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Bonesnapper



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Bakemono



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Buso



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Dragonnel



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Dracon



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Chiang Lung





Beastman

ARMOR CLASS: 8
THACO: 19
MOVEMENT: 12
HIT DICE: 2
ALIGNMENT: Neutral (good)
SIZE: M (5' tall)
INTELLIGENCE: Average (8-10)
COMBAT: #AT 1; Dmg by weapon
DESCRIPTION: Beastmen resemble short, slender humans, except for the fine layer of dark green- or olive-colored fur that covers their bodies. Underneath this is an inner layer of black fur. As a beastman moves about, his body instinctively causes portions of the inner fur to become erect, enabling him to blend in with his surroundings.

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Dinosaur, Titanother

ARMOR CLASS: 6
THACO: 9
MOVEMENT: 12
HIT DICE: 12
ALIGNMENT: Nil
SIZE: H (16' long)
INTELLIGENCE: Animal (1)
COMBAT: #AT 1; Dmg 2-16; special attacks: charge and trample
DESCRIPTION: The titanother (or bronto-therium) is a huge and fearless herbivore. It can use its yoke-shaped horn to ram an opponent and will toss man-sized creatures 20' into the air with the force of its blow. It can also trample man-sized or smaller creatures with its forelegs. These attacks are usually perpetrated by bulls.

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Dinosaur, Allosaurus

ARMOR CLASS: 5
THACO: 8
MOVEMENT: 15
HIT DICE: 15
ALIGNMENT: Nil
SIZE: G (40' long)
INTELLIGENCE: Non-(0)
COMBAT: #AT 3; Dmg 1-4/1-4/6-24
DESCRIPTION: This monster can run across hard ground at great speed. In combat, it prefers attacks that hold the prey in its claws while it bites with its powerful jaws. The design of the skull is such that it remains powerful yet relatively light for snapping quickly at its prey. Few will challenge an allosaurus for a share of its meal.

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Buso (Tigbanua)

ARMOR CLASS: 4
THACO: 13
MOVEMENT: 12
HIT DICE: 8 + 2
ALIGNMENT: Chaotic evil
SIZE: M (7' tall)
INTELLIGENCE: Animal (1)
COMBAT: #AT 3; Dmg 1-6/1-6/1-10; special attacks: 10'-radius paralyzing fear aura
DESCRIPTION: Buso were once friendly with humans, but they have become fearsome, ghoulish creatures who consider graveyard carrion to be a delicacy. Tigbanua buso leap at lone travellers or helpless villagers under the cloak of night.

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Bakemono

ARMOR CLASS: 6
THACO: 20
MOVEMENT: 6
HIT DICE: 1 - 1
ALIGNMENT: Chaotic evil
SIZE: S (4' tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 1; Dmg 1-6 (weapon)
DESCRIPTION: Bakemonos are an eastern variety of goblins, with similar habits and characteristics, except that they are surface dwellers and are even more stupid than their western cousins. No two bakemono look quite the same. They are clumsy, impulsive fighters without any strategy, except that they prefer ambush to fighting face-to-face. Their lairs are slowly and dark.

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Bonesnapper

ARMOR CLASS: 4
THACO: 17
MOVEMENT: 6
HIT DICE: 4
ALIGNMENT: Neutral
SIZE: M (5' tall)
INTELLIGENCE: Non-(0)
COMBAT: #AT 2; Dmg 1-8/1-4
DESCRIPTION: Bonesnappers are known for their savage aggression, territorial protectiveness, and incredible stupidity. Their hide is extremely tough, making them unappetizing to anyone but lizard men. Bonesnappers, on the other hand, will eat just about anything. They always charge at the nearest foe and fight to the death, being too stupid to know when to run away.

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Chiang Lung (River Dragon)

ARMOR CLASS: -7
THACO: 5
MOVEMENT: 12, Fl 18(E), Sw 24
HIT DICE: 21 (wyrms)
ALIGNMENT: Lawful neutral (good)
SIZE: G (249'-274' long)
INTELLIGENCE: High to genius (11-18)
COMBAT: #AT 3; Dmg (1-8/1-8/3-36) + 10; special attacks: snatch, tail slap (stun for 1d4 + 1 rounds), and magic
DESCRIPTION: Though wingless, chiang lung can fly because of the magical blue pearls embedded in their brains. In human form, they wield a sword +5 so massive that few other creatures can lift it.

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Dracon

ARMOR CLASS: 5 (3)
THACO: 15
MOVEMENT: 18
HIT DICE: 6
ALIGNMENT: Lawful good
SIZE: L (10'-12' long)
INTELLIGENCE: High (14)
COMBAT: #AT 2 or 1; Dmg 1-4/1-4 or by weapon
DESCRIPTION: The dragons are a race of dragon-centaurs that have recently appeared on the fringe of the Known Spheres. They consider themselves highly civilized and adhere to a strict code of dueling when disagreements occur. Their system of hierarchy is a mystical, genealogical one.

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Dragannel

ARMOR CLASS: Variable (typically 3)
THACO: 11
MOVEMENT: 12, Fl 18(C; D if mounted)
HIT DICE: 8 + 4
ALIGNMENT: Neutral (evil)
SIZE: H (24' long)
INTELLIGENCE: Semi-(2-4)
COMBAT: #AT 3; Dmg 1-6/1-6/4-16; special attacks: tail slap (2-12)
DESCRIPTION: Dragannels are distantly related to both dragons and pteranodons. They have no breath weapon, but claw with their talons and bite with their beaks. Sometimes they lash with their tails. Dragannels can be used as war mounts by evil humanoids and can wear leather barding.

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Li Lung

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Tun Mi Lung

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Magical Sword

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Magical Sword

Ravenloft Trading Cards

Magical Sword

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Magical Trident

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Magical Shield

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Magical Armor

DragonLance Trading Cards

Magical Cape



Anton's Vorpall Blade

XP VALUE: 10,000

DESCRIPTION: This Chaotic Good weapon is +3 to hit and damage, and it uses a table to determine when it severs a limb:

Opponent is:	Attack roll*:
Normal/armored	20-23
Larger than man-sized	21-23
Solid metal or stone	22-23

* consider only the +3 bonus of the sword

Anton's weapon has an Intelligence of 12 (6 ego points), the ability to detect magic in a 10' radius, and a hidden compartment in its pommel with a pale lavender ellipsoid *ioun stone* (absorbs spells up to 4th level (10-40 spell levels)).

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Tun Mi Lung (Typhoon Dragon)

ARMOR CLASS: -14

THACO: 5

MOVEMENT: 12, Fl 48(E), Sw 12

HIT DICE: 26 (great wyrm)

ALIGNMENT: Neutral evil

SIZE: G (286'-313' long)

INTELLIGENCE: Average (8-10)

COMBAT: #AT 3; Dmg (1-6/1-6/2-20) + 11; special attacks: snatch, tail slap, and magic

DESCRIPTION: Tun mi lung have been charged by the Celestial Emperor to dispense destructive typhoons, a task that they greatly enjoy. Often they get so carried away with their devastation that they must be reined in by a t'ien lung (celestial dragon).

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Li Lung (Earth Dragon)

ARMOR CLASS: 0

THACO: 7

MOVEMENT: 12, Fl 30(E), Br 9

HIT DICE: 14 (adult)

ALIGNMENT: Neutral

SIZE: G (48'-58' long)

INTELLIGENCE: Average (8-10)

COMBAT: #AT 3; Dmg (2-8/2-8/2-20) + 5; special attacks: snatch, wing buffet, kick, and magic

DESCRIPTION: Li lung prefer to avoid combat, hiding in the shadows or burying themselves until intruders leave. They can create an earthquake once per day, and they gain additional earth-related magical abilities as they age. Li lung lair in the ends of winding labyrinths deep in the earth.

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The Fisher's Trident of Fish Command

XP VALUE: 500

DESCRIPTION: The Fisher's Chaotic Good trident is the archetypical version of its kind. It uses no charges in its function. The trident magically causes all fish to stay 10' or more away. It also forces all fish within 120' to roll a successful saving throw vs. spell or they are forced to obey any simple commands of the user (such as "attack that creature" or "swarm around that group of creatures"). The trident is also a +3 magical weapon in its own right (5 ego points).

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Tarl Vanovitch's Sun Blade

XP VALUE: 3,000

DESCRIPTION: This Neutral Good weapon is +2 normally and +4 against any evil creatures, but Tarl's blade does *triple* damage against all undead creatures. Once per day, this blade can be swung over the head to create a bright light similar to that of the sun, in a 60-yard sphere, for 1d10 rounds. This renders it a particularly effective weapon against vampires, as well as other exclusively nocturnal monsters. Tarl's weapon has an Intelligence of 12 (10 ego points) and the ability to detect invisible objects in a 10' radius.

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Ren's Sword of Dancing

XP VALUE: 4,400

DESCRIPTION: This Neutral weapon is +2 to hit and damage on all rounds. It forces its wielder to make it "dance" on any second round of combat—the sword will fight by itself for 4 rounds and then teleport back to the hand of the wielder for 2 melee rounds. The wielder can verbally command the sword to switch adversaries at any time. The sword has an Intelligence of 16 (8 ego points), can read maps and languages of a nonmagical nature, can detect secret doors, can detect evil and good, and can teleport up to 600 pounds of material once per day.

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Sigh Danovitche's Wings of Flying

XP VALUE: 750

DESCRIPTION: These magical wings are able to support up to 500 pounds of weight. The character who wears them may continue to fly as long as he likes without tiring. Their movement rate is a constant 9. Sigh Danovitche's *wings of flying* are not effective in combat situations—the wearer can do nothing but concentrate on flying while wearing them. If the flyer's train of thought is in any way interrupted, the wings will convert back into a cape and the flyer will fall.

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Tulen's Plate Mail of Etherealness

XP VALUE: 5,000

DESCRIPTION: Tulen's armor +5 can be recharged, but only by a 15th- or higher-level wizard. It allows Tulen and anyone who touches the armor to go into the Ethereal plane. Other people who ride along on the armor's power stay in the plane up to five hours after touching it, but Tulen may remain ethereal indefinitely. This grey-hued armor never loses its magical AC bonus, no matter how many ethereal charges it is reduced to. The armor also glows brightly when ethereal creatures approach within 20'.

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Noj's Shield -1, Missile Attractor

XP VALUE: —

DESCRIPTION: Highly magical, this unfortunate shield causes automatic hits from all types of missiles coming even close to the wielder. Nevertheless, Noj (card #423) keeps it in his *bag of misplacing* (card #381) because this magical shield also negates the damaging effects of all *lightning bolts* and *fire balls* that strike in the wielder's area, and Noj fights a lot of spell casters. Unfortunately, *magic missiles* are also attracted to the point of missing another, intended target and pass through the shield as if it were not there.

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Magical Talisman



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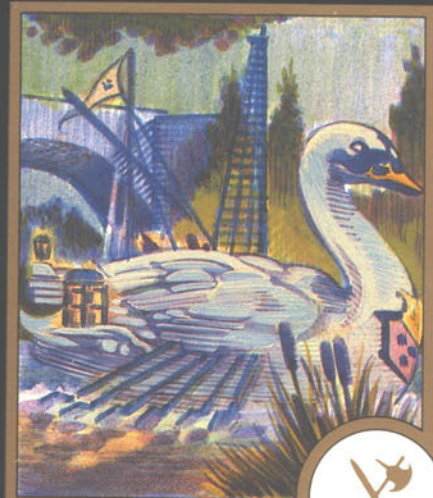


Magical Sphere



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Magical Feather Token



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Magical Figurine



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Magical Deck



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Magical Boat



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Magical Apparatus



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Magical Chime



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Drawbridge



Quaal's Mystical Feather Token

XP VALUE: 1,000

DESCRIPTION: This token was supposed to be useable only once, but it appears to have had *permanency* successfully cast upon it. When the boat dries out completely, it turns back into its feather token form. Whenever it becomes the least bit wet, however, then it turns into its boat form. This can be especially troublesome if the owner of the token is caught in the rain without sufficient protection from moisture. The boat can carry up to 32 men and their gear.

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Gax's Sphere of Annihilation

XP VALUE: 4,000

DESCRIPTION: This dangerous sphere can be commanded by any wizard, but only one at a time. Intelligence scores are used to determine who controls the sphere when two or more wizards are vying for it. If both of the competing mages are of the same Intelligence, then a successful initiative roll will determine control for 1 round, during which time the sphere may be moved 10 yards in the direction of the controller's choice. Initiative must be re-established every round. Unchallenged wizards are able to move the sphere 10 yards each round for every point of Intelligence they possess. The sphere will remain stationary when not being controlled.

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The Modified Talisman of Zagy

XP VALUE: 1,000

DESCRIPTION: This particular item is an experimental model of the famous *talisman of Zagy*. It allows the wielder one wish, but permanently turns him or her to the Lawful Good alignment—only a *remove curse* spell will return the user to his or her previous alignment. Also, the talisman inflicts 1 point of damage to the holder any time he or she comes within 20' of a magical weapon (only once per every new magical weapon encountered).

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Theon's Folding Boat

XP VALUE: 10,000

DESCRIPTION: This 1' x 1/2' x 1/2' box will unfold to a jaunty little ship, 90' long and 17' wide, that sails itself (only in water) with little or no effective depth. The ship appears to be constantly at full sail with the wind blowing in whatever direction the wielder wishes. Another unusual feature of this craft is that it cannot be hit by physical or magical attacks of any type. (All riders and equipment in the boat *can* take damage, but the boat itself remains unharmed.) The boat also plays pleasant fife and drum music at the command of the user, boosting the morale of all occupants by 1.

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Janean's Deck of Many Things

XP VALUE: —

DESCRIPTION: Janean's deck was designed with some unusual properties. The first card drawn from the deck will always be beneficial, and every *even* card drawn thereafter will be one of unhappy effect—*odd* cards drawn thereafter can be either good or bad. None of Janean's cards disappear after they are drawn; they randomly go back into the deck, so they may be drawn repeatedly. Another unique property of this deck is that cards can be drawn only by those willing to take a chance; no one can be forced into trying the deck.

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Dori's Obsidian Steed of Wondrous Power

XP VALUE: 100

DESCRIPTION: Its creator is unknown, but this magical item was discovered, in its animated form, by the barbarian Dori of Wasttryland. Unlike most *obsidian steeds of wondrous power*, this one retains a clear and beautiful shape in its dormant form. It is useable for a maximum of 48 hours per week and only responds to Neutral-aligned characters. The steed acts as a heavy war horse with 50 hit points (renewed with every use), flies at MR 12(D), can enter the Ethereal and Astral planes (with rider and gear), and can talk (Int 10), which is how Dori learned its animation command word. If treated well, it will stay and defend a fallen master.

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Mini-series: Portals Simon's Drawbridge

DESCRIPTION: This portal is the main entrance to Castle Vregartolus, home of Simon Vregartolus—an 18th-level warrior who established his keep as a repository for the valuables he has amassed over thirty-odd years of conquest and adventure. The castle is surrounded by a deep gorge inhabited by hostile air elementals. Simon remains an avid wanderer and often is not home, so he has paid a wizard handsomely to enchant his drawbridge: when he speaks his name backwards, the portal shuts and blends undetectably (short of *true seeing*) with the outer castle wall. Upon returning home with new treasure, he speaks his name and the drawbridge opens. The portal recognizes his voice only.

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Alexander's Chime of Opening

XP VALUE: 6,000

DESCRIPTION: Alexander, a rogue/wizard, playfully calls this item his "*chime of job opening*" or his "*charm chime*." It acts as a normal *chime of opening*—springing locks, lids, doors, valves, and portals (even magical ones) with its ring—but it has another, very special property: when he sounds the chime within 3' of any wealthy merchants or noblemen, they must successfully save vs. spell or be compelled to offer Alexander a job guarding their most precious possessions. They will immediately consider him to be a most-trusted employee and confidant, thrusting their valuables into his hands. The chime must be rung every turn in order to sustain the effect, however.

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Dunhill's Spelljamming Apparatus of Kwalish

XP VALUE: 10,000

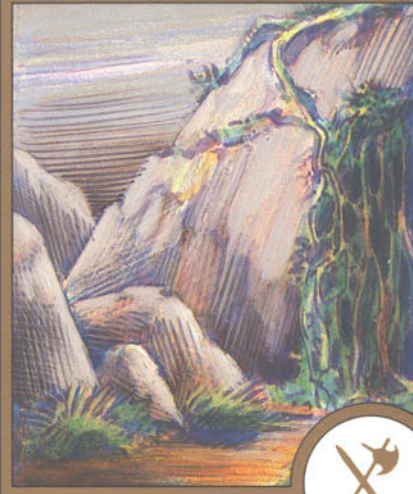
DESCRIPTION: This very special machine has all of the features of a standard *apparatus of Kwalish*: it contains numerous handles that allow it to operate in 900' of water for 1d4 + 1 hours (AC 0, 200 hp per bulkhead), but it has also been fitted with a minor spelljammer helm, allowing it to fly out of the water and into wildspace. The inclusion of the helm means that only one person may use it at a time. Dunhill's ship shares the basic statistics of a *mosquito* ship.

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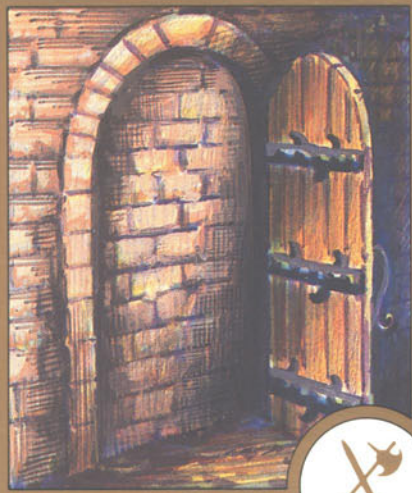
Portcullis



Living Door



Wishing Well



Trick Door



Pool Portal



Express Ladder



Portable Door



Fire Exit



Arrow Alley



Mini-series: Portals
Chester's Wishing Well

DESCRIPTION: This *wishing well* lies in the central square of a deserted, forgotten mining town. The well is over 100' deep and still holds water, but it is also a dimensional doorway to the subterranean hold of an enchanter who calls himself "Crazy Chester the Wandering Jester" (card #714). When Chester drops a gold piece in the well and says, "I wish I were in bed," a part of the well's wall opens, allowing him to step into the *dimension door* and teleport 40' below the ground to his home. Anyone else who drops a coin in the well and makes a wish will be subjected to a *suggestion* spell, making them believe that the wish has come true.

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Mini-series: Portals
Aruthir's Living Door

DESCRIPTION: The *living door* was created by the druid Aruthir (card #721) as a gift to a band of wood elves who introduced him to the Great Druid (card #210). By producing a special magical combination of the *plant door* and *speak with plants* spells, he was able to create a thick overgrowth that recognizes a body odor specific to wood elves, upon which the door untangles and lets them pass. Aruthir placed the *living door* over the entrance to a cave that leads to a box canyon where the Great Druid resides. The cave entrance is now completely obscured by the *living door*, resembling a rock face with creeping vines growing over it, and is 95% undetectable without magical means.

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Mini-series: Portals
Iron Portcullis of Wyndlass

DESCRIPTION: This portcullis is in the main entrance to the tower of the evil mage, Wyndlass. He leaves it half-open to lure marauders and wanderers, but it is, in fact, far from open. He has cast a *wall of force*, rendered it magically *permanent*, and attached it to the bottom of the portcullis. Only when the portcullis is completely raised can one pass under the invisible wall. Wyndlass hopes that intruders will charge at the apparent opening and injure themselves. Meanwhile, a *permanent magic mouth* will laugh sadistically and cry, "Knockety-knock! Company's here!" Those who manage to get inside of Wyndlass' tower will find many more dangerous pranks inside.

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Mini-series: Portals
Benhi's Express Ladder

XP VALUE: 5,000

DESCRIPTION: The *express ladder* is the prized possession of the investigator rogue Benhi the Leech (card #436). He keeps it in his *bag of holding* until he needs to sneak into the upper levels of an edifice. The ladder's rungs are made of an unknown material that vibrates harmonically as they are climbed, creating a *plane shift* effect that sends Benhi into the Ethereal plane. Once there, Benhi draws the ladder into the alternate plane behind him and continues to climb it until he reaches his destination. Then he puts his ladder back into his *bag of holding* and re-enters the Prime Material plane one round after the rungs cease vibrating.

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Mini-series: Portals
Mellenea's Pool Portal

XP VALUE: 6,000

DESCRIPTION: The *pool portal* is the favored mode of planar travel for the psionist Mellenea (card #732), but hers is not the only such portal known to exist. Rumors persist of one somewhere in a Slamori beneath Qualinost, Ansalon, and in other worlds as well. Methods of activating the portal vary from just touching the magical liquid to placing Astrally-linked matter in it and performing an incantation, but the end result is the equivalent of invoking the psychoportive discipline, *probability travel*—sending the traveler, including his or her physical body, into the Astral plane.

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Mini-series: Portals
Trick Door

XP VALUE: 5,000

DESCRIPTION: There are *trick doors* known to be installed in the thieves' guilds of Mulmaster, Hillsfar, Calaunt, and Tantras, but their creator remains unknown. The construction of the door is thought to be a variation of the *passwall* spell. Each door responds to a different "code knock"; when the proper sequence of taps is sounded on the door, the person seeking entrance may open it and pass within. Otherwise, opening the door will reveal nothing but more of the wall in which it rests. Some guilds have installed several dummy doors along the same wall or alley that contains the *trick door*, to further confuse intruders.

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Mini-series: Corridors
Arrow Alley

DESCRIPTION: This corridor is part of a long, tunnel-like entrance to an abandoned, broken-down citadel near Ahm that is now occupied by various monsters; its constructor is unknown. Except for the possibility of scaling the walls (an unwise thing to try with a fortified citadel), the only way in is to pass through this 250' corridor. It is lined with arrow slits at 10' intervals. Only a few archers are needed to man the posts behind the walls; they can move freely and remain well protected, pelting intruders with arrows or even casting spells through the slits as the enemy attempts to gain entrance.

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Mini-series: Portals
Pyros's Fire Exit

XP VALUE: 6,000

DESCRIPTION: The *fire exit* is the latest invention of "Pyros" Silverbane (card #543). When held in the hand, it affords an automatic saving throw (for half damage) against all fire-based attacks. (The owner is also entitled to his own saving throw, for quarter damage, too.) If the owner of the *fire exit* is wearing a *ring of fire resistance*, the ring's powers are doubled. Finally, if the owner is able to anticipate a fire-based attack—if he sees a fireball coming or a fire pit opening before him—he may twist the *fire exit* (as if opening a door) and be randomly *teleported* 50' from the center of the heat source.

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Mini-series: Portals
Portable Door

XP VALUE: 5,000

DESCRIPTION: The *portable door* is, in essence, a *permanent passwall* spell, usable by all classes. It folds down upon itself, to a 1' x 6" x 2" rectangle that can be easily stored in a backpack. When the owner of the *portable door* unfolds and places the item against a wall no more than one foot thick, he or she may turn its key, open the door, and pass within. To remove the door, it simply must be relocked with its key, whereupon it will detach from the wall and fold easily into its compact size. The *portable door* will not function within 200' of a *wizard lock* or any other magical wards.

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Blind Hallway



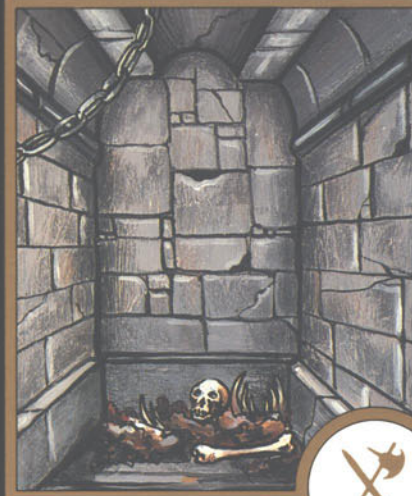
Rotten Choice



Spiral Stairway



Bridge



Dead End



Pick-a-Door



Long Jump



Living Wall



Dathan



Mini-series: Corridors
Zucc's Spiral Stairway

DESCRIPTION: This deep subterranean stairwell leads to the treasure keep of Zucc the Transmuter. Adventurers who *detect magic* will certainly detect it, but their actions in that knowledge could prove deadly. There is a *permanent teleport* spell cast that creates a permanent loop in the stairway—as a climber reaches a point near the bottom, he is instantaneously sent back to the top, so the steps seem to go on endlessly. Descending the steps *backwards* will send one to the treasure room. Should anyone successfully cast *dispel magic*, the stairwell becomes a chamber without any top or bottom, encasing them deep underground with only 6 turn's worth of oxygen to breathe.

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Mini-series: Corridors
Shandilin's Rotten Choice

DESCRIPTION: This particular corridor is found in the keep of Shandilin the Illusionist. Wiley adventurers might be smart enough to cast *detect magic* and learn that the whole thing is an illusion, but few can guess that the "hallway" is a solid wall with the illusion cast upon it. Further, there is a *wall of stone* which makes up the last 10 feet of the floor before the wall, hiding a pit where a gelatinous cube resides. Should the party cast *dispel magic*, the spell will rebound upon the party and force a saving throw for all of their magical items. Also, the *wall of force* may be dispelled below their feet, sending anyone in the area into the pit.

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Mini-series: Corridors
Mortee's Blind Hallway

DESCRIPTION: Mortee's blind hallway lies in the interior of his castle, far away from any natural light sources. Parties who happen upon this 6' x 6' (magically lit) corridor may be tempted to cast *dispel magic* upon the magical darkness at the end of the hallway, but that would be a mistake. Mortee has cast *darkness, 15' radius* as a red herring, to hide a *distance distortion* spell that he has rendered magically *permanent*. Should anyone attempt to dispel the darkness, the hallway will shrink to half its size (3' x 3'), and both the magical darkness and light will be dispelled, leaving them cramped and in the dark.

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Mini-series: Corridors
Quebe's Pick-a-Door

DESCRIPTION: Only one of these doors is not booby-trapped with a *teleport* spell, but it is still baited with *Leomund's trap*, making it appear to be trapped as well. Each of the other doors is set to *teleport* the first (and first, only) person who opens them to another spot in Quebe's haunted mansion. One door will send an unfortunate character into the sub-basement, where a pack of starving ghouls has been imprisoned for decades. Another door will send its opener to the belfry, where a seductive vampire resides. A third door will send its victim to a cell where the floor slowly slides under the wall, revealing a pit of slimy snakes.

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Mini-series: Corridors
Ballap's Dead End

DESCRIPTION: This dead-end corridor is actually the entrance to the bedroom of the illusionist Ballap. He has cast several *Leomund's traps* on many of the intimidating scraps that lie on the ground, making them seem to be potent with necromantic magic. In fact, they are not magical at all. The wall behind them is an *illusionary wall*, however, and anyone who is brave enough to pass by the false traps may easily proceed to Ballap's private quarters.

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Mini-series: Corridors
Macovey's Bridge

DESCRIPTION: This chasm lies along the underground escape route from the wizard Macovey's tower. The chasm is over 50' across and falls into rocky darkness below. Parties attempting to chase Macovey will find this obstacle at the bottom of a sharply winding passage. As they emerge before the broken bridge, they may glimpse the escaping wizard on the other side, disappearing into the corridor beyond. There is a *permanent anti-magic shell* attached the other side of the bridge which will negate many means of suspension that pursuers may use. The best way to cross the gap is to find the *permanent reverse gravity strip*, 10' to the right of the broken bridge, which allows one to walk across the ceiling at that point.

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Dathan of Thunderstone
7th-level Warrior

RACE: Half-elf
ARMOR CLASS: 0
THACO: 13
MOVEMENT: 12
HIT POINTS: 64
ALIGNMENT: Neutral good
EQUIPMENT: Long sword +2, shield +2, elven chain mail +1, boots of elvenkind, rope of climbing
BACKGROUND: Dathan was one of three members of the "Company of the Golden Gryffon" who survived a lethal exploit at Myth Drannor—since then he is known as "Fiendslayer." Dathan has participated in many campaigns, including the Battle of Scarsdale, the Godswar, and King Azoun's Crusades.

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Mini-series: Corridors
Living Wall

DESCRIPTION: A living wall contains the melded bodies of any humanoid or monster who died within 100 yards of the wall since its creation. Thus, those who die fighting a wall are absorbed into it and actually strengthen it. Characters and monsters retain the abilities they had in life; as part of the wall, they become chaotic evil. If a wizard becomes melded with the wall, he retains any spells he had memorized at the time he was absorbed, which can be regained and cast every day. Similarly, warriors retain their proficiencies and their weapons remain hidden until a new victim comes within striking range.

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Mini-series: Corridors
The Long-Jump

DESCRIPTION: This trap capitalizes on one of the oldest sucker-tricks in the book. The pit is only 6' across, but it is filled with caustic acid—characters approaching within 20' of the pit must save vs. poison or take 1d6 points of damage per round from inhaling the fumes. Those who attempt to vault the pit will find that the next 10' of the floor is an *illusionary wall*, hiding yet another acid pit. Those who fall into the acid pit will suffer 3d6 points of damage per round until they climb out of the pool, 2d4 further points of damage per round until they remove their acid-soaked clothing, and 1d4 points of damage per round until they rinse themselves with water.

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FORGOTTEN REALMS

Trading Cards



Cat Kincaid



Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Orson



GREYHAWK ADVENTURES

Trading Cards



Vordraz



DragonLance

Trading Cards



Cymbelene



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Wulgar Harrowsun



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Meriba Rahabahne



Ravenloft

Trading Cards



Hoelgar Arnutsson



Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Lady Sharl Harlena



FORGOTTEN REALMS

Trading Cards



Ramen Byrrd





Trading Cards

Vordraz**9th-level Warrior****RACE:** Human**ARMOR CLASS:** 0**THACO:** 12**MOVEMENT:** 12**HIT POINTS:** 98**ALIGNMENT:** Chaotic good**EQUIPMENT:** Chain mail +3, long sword of sharpness, javelin of piercing, rope of climbing**BACKGROUND:** Vordraz, born in Nyronnd, began his life of adventure as a priestly warrior, but eventually abandoned the faith to pursue expertise in fighting techniques with his sword, Slicer. Today, he is the proud owner of a keep in the Crystalmist Mountains, and he spends his days hunting and destroying local monsters with a few henchmen.**57**GREYHAWK is a trademark of TSR, Inc.
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Trading Cards

Orson**3rd-level Warrior****RACE:** Half-orc**ARMOR CLASS:** 2**THACO:** 18**MOVEMENT:** 6**HIT POINTS:** 28**ALIGNMENT:** Lawful good**EQUIPMENT:** Field plate armor, halberd +1**BACKGROUND:** An orphan, Orson was adopted and raised by dwarves. Due to his low Intelligence (5), he believes he is a dwarven miner and has even learned some native dwarven abilities. His great strength (18/47) reinforces his mistaken perception of his parentage. Orson is a close friend to Goffer (card #594), who provides the brains in battle while Orson provides the brawn.**56**ADVANCED DUNGEONS & DRAGONS
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Trading Cards

Catherine "Cat" Kincaid**5th-level Warrior****RACE:** Human**ARMOR CLASS:** 1**THACO:** 16**MOVEMENT:** 12**HIT POINTS:** 39**ALIGNMENT:** Lawful good**EQUIPMENT:** Chain mail +1, ring of invisibility and inaudibility**BACKGROUND:** When Catharine was orphaned at age 14, she was taken into the household of Jason Shimel, a corporal of the Ravens Bluff City Guard. Later, Shimel was assassinated by black marketeers on the waterfront, whereupon Catherine adopted the uniform of the Guard and became a fierce commander of the Harbor Patrol.**55**FORGOTTEN REALMS is a trademark of TSR, Inc.
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Trading Cards

Meriba Rahabahne**4th-level Beast-Rider****RACE:** Human**ARMOR CLASS:** 7**THACO:** 17**MOVEMENT:** 12**HIT POINTS:** 28**ALIGNMENT:** Lawful neutral**EQUIPMENT:** Leather armor, shield, spear, whip +2**BACKGROUND:** Originally from the wilds of the Anauroch Desert, Meriba fled with her prized stallion to save him from a rapacious cleric who desired the beast. In her travels she has picked up a magical whip which has the ability to make animals *flee* or *cower* when struck unless a saving throw vs. spell is successful.**60**FORGOTTEN REALMS is a trademark of TSR, Inc.
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Trading Cards

Wulgar Harrowsun**7th-level Barbarian****RACE:** Human**ARMOR CLASS:** 3**THACO:** 13**MOVEMENT:** 12**HIT POINTS:** 52**ALIGNMENT:** Chaotic neutral**EQUIPMENT:** Hide armor, club, dagger**BACKGROUND:** A rabble-rousing warrior of the Wolf Nomads, Wulgar rose to fame by bullying his peers. He relies on his huge club and massive strength to overcome his enemies; in fact, rumor runs that he once strangled a weretiger with his bare hands after braining it with his favorite weapon.**59**GREYHAWK is a trademark of TSR, Inc.
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Trading Cards

Cymbelene**5th-level Amazon Warrior****RACE:** Human**ARMOR CLASS:** 5**THACO:** 16**MOVEMENT:** 12**HIT POINTS:** 35**ALIGNMENT:** Chaotic good**EQUIPMENT:** Studded leather, boot dagger, battle axe, bow +1, 20 arrows +1,**BACKGROUND:** Young Cymbelene is called "Laughing Eyes" by the elves. She began her career as a daring raider against the minotaurs who destroyed her home during the War of the Lance. Since then, she has made her way in the world by the quickness of her bow and her wit. Often underestimated by opponents, her eyes sparkle in conflict or crisis.**58**DRAGONLANCE is a trademark of TSR, Inc.
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Trading Cards

Ramen Byrrd**5th-level Wizard****RACE:** Human**ARMOR CLASS:** -1**THACO:** 19**MOVEMENT:** 12**HIT POINTS:** 16**ALIGNMENT:** Neutral good**EQUIPMENT:** Bracers of defense AC 3, dagger +2**BACKGROUND:** Ramen is the twin brother of Reman (card #64). Together they operate the flying Galleon, *Ravenstar*, at the Moon-ey and Sons Circus. The twins' father had secretly commissioned the spelljamming ship, but he disappeared before it was finished. Ramen and his brother, ignorant of its true nature, turned it into a circus ride.**63**FORGOTTEN REALMS is a trademark of TSR, Inc.
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Trading Cards

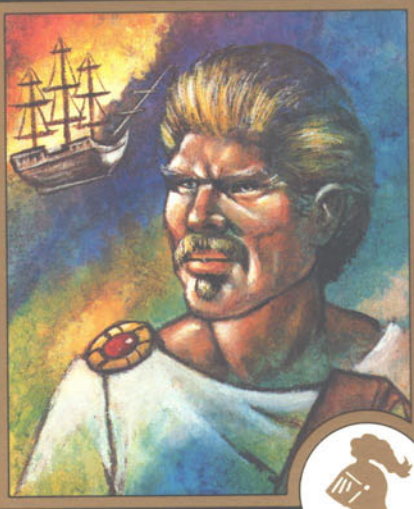
Lady Sharl Harlena**15th-level Cavalier****RACE:** Human**ARMOR CLASS:** -4**THACO:** 6**MOVEMENT:** 12**HIT POINTS:** 94**ALIGNMENT:** Lawful good**EQUIPMENT:** Full plate armor +1, shield +1, sword +3, lance**BACKGROUND:** The daughter of a sonless baron, Lady Sharl was trained in the warrior arts. Following the death of her father in battle, she successfully defended the barony. Despite this, her narrow-minded people refused to be ruled by a woman, so she took to the road as a knight errant, vowing never to return. Since then she has traveled and fought, always on the side of the oppressed.**62**ADVANCED DUNGEONS & DRAGONS
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Trading Cards

Hoelgar Arnutsson**10th-level Berserker****RACE:** Human**ARMOR CLASS:** 4**THACO:** 11**MOVEMENT:** 12**HIT POINTS:** 82**ALIGNMENT:** Chaotic evil**EQUIPMENT:** Bronze plate mail, helm, two-handed sword +3, dragonslayer**BACKGROUND:** Hoelgar and his warriors slew an entire brood of gold dragons, save one fugitive. Its mother, as she died, cursed Hoelgar to utter destruction when "the golden-eyed youth wields the silver blade." Hoelgar followed the youth, intending to slay it before the curse could be fulfilled, and became trapped in Ravenloft.**61**RAVENLOFT is a trademark of TSR, Inc.
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FORGOTTEN REALMS

Trading Cards



Reman Byrrd



FORGOTTEN REALMS

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Lana Thorbin



Advanced Dungeons & Dragons 2nd Edition

Trading Cards

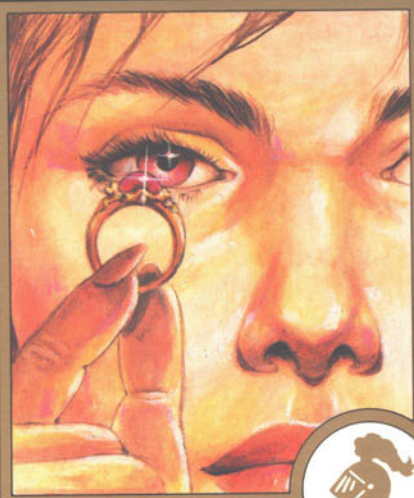


Pug Puggilly



Dragon Lance

Trading Cards



Tatanya Elnohar



Ravenloft

Trading Cards



Rafe Willowand



Spelljammer

Trading Cards

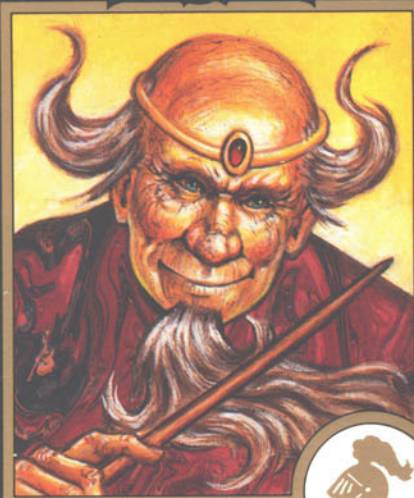


Ilswyn



Spelljammer

Trading Cards

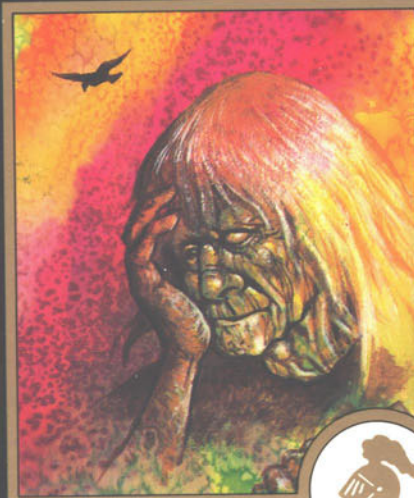


Master Khotus



GREYHAWK ADVENTURES

Trading Cards

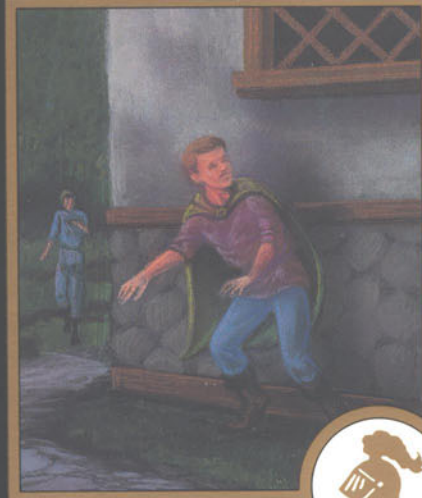


Grey Agathena



FORGOTTEN REALMS

Trading Cards



Mouse



Thom "Pug" Puggilly

2nd-level Wizard

RACE: Human
ARMOR CLASS: 9
THACO: 20
MOVEMENT: 12
HIT POINTS: 7
ALIGNMENT: Neutral good
EQUIPMENT: Staff, pouch of "stuff"
BACKGROUND: As an apprentice wizard, Pug has a tendency to get into scrapes he could have avoided with a little more thought, a little more work, or a little more practice. In spite of this, he has enjoyed a phenomenal run of good luck—so far. He's pretty good with cantrips, often using them in unexpected ways. Dwarven women think he's cute.

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Lana Thorbin

1st-level Wizard

RACE: Human
ARMOR CLASS: 10
THACO: 20
MOVEMENT: 12
HIT POINTS: 6
ALIGNMENT: Neutral good
EQUIPMENT: Dagger
BACKGROUND: Lana is intelligent and beautiful, and she knows it. She often makes use of these advantages, either by luring men to her aid or by simply outwitting them. Even so, she strives to be a good person. She keeps her life free of attachments so that she can concentrate upon the improvement of her new-found career in the arcane arts.

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Reman Byrrd

5th-level Wizard

RACE: Human
ARMOR CLASS: -1
THACO: 19
MOVEMENT: 12
HIT POINTS: 16
ALIGNMENT: Neutral good
EQUIPMENT: *Bracers of defense AC 3, staff of striking*
BACKGROUND: Reman is the twin brother of Ramen (card #63). He and his brother seem to be empathically linked because each picks up the ideas of the other without any overt communication. Their father disappeared one day, and shortly thereafter a spelljammer ship was delivered to their house, which the twins turned into an amusement ride.

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Ilswyn of the Isles

8th-level Wizard

RACE: Elf
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 12
HIT POINTS: 18
ALIGNMENT: Neutral good
EQUIPMENT: *Ring of protection +1, bracers of defense AC 8, staff of striking (32 charges)*
BACKGROUND: The second child of a noble elvish family, Ilswyn has selected a diplomatic career. She is often an elvish envoy to adventuring parties, in order to safeguard elvish interests. She has recently been posted to the Rock of Bral.

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Rafe Willowand

7th-level Wizard

RACE: Half-elf
ARMOR CLASS: 2
THACO: 18
MOVEMENT: 12
HIT POINTS: 31
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Brooch of protection from magic missiles (56 charges), bracers of defense AC 5, darts +3*
BACKGROUND: This mysterious swash-buckling wanderer is met in the wilds of the Ravenloft demiplane. How he gets about is unknown, but he operates too freely to be truly independent. His darts are particularly effective against undead (treat as *mace of disruption* at 12th level).

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Tatanya Elnohar

6th-level Rogue

RACE: Human
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 12
HIT POINTS: 26
ALIGNMENT: Chaotic evil
EQUIPMENT: *Dagger +2, ring of human control*
BACKGROUND: Displaced during the War of the Lance, Tatanya survived by becoming more ruthless than those who would prey upon her. She looks after herself first and will not hesitate to betray allies to advance her own interests. She is exceptionally beautiful and can be charming when she wishes. She has a long-lost brother for whom she mourns.

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Otto "Mouse"

3rd-level Rogue

RACE: Human
ARMOR CLASS: 6
THACO: 19
MOVEMENT: 12
HIT POINTS: 12
ALIGNMENT: Chaotic good
EQUIPMENT: *Oil of slipperiness (three applications)*
BACKGROUND: Otto grew up a beggar in the harbor area of Ravens Bluff. He knows the area so well that he earned the nickname Mouse by his ability to disappear into the cracks. He makes his living by selling information gained while hiding in those "cracks," especially to Cat Kincaid (card #55).

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Grey Agathena

15th-level Wizard

RACE: Human
ARMOR CLASS: 0
THACO: 16
MOVEMENT: 12
HIT POINTS: 48
ALIGNMENT: Neutral evil
EQUIPMENT: *Robe of the archmagi (evil), ring of protection +3*
BACKGROUND: Widely known as a sage and oracle, the crone Grey Agathena can always be found in her hut. The hut itself is remarkably difficult to find, except by those willing to pay her price. She seems to know everyone's business, and she summons potential clients with her talking raven. She deals fairly, but always advances the cause of evil.

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Master Khotus

12th-level Wizard

RACE: Human
ARMOR CLASS: 6
THACO: 17
MOVEMENT: 12
HIT POINTS: 41
ALIGNMENT: Lawful good
EQUIPMENT: *Medallion of proof against ESP, ring of fire resistance*
BACKGROUND: Long employed by the elven armada, Master Khotus trains pilots in the art of spelljamming. A stern but fair taskmaster, the smiling Master Khotus always seems to be one step ahead of the more mischievous students.

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FORGOTTEN REALMS

Trading Cards



Thrakmar Nikfar



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Wallingford Greenhill



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Jaqolya



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Pendleton Merryweather



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Granny Cozzners



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Hrulgin Beefbone



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Argripina





Jaqolya ("Jaq") 6th-level Cat Burglar

RACE: Human
ARMOR CLASS: 7
THACO: 18
MOVEMENT: 12
HIT POINTS: 29
ALIGNMENT: Neutral good
EQUIPMENT: Long sword +2, ring of protection +1, rope of climbing, necklace of disguise
BACKGROUND: Jaq's life-ambition is to run a thieves' guild. She loves to crash parties thrown by the wealthy and leave with numerous "door prizes." She owns a special necklace that is like a *hat of disguise*, except that it alters the appearance of Jaq's clothing to suit the occasion.

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Wallingford Greenhill 2nd-level Rogue

RACE: Halfling
ARMOR CLASS: 6
THACO: 20
MOVEMENT: 6
HIT POINTS: 9
ALIGNMENT: Neutral
EQUIPMENT: Dagger, sling, whistle, thieves' tools
BACKGROUND: Wally is a halfling who loves having fun above anything else. Luckily for him, stealing is fun. He also loves to cook and eat, and he keeps a pet goat with him at all times so that he always has a ready supply of milk. One of the advantages of adventuring is the opportunity to steal new recipes.

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Thrakmar Nikfar 1st-level Rogue

RACE: Half-orc
ARMOR CLASS: 6
THACO: 20
MOVEMENT: 12
HIT POINTS: 7
ALIGNMENT: Chaotic neutral
EQUIPMENT: Dagger, short sword, sling, thieves' tools
BACKGROUND: Although he was raised among orcs, Thrakmar believes that his superior abilities and good looks set him apart from his relatives. When he came of age, he left his former friends and his orcish heritage behind. Thrakmar harbors a deep inferiority complex and attempts to pass himself off as human.

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Nystallina Dalendra 3rd-level Bandit

RACE: Elf
ARMOR CLASS: 6
THACO: 19
MOVEMENT: 12
HIT POINTS: 13
ALIGNMENT: Neutral
EQUIPMENT: Cloak of elvenkind, longbow, dagger
BACKGROUND: The sole survivor of a band of Silvanesti destroyed in the War of the Lance, Nystallina became a freedom fighter in the later stages of the War. Since then, she has continued to raise trouble in lands controlled by the ogres and draconians: running weapons, spying, guiding adventuring bands and fugitives, and so on.

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Pandaro (The Fox) 4th-level Rogue

RACE: Human
ARMOR CLASS: 7
THACO: 19
MOVEMENT: 12
HIT POINTS: 16
ALIGNMENT: Lawful evil
EQUIPMENT: Rapier +1, blade boots, ring (holds poison), silver needles
BACKGROUND: Often mistaken for a young fop (a role he cultivates), Pandaro is actually an accomplished assassin known as "the Fox." His boots are useful for climbing or striking, and he can hurl silver needles (a signature weapon) like darts. His disarming humor belies the iron beneath the velvet. He keeps his word, but often in unexpected ways.

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Pendleton Merryweather 8th-level Rogue

RACE: Halfling
ARMOR CLASS: 3
THACO: 17
MOVEMENT: 6
HIT POINTS: 48
ALIGNMENT: Chaotic neutral
EQUIPMENT: Bracers of defense AC 6, short sword of quickness, deck of illusions
BACKGROUND: Pendleton carries the title of "Viscount of the People of Kathyr," which he received upon the recovery of a halfling artifact for that city. He is an insatiable learner and travels expressly for educational purposes.

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Argripina

7th-level Amazon Priestess

RACE: Human
ARMOR CLASS: 2
THACO: 16
MOVEMENT: 12
HIT POINTS: 42
ALIGNMENT: Lawful good
EQUIPMENT: Leather armor +2, shield +3, spear +2
BACKGROUND: A highly trained healer and herbalist, the amazon priestess Argripina spends much of her time caring for the shrine of her deity. She is patient with the boorish, merciful to the repentant, and her judgments are just. She is haunted by a prophecy that she will leave the sisterhood to wed a mighty hero—she has vowed to wed only the man whose virtues exceed her own.

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Hrulgin Beefbone 7th-level Bounty Hunter

RACE: Dwarf
ARMOR CLASS: 3
THACO: 17
MOVEMENT: 24
HIT POINTS: 49
ALIGNMENT: Lawful neutral
EQUIPMENT: Spiked leather armor +2, bladed boots of speed, rope of entanglement, jagged long knife
BACKGROUND: The much-scarred dwarf, Hrulgin, is accompanied always by his black wolf, Slaver. He does not judge the cause of his employer after he hires on, but carries out the job with dogged persistence. He is perfectly content (if not altogether happy) if the object of his search would rather be brought back dead than alive.

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Granny Cozzners 8th-level Beggar Rogue

RACE: Human
ARMOR CLASS: 5
THACO: 17
MOVEMENT: 12
HIT POINTS: 28
ALIGNMENT: Neutral
EQUIPMENT: Rags (concealing bracers AC 5), wooden aims bowl, dagger (hidden)
BACKGROUND: This sweet, innocent-looking old lady is anything but harmless. Although she poses no physical threat, she is always pursuing some sort of devious scam. Posing as the penniless widow, the sweet old grandmother, the befuddled aunt, or the protector of street urchins, she takes advantage of the kindness of powerful adventurers.

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FORGOTTEN REALMS

Trading Cards



Lanatiramae



GREYHAWK ADVENTURES

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Jennak Firehand



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Amethyst Trueblood



FORGOTTEN REALMS

Trading Cards

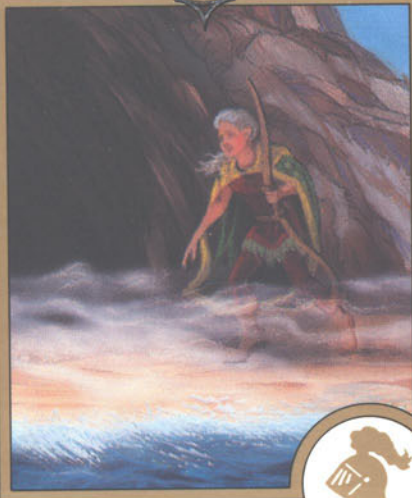


Karani



Ravenloft

Trading Cards



Marion Robinsdottir



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Trading Cards



Kamshir Strongtalon



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Trading Cards



Tiralaylee Tai-Muran



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Trading Cards



Jasper Thunderhand



Ravenloft

Trading Cards



Symbuk Torul





Amethyst Trueblood

4th-level Amazon Priestess

RACE: Gnome
ARMOR CLASS: 4
THACO: 18
MOVEMENT: 6
HIT POINTS: 20
ALIGNMENT: Neutral good
EQUIPMENT: Holy symbol, throwing axe, shield +3, short sword +2
BACKGROUND: Amethyst distrusts all elves, as once a sly elven trickster made off with her purse, armor, weapons, and holy symbol—leaving her in a very difficult position—but she continues to pray for them, nonetheless. She never goes anywhere without her war pony, Stardancer, if at all possible.

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Jennak Firehand

6th-level Amazon Priestess

RACE: Dwarf
ARMOR CLASS: 2
THACO: 18
MOVEMENT: 6
HIT POINTS: 33
ALIGNMENT: Neutral good
EQUIPMENT: Shield with holy symbol, bronze plate mail +1, battle axe +2, potion of healing
BACKGROUND: In her youth, Jennak was appointed to be an emissary of her clan to a local ruler. As she learned about life outside her clan, she became more tolerant of other people and their ways. However, she still becomes angry when people disparage dwarves or women.

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Lanatiramae

3rd-level Amazon Priestess

RACE: Elf
ARMOR CLASS: 4
THACO: 20
MOVEMENT: 12
HIT POINTS: 22
ALIGNMENT: Chaotic good
EQUIPMENT: Shield, holy symbol, studded leather armor +1, long sword +1, long bow +2
BACKGROUND: Lanatiramae grew up in Evereska. While she always felt comfortable there, her sisters continued to prod her, urging her to explore the world and achieve glory. Currently she is accumulating enough expertise (and nerve) to explore the ruins of Myth Drannor.

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Kamshir Strongtalon

11th-level Barbarian Priest

RACE: Human
ARMOR CLASS: 6
THACO: 14
MOVEMENT: 12
HIT POINTS: 52
ALIGNMENT: Lawful neutral
EQUIPMENT: Hide armor, ring of warmth, battle axe +2, Murlynd's spoon
BACKGROUND: Living in the far north of Faerun, Kamshir has served his tribe as a battle counselor for many years. He often must engage in spirit quests to seek methods to defeat his tribe's enemies. His Constitution (15) gives him a hit point bonus.

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Marion Robinsdottir

12th-level Amazon Priestess

RACE: Human
ARMOR CLASS: 4
THACO: 14
MOVEMENT: 12
HIT POINTS: 49
ALIGNMENT: Chaotic good
EQUIPMENT: Bracers of defense AC 4, staff-spear +2, long bow +3, robe of blending, incense of meditation, ring of free action
BACKGROUND: Marion has an aggressive hatred of the undead. One day, she was searching for the source of a rash of zombie incursions into her native town and traced the zombies to a sea cave. After cautiously entering the misty cave, she emerged in the domain of Darkon.

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Karani

5th-level Amazon Priestess

RACE: Halfling
ARMOR CLASS: 7
THACO: 18
MOVEMENT: 6
HIT POINTS: 30
ALIGNMENT: Neutral
EQUIPMENT: Obsidian knife, ring of protection +3, sling +2, Quaal's feather tokens (bird and tree)
BACKGROUND: Karani is a jungle halfling in the land of Maztica. She serves Zaltec, the power whose domain is war—Karani is ferocious in battle. Her friend, Taxa, a paladin, has accompanied her on several adventures.

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Symbuk Torul

9th-level Druid

RACE: Human
ARMOR CLASS: 4
THACO: 16 (15 in tiger form)
MOVEMENT: 12
HIT POINTS: 42
ALIGNMENT: True neutral
EQUIPMENT: Earring set with periapt of wound closure, leather armor of blending +3, scimitar +2
BACKGROUND: Symbuk has been extremely unhappy since he became lost in some unnaturally thick fog and ended up in Falkovnia, in the demiplane of Ravenloft. In tiger form, Symbuk has three attacks (claw/claw/bite) for 2-5/2-5/1-10. If both forepaws hit, then his rear claws rake for 2d4 each.

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Jasper Thunderhand

4th-level Berserker Priest

RACE: Dwarf
ARMOR CLASS: 2
THACO: 18
MOVEMENT: 6
HIT POINTS: 30
ALIGNMENT: Chaotic neutral
EQUIPMENT: Banded mail +2, battle axe +1, silver horn of Valhalla
BACKGROUND: Jasper leads his dwarven brethren into battle with a ferocity that unnerves his allies, let alone his enemies. He proudly serves Clanggedin Silverbeard, Father of Battle. He has never left the Deep Realm, but he looks forward to a day when he will venture forth to beat back all enemies of the dwarves.

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Tiralaylee Tai-Muran

8th-level Barbarian Priestess

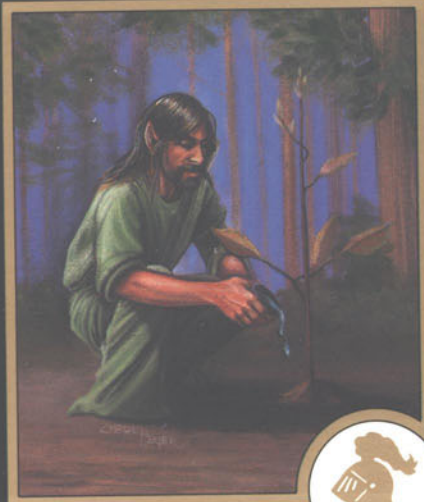
RACE: Elf
ARMOR CLASS: 3
THACO: 16
MOVEMENT: 9
HIT POINTS: 36
ALIGNMENT: Neutral good
EQUIPMENT: Banded mail, spear +2, boots of the north, ring of human influence
BACKGROUND: Tiralaylee hails from the savage frontiers of the north of Faerun. She has always been a restless soul and frequently leads raiding parties for her people. Her talents as an aggressive negotiator are also often in demand, but she usually would rather fight than talk.

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GREYHAWK
ADVENTURES

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Terilonilae Tai-Koris



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Sherry Feldstone



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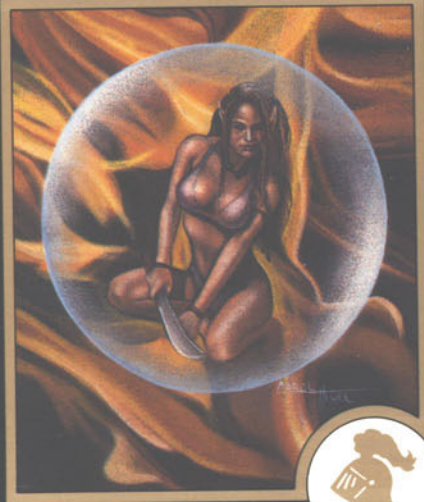


Trella Mornmay



GREYHAWK
ADVENTURES

Trading Cards

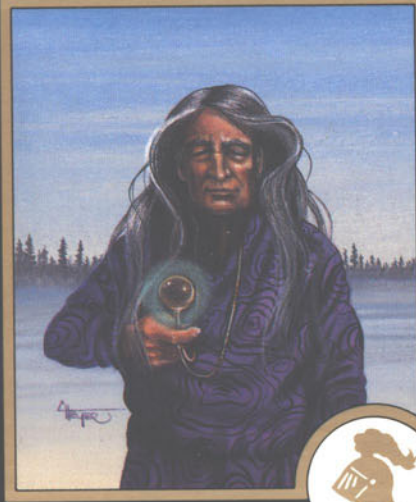


Aeshallara Corwin



FORGOTTEN REALMS

Trading Cards



Timon Silvertongue



FORGOTTEN REALMS

Trading Cards

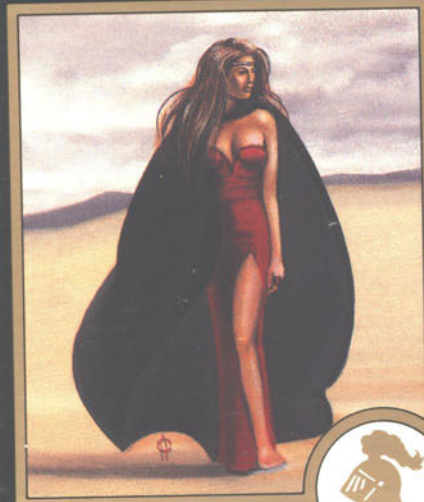


Sheeryl Soulssearcher



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Trading Cards



Nura D'Agor



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Kylia



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Trading Cards



Drake Elderwood





Trella Mornmay

13th-level Druid

RACE: Human
ARMOR CLASS: 1
THACO: 12
MOVEMENT: 12
HIT POINTS: 50
ALIGNMENT: True neutral
EQUIPMENT: *Ring of protection +2, bracers of defense AC 3, staff of thunder and lightning, robe of blending*
BACKGROUND: While Trella takes forceful action to maintain the balance of nature in Shalhoond (also known as the Great Wild Wood), she loves to spend peaceful moments with animals. Trella has watched over Shalhoond for over 20 years, and the forest's inhabitants know her well.

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Sherry Feldstone

4th-level Druid

RACE: Human
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 12
HIT POINTS: 20
ALIGNMENT: True neutral
EQUIPMENT: *Bracers of defense AC 7, ring of animal friendship, ring of protection +1*
BACKGROUND: Sherry grew up in Mistle-dale, but she was always impressed by the brooding splendor of the surrounding forests. Sherry has adventured near the ruins of Myth Drannor, and on two occasions she has tried unsuccessfully to stop some predatory gargoyles from moving into the area.

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Terilonilae Tai-Koris

8th-level Druid

RACE: Half-elf
ARMOR CLASS: 6
THACO: 16
MOVEMENT: 12
HIT POINTS: 43
ALIGNMENT: True neutral
EQUIPMENT: *Leather armor +1, staff-spear +2, sling +1, gem of retaliation*
BACKGROUND: Terilonilae is most at home while tending to his forest groves and his own garden. He is especially skilled with trees, and he has made a life-long friend of one dryad whose tree he aided after it was struck by lightning. Terilonilae has long abandoned the road to adventure.

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Sheeryl Sousearcher

13th-level Diviner

RACE: Elf
ARMOR CLASS: 4
THACO: 16
MOVEMENT: 12
HIT POINTS: 29
ALIGNMENT: Neutral good
EQUIPMENT: *Bracers of defense AC 7, cloak of protection +3, robe of stars, powder of magic detection*
BACKGROUND: Sheeryl has always been rather frail, so she does not adventure a great deal. Because of her wisdom, people come to her for information and advice. She has often been able to obtain information about articles of power and ancient ruins when others could not.

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Timon Silvertongue

17th-level Enchanter

RACE: Human
ARMOR CLASS: 3
THACO: 15
MOVEMENT: 12
HIT POINTS: 35
ALIGNMENT: Chaotic good
EQUIPMENT: *Bracers of defense AC 3, crystal ball, robe of scintillating colors, eyes of charming*
BACKGROUND: Timon has never retreated into a tower for long periods (although he owns one near Ormath)—he likes people too much. He often travels with groups of experienced adventurers who explore Faerun. He would rather talk his way out of encounters than fight, if possible.

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Aeshallara Corwin

18th-level Hierophant Druid

RACE: Human
ARMOR CLASS: 1
THACO: 10
MOVEMENT: 12
HIT POINTS: 63
ALIGNMENT: True neutral
EQUIPMENT: *Bracers of defense AC 2, necklace of adaptation, mist tent, scimitar +3*
BACKGROUND: Aeshallara has only recently risen to the level at which she can safely enter and survive in the elemental plane of Fire. The novelty of travel and study on the plane of Fire intrigues her, so she can often be found there, learning about the plane's inhabitants.

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Drake Elderwood

4th-level Ranger

RACE: Human
ARMOR CLASS: 3
THACO: 17
MOVEMENT: 12
HIT POINTS: 30
ALIGNMENT: Neutral good
EQUIPMENT: *Long sword +1*
BACKGROUND: Drake hates orcs and their kin more than any other monster he's ever encountered; in battle, he will ignore all other adversaries in favor of attacking orcs, even to the detriment of his party. Drake has vowed to cleanse the world of every orc, in any way possible. He's a superb warrior, but his friends remain wary of him.

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Kylia

12th-level Illusionist

RACE: Gnome
ARMOR CLASS: 2
THACO: 17
MOVEMENT: 12
HIT POINTS: 39
ALIGNMENT: Chaotic good
EQUIPMENT: *Robe of eyes, staff of thunder & lightning, bracers of defense AC 4, ring of gargoyles*
BACKGROUND: Kylia acts as a messenger to Skullport in Undermountain for the Lords of Waterdeep. She is a pleasant woman with a flair for the dramatic. Her demeanor causes many foes to underestimate this powerful lady. Kylia never can resist the temptation to appear and disappear in a puff of smoke.

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Nura D'Agor

8th-level Necromancer

RACE: Human
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 12
HIT POINTS: 29
ALIGNMENT: Chaotic evil
EQUIPMENT: *Ring of wizardry, wand of fire, tiara of mind shielding, mirror of life trapping (not shown)*
BACKGROUND: Nura lives in Calimport when not adventuring. Her wand is an antique scepter from the fabled Cradle Lands that are now buried beneath the Plains of Purple Dust. Nura is proud and haughty with a violent, quick temper. She delights in tormenting strangers who admire and court her.

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Agrorn Silverleaf




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Nilat



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Katyr



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Annelwin



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Pyn Trillos




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Ayla



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Dohnibor



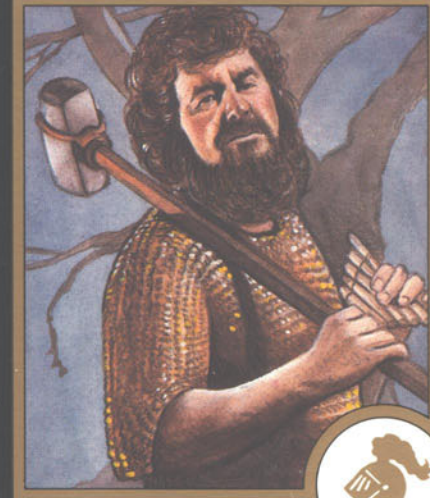
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Ardonell Firemoon



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Thenek Strongaxe





Katyr

4th-level Ranger

RACE: Elf
ARMOR CLASS: 8
THACO: 17
MOVEMENT: 12
HIT POINTS: 33
ALIGNMENT: Neutral good
EQUIPMENT: *Cloak of elvenkind*
BACKGROUND: Katyr, a native of Tethyr Wood, acts as a guide for lost travelers, silently stepping out of rain-soaked mists in times of need. He and his wife, Annelwin (card #103), also guard the trade routes which cross through the northern forests of Tethyr. He is mute, but he uses a simple sign language that his wife translates for others.

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Nilat

6th-level Ranger

RACE: Elf
ARMOR CLASS: -1
THACO: 15
MOVEMENT: 12
HIT POINTS: 38
ALIGNMENT: Neutral good
EQUIPMENT: *Elven chain mail +2, long sword +1, long bow +2, ring of free action*
BACKGROUND: Nilat is the third child of a lord and never expects to inherit a title. Instead, he's appointed himself a "guardian of the people" and made a name for himself as a scout and hunter. Nilat is a practical joker, which wore thin his welcome at home and earned him the label, "black sheep of the family."

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Agron Silverleaf

6th-level Ranger

RACE: Elf
ARMOR CLASS: 5
THACO: 15
MOVEMENT: 12
HIT POINTS: 50
ALIGNMENT: Lawful good
BACKGROUND: Agron, an only child, is a sometime student of Elminster. Agron was so fascinated by one of the old mage's stories—about a mystical power called *Spellfire*—that he set off in search of it, but his quest was unsuccessful. Returning home in despair, he sought Elminster's advice and was told to travel to the North and look for work there.

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Aylia

9th-level Bard

RACE: Human
ARMOR CLASS: 8
THACO: 16
MOVEMENT: 12
HIT POINTS: 47
ALIGNMENT: Lawful neutral
EQUIPMENT: *Harp of charming*
BACKGROUND: Aylia serves as first mate on the *Octave Arcane*, a hammership that cruises through Krynnspace. A former native of Krynn, she regales her crew with ballads about Huma and the Dragonlance. Her vocal range spans four octaves, so she can sing the parts of both males and females beautifully.

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Pyn Trillos

2nd-level Bard

RACE: Human
ARMOR CLASS: 9
THACO: 20
MOVEMENT: 12
HIT POINTS: 9
ALIGNMENT: Neutral evil
EQUIPMENT: *Ring of invisibility*
BACKGROUND: Pyn appears to be an idiot, always telling nonsensical jokes and rattling incoherently to himself, but he is pretty funny. In truth, he is a crafty spy for the Scarlet Brotherhood in the court of King Skotti of Keoland. Pyn also is an apprentice jester to the famous Dohnibor (card #106), Skotti's favorite bard and former jester.

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Annelwin

3rd-level Ranger

RACE: Half-elf
ARMOR CLASS: 8
THACO: 18
MOVEMENT: 12
HIT POINTS: 26
ALIGNMENT: Lawful good
EQUIPMENT: *Tunic of blending*
BACKGROUND: Annelwin is serious in all she does, especially in tending to creatures of the forest. She cares for wounded creatures and deals harshly with irresponsible hunters and adventurers within Tethyr Wood. Her husband, Katyr (card #102), can occasionally evoke slight smiles and laughs from her, but never while they are at work.

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Thenek Strongaxe

5th-level Bard

RACE: Dwarf
ARMOR CLASS: 4
THACO: 18
MOVEMENT: 12
HIT POINTS: 29
ALIGNMENT: Neutral good
EQUIPMENT: *Chain mail of fear +1, hammer +3, dwarven thrower*
BACKGROUND: Thenek acts as the court musician in Mithril Hall. Though few ears can appreciate a dwarf's singing, Thenek's gravelly bass voice blends song and storytelling to hypnotic effect. The smiling Thenek often lends a hand in the forge, and he wields his hammer in the Hall's defense at times of need.

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Ardonell Firemoon

5th-level Bard

RACE: Half-elf
ARMOR CLASS: 0
THACO: 18
MOVEMENT: 24
HIT POINTS: 25
ALIGNMENT: Neutral good
EQUIPMENT: *Chain mail +2, spellblade (vs. lightning bolt), boots of speed*
BACKGROUND: Ardonell is an outspoken Harper of the Dalelands, regarded by some as a firebrand for her speeches fomenting unrest against Cormyr's growing influence. Ardonell often surprises Elminster with her knowledge of ancient tales and legends.

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Dohnibor

8th-level Bard

RACE: Half-elf
ARMOR CLASS: 7
THACO: 17
MOVEMENT: 12
HIT POINTS: 51
ALIGNMENT: Lawful neutral
EQUIPMENT: *Ring of truth*
BACKGROUND: A former jester, Dohnibor now serves as the court musician for King Skotti of Keoland. He is best known for his epic ballads regarding the War of the Flanaess. Dohnibor is closely watching Pyn Trillos (card #104), the new jester and his apprentice. He sees through Pyn's act as the village idiot, and is wary of the new jester's motives.

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GREYHAWK
ADVENTURES

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Brogan Steele



DRAGONLANCE

Trading Cards



Teekli Quickstep



FORGOTTEN REALMS

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Adolmus



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Guenhwyvar



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Riallus



GREYHAWK
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Perigon



SPELLJAMMER

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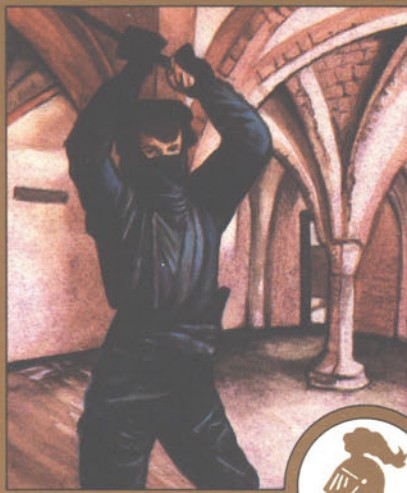


Pellinor



Advanced Dungeons & Dragons
2nd Edition

Trading Cards



Kenuchio



Advanced Dungeons & Dragons
2nd Edition

Trading Cards



Mariko Bareshu





Adolmus

9th-level Priest

RACE: Human
ARMOR CLASS: 6
THACO: 16
MOVEMENT: 12
HIT POINTS: 69
ALIGNMENT: Neutral (lawful)
EQUIPMENT: *Cloak of protection +4, mace +3, wand of defoliation, ring of fire resistance, ring of (Earth) elemental command*
BACKGROUND: Adolmus loves the stones and mountains of the Realms, and he disdains all things that fly; his proudest moments were those when he took part in the defeat of two dragons.

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Teekli Quickstep

5th-level Swashbuckler Rogue

RACE: Kender
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 12
HIT POINTS: 31
ALIGNMENT: Chaotic good
EQUIPMENT: *Kite, rapier +1*
BACKGROUND: Teekli and his sister were orphaned and separated in a draconian raid on their village when Teekli was four years of age, and they haven't seen each other since. Teekli was adopted by a human swashbuckler named d'Avenell. Now, Teekli is searching Krynn for his sister, and he is attempting to map the world while he looks.

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Brogan Steele

9th-level Warrior

RACE: Human
ARMOR CLASS: -1
THACO: 12
MOVEMENT: 12
HIT POINTS: 79
ALIGNMENT: Lawful neutral
EQUIPMENT: *Silver mace, plate mail +2, shield +1*
BACKGROUND: Brogan is a powerful warrior, but he is renowned for his vanity. He might have made an excellent paladin if the object of his adoration were other than himself. He is insufferably macho and, therefore, is unpopular among the ladies. The disfavor of so many women is a vague puzzlement to him, but he won't care until he finds a woman as beautiful as he.

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Perigon

14th-level Warrior

RACE: Half-elf
ARMOR CLASS: -2
THACO: 7
MOVEMENT: 12
HIT POINTS: 98
ALIGNMENT: Lawful good (shifting toward neutral)
EQUIPMENT: *Plate mail +2, shield +1, bastard sword +3, frost brand*
BACKGROUND: Perigon was once a strong and fair servant of justice, but after the death of his wife and children in the Greyhawk War, he took up a crusade against any follower of luz. He is out of control with grief, has been branded an outlaw of his faith, and his sanity has grown increasingly fragile.

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Riallus

4th-level Conjurer

RACE: Human
ARMOR CLASS: 3
THACO: 19
MOVEMENT: 12
HIT POINTS: 10
ALIGNMENT: Neutral evil
EQUIPMENT: *Wand of conjuration, ring of warmth, ring of protection +5*
BACKGROUND: Riallus and her familiar, Erok, are drifters, and they use her abilities to commit confidence games wherever they go. Riallus employs her quick mind and sharp wit to perpetrate outlandish schemes that often leave the target humiliated as well as poor. To her lasting delight, she is always remembered but never caught.

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Guenhwyvar

ARMOR CLASS: 4
THACO: 15
MOVEMENT: 15
HIT DICE: 6 + 6
ALIGNMENT: Neutral
SIZE: M (5' long)
INTELLIGENCE: Very (11-12)
COMBAT: #AT 3 (5); Dmg 1-4/1-4/1-12 (plus 2-8/2-8 if both paws hit)
DESCRIPTION: Guenhwyvar, a native of the Astral plane, may be called to the Prime Material by the possessor of a black onyx figurine carved in the shape of a panther. Only three summonings are allowed per week, for 24 hours altogether. Guenhwyvar is the pet and friend of the ranger/renegade drow, Drizzt Do'Urden.

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Mariko Bareshu

9th/8th-level Wu Jen/Ninja

RACE: Human
ARMOR CLASS: 7
THACO: 12
MOVEMENT: 12
HIT POINTS: 38
ALIGNMENT: Lawful neutral
EQUIPMENT: *Pearl of protection from fire*
BACKGROUND: Mariko, despite her fearsome reputation as a ninja, is a pleasant, engaging woman with a charming smile rarely seen by anyone. She would love to retire her ninja status and concentrate on magic, but constant challenges force her to take up her instruments of death and kill strangers with whom she has no quarrel.

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Kenuchio

3rd/2nd-level Bushi/Ninja

RACE: Human
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 12
HIT POINTS: 13
ALIGNMENT: Chaotic evil
EQUIPMENT: *Ring of protection +4*
BACKGROUND: Kenuchio is a small man both in height and honor. He revels in the power of fear that his ninja abilities evoke in others, and he often humiliates his foes before killing them, as long as they are suitably weaker than he. Kenuchio expects to be treated as a lord when, in reality, he is little more than a thief. He likes to style himself "the Wrath of Night."

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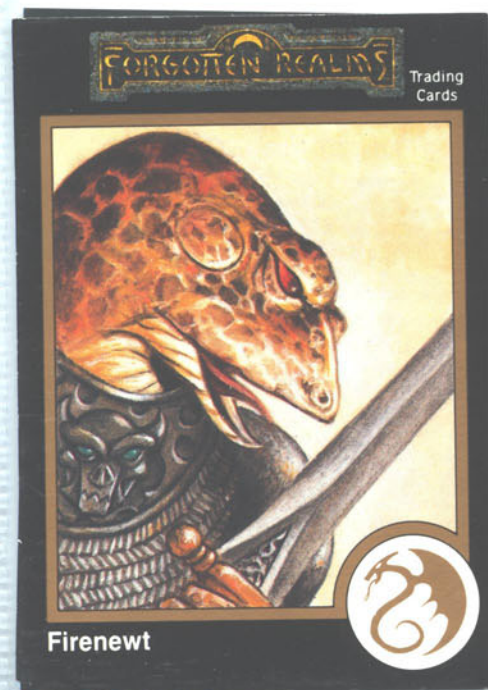
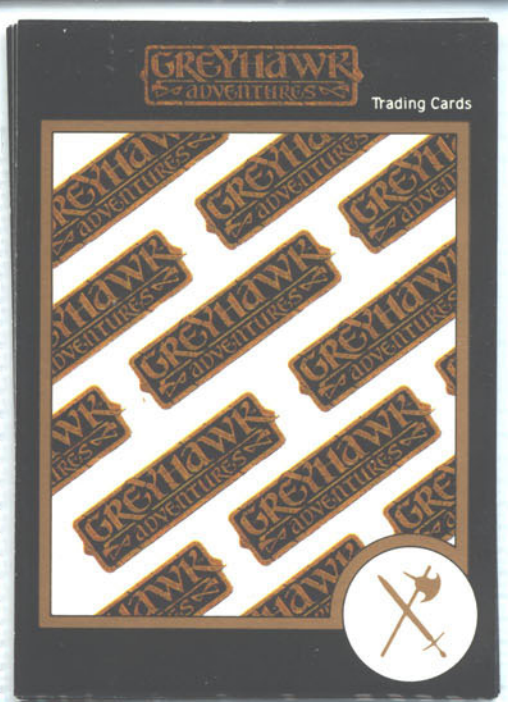
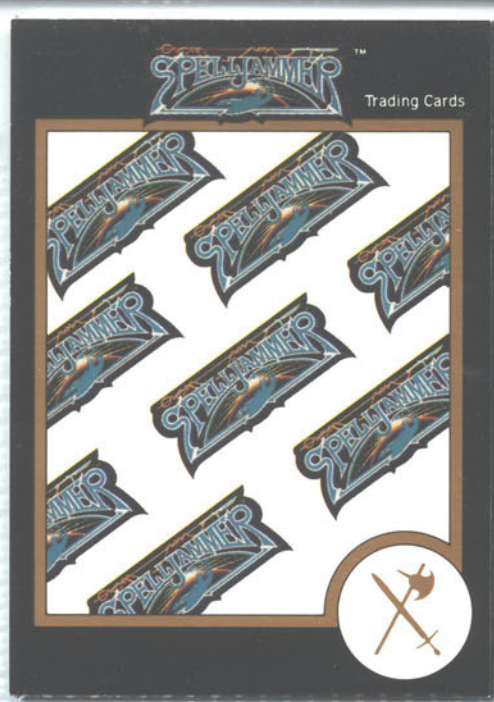
Pellinor

9th-level Rogue

RACE: Halfling
ARMOR CLASS: 5
THACO: 16
MOVEMENT: 6
HIT POINTS: 36
ALIGNMENT: Neutral
EQUIPMENT: *Bracers of defense AC 5, dagger +2, longtooth*
BACKGROUND: Pellinor has signed on to the *Octave Arcane*, a hammership in search of the *Spelljammer*. He is an accomplished thief who signed on to the ship to sate his wanderlust and to avoid certain "affairs of state" that await him at home.

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GREYHAWK™ ADVENTURES

Trading Cards

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| <input type="checkbox"/> 90 Symbuk Torul | <input type="checkbox"/> 110 Trekli Quickstep |
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| <input type="checkbox"/> 92 Sherry Feldstone | <input type="checkbox"/> 112 Guenhywyar |
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| <input type="checkbox"/> 97 Nura D'Agor | <input type="checkbox"/> 117 Mariko Bareshu |
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| <input type="checkbox"/> 42 Benhi's Express Ladder | <input type="checkbox"/> 62 Lady Shari Harlena |
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| <input type="checkbox"/> 44 Pyros's Fire Exit | <input type="checkbox"/> 64 Reman Byrrd |
| <input type="checkbox"/> 45 Arrow Alley | <input type="checkbox"/> 65 Lana Thorbin |
| <input type="checkbox"/> 46 Mortece's Blind Hallway | <input type="checkbox"/> 66 Thom "Pug" Puggilly |
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| <input type="checkbox"/> 51 Quebe's Pick-a-Door | <input type="checkbox"/> 71 Grey Agathena |
| <input type="checkbox"/> 52 The Long Jump | <input type="checkbox"/> 72 Otto "Mouse" |
| <input type="checkbox"/> 53 Living Wall | <input type="checkbox"/> 73 Thrakmar Nikfar |
| <input type="checkbox"/> 54 Dathan of Thunderstone | <input type="checkbox"/> 74 Wallingford Greenhill |
| <input type="checkbox"/> 55 Catherine "Cat" Kincaid | <input type="checkbox"/> 75 Jaqoilya ("Jaq") |
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| <input type="checkbox"/> 57 Vordraz | <input type="checkbox"/> 77 Pandaro |
| <input type="checkbox"/> 58 Cymbelene | <input type="checkbox"/> 78 Nystallina Dalendra |
| <input type="checkbox"/> 59 Vulgar Harrowsun | <input type="checkbox"/> 79 Granny Cozzners |
| <input type="checkbox"/> 60 Meriba Rahabahn | <input type="checkbox"/> 80 Hruigin Beefbone |

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| <input type="checkbox"/> 2 Aerial Servant | <input type="checkbox"/> 22 Ren's Sword of Dancing |
| <input type="checkbox"/> 3 Basilisk | <input type="checkbox"/> 23 Tari Vanovitch's Sun Blade |
| <input type="checkbox"/> 4 Behir | <input type="checkbox"/> 24 The Fisher's Trident of Fish Command |
| <input type="checkbox"/> 5 Beholder | <input type="checkbox"/> 25 Noj's Shield -1, Missile Attractor |
| <input type="checkbox"/> 6 Bugbear | <input type="checkbox"/> 26 Tule's Plate of Etherealness |
| <input type="checkbox"/> 7 Bullywug | <input type="checkbox"/> 27 Sigh Danovitch's Wings of Flying |
| <input type="checkbox"/> 8 Centaur | <input type="checkbox"/> 28 The Modified Talisman of Zagy |
| <input type="checkbox"/> 9 Cloaker | <input type="checkbox"/> 29 Gax's Sphere of Annihilation |
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| <input type="checkbox"/> 11 Titanothera | <input type="checkbox"/> 31 Dori's Obsidian Steed of Wondrous Power |
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| <input type="checkbox"/> 15 Buro | <input type="checkbox"/> 35 Alexander's Chime of Opening |
| <input type="checkbox"/> 16 Dragonnel | <input type="checkbox"/> 36 Simon's Drawbridge |
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| <input type="checkbox"/> 18 Chiang Lung | <input type="checkbox"/> 38 Aruthir's Living Door |
| <input type="checkbox"/> 19 Li Lung | <input type="checkbox"/> 39 Chester's Wishing Well |
| <input type="checkbox"/> 20 Tun Mi Lung | <input type="checkbox"/> 40 Trick Door |

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Advanced Dungeons & Dragons™ 2nd Edition

Trading Cards

Ettin

ARMOR CLASS: 3
THACO: 10
MOVEMENT: 12
HIT DICE: 10
ALIGNMENT: Chaotic evil
SIZE: H (13' tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 2; Dmg 1-10/2-12
DESCRIPTION: Having two heads, the ettin can only be surprised on a roll of 1 on 1d10. It can attack with both arms and suffer no penalty because each head controls an appendage. If the ettin is armed with its customary spiked clubs, it hits for 2d8 points of damage with its left arm and 3d6 with its right. Otherwise, it fights open-handed, causing the damage listed above.

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Advanced Dungeons & Dragons™ 2nd Edition

Trading Cards

Dwarf, Duergar

ARMOR CLASS: 4
THACO: 19
MOVEMENT: 6
HIT DICE: 1 + 2
ALIGNMENT: Lawful evil (neutral)
SIZE: S (4' tall)
INTELLIGENCE: Average to genius (8-18)
COMBAT: #AT 1 or more; Dmg by weapon; special attacks: innate magical abilities of *enlargement* and *invisibility*
DESCRIPTION: The duergar, or gray dwarves, are a malevolent breed that dwells in the extreme depths of the ground. They have infravision with a range of 120'. They detest other races of dwarves, whom they consider weak.

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Advanced Dungeons & Dragons™ 2nd Edition

Trading Cards

Dragonne

ARMOR CLASS: 6/2
THACO: 12
MOVEMENT: 15, Fl 9(E)
HIT DICE: 9
ALIGNMENT: Neutral
SIZE: M (5' at shoulder)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 3; Dmg 1-8/1-8/3-18; special attacks: roar causes *weakness*
DESCRIPTION: The dragonne is a vicious and deadly hunter—a threat to many who travel in warmer climates. Its roar requires a successful saving throw vs. paralysis for all within a 120' radius or be affected as by *weakness*, due to fear. Affected characters lose 50% of their Strength for 2d6 rounds. Anyone within 30' of the roar is deafened for 2d6 rounds.

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Trading Cards

Marid Genie

ARMOR CLASS: 0
THACO: 9
MOVEMENT: 9, Fl 15(B), Sw 24
HIT DICE: 13
ALIGNMENT: Chaotic
SIZE: H (18' tall)
INTELLIGENCE: High to genius (13-18)
COMBAT: #AT 1; Dmg 8-32; special attacks: create water which can be directed in a jet up to 60 yards long for blindness/1d6 points of damage
DESCRIPTION: The marid comes from the elemental plane of Water. It has magical abilities and performs as a 26th-level spellcaster. It receives a +2 to saving throws, -2 damage per die of cold-based attacks, and -1 to saving throws/+1 damage per die for fire-based attacks.

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Advanced Dungeons & Dragons™ 2nd Edition

Trading Cards

Gargoyle

ARMOR CLASS: 5
THACO: 17
MOVEMENT: 9, Fl 15(C)
HIT DICE: 4 + 4
ALIGNMENT: Chaotic evil
SIZE: M (6' tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 4; Dmg 1-3/1-3/1-6/1-4
DESCRIPTION: The gargoyle is a predator of magical nature that is found among ruins and caverns. They attack anything they detect, regardless of alignment, 90% of the time. Counting on their appearance as sculptures, they rely upon surprise to swoop down upon their prey, trying to injure rather than kill it—they love to slowly torture helpless victims to death.

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FORGOTTEN REALMS™

Trading Cards

Firenewt

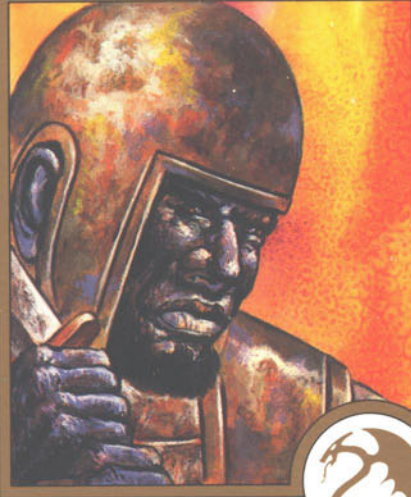
ARMOR CLASS: 5
THACO: 19
MOVEMENT: 9
HIT DICE: 2 + 2
ALIGNMENT: Neutral evil
SIZE: M (5' 1/2'-6' tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 1; Dmg by weapon; special attacks: breathes fire
DESCRIPTION: A distant relative of lizard men, firenewts are cruel marauders that roam hot regions. Once per turn, they can breathe fire on a foe directly in front of them, causing 1d6 points of fire damage (save for half). Firenewts save at +3 against fire attacks (subtract 1 point of each die of damage) and -3 against cold-based attacks.

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Ghoul



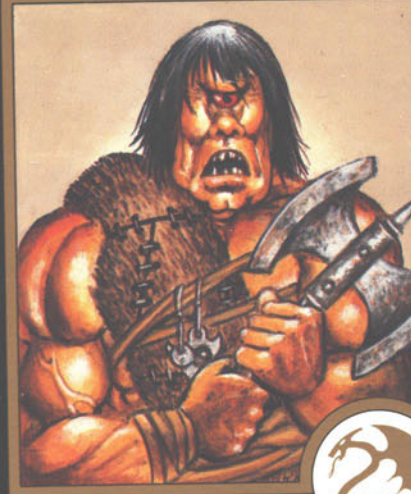
Fire Giant



Hill Giant



Storm Giant



Cyclops



Fomorian



Gnome



Clay Golem



Griffon



Hill Giant

ARMOR CLASS: 3 (5)
THACO: 9
MOVEMENT: 12
HIT DICE: 12 + (1-2 hp)
ALIGNMENT: Chaotic evil
SIZE: H (16' tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 1; Dmg 1-6 or by weapon (2-12 + 7); special attacks: hurling rocks for 2d8 damage
DESCRIPTION: Hill giants are selfish, cunning brutes who survive by hunting and by terrorizing and raiding nearby communities. They prefer to fight their opponents from high rocky outcroppings where they can pelt their targets with rocks (which they also can catch 30% of the time). Their preferred weapon is an oversized club.

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Fire Giant

ARMOR CLASS: -1 (5)
THACO: 5
MOVEMENT: 12 (15)
HIT DICE: 15 + (2-5 hp)
ALIGNMENT: Lawful evil
SIZE: H (18' tall)
INTELLIGENCE: Low to average (5-10)
COMBAT: #AT 1; Dmg 1-8 or by weapon (2-20 + 10); special attacks: hurling rocks for 2d10 damage
DESCRIPTION: Fire giants are brutal, ruthless, and militaristic. They are immune to nonmagical fire, as well as red dragon breath. Magical fire inflicts -1 hp of damage per die. They can hurl large rocks up to 200 yards, and they can catch similar missiles 50% of the time. They favor two-handed swords.

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Ghoul

ARMOR CLASS: 6
THACO: 19
MOVEMENT: 9
HIT DICE: 2
ALIGNMENT: Chaotic evil
SIZE: M (5'-6' tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 3; Dmg 1-3/1-3/1-6; special attacks: paralyzation
DESCRIPTION: Ghouls are undead creatures, once human, who feed upon the flesh of corpses. They attack by clawing with their filthy nails and biting with their fangs. Their touch causes all (demi)humans but elves to become paralyzed for 1d6 + 2 rounds. Any (demi)human killed by a ghoul will become one themselves. *Protection from evil* spells keep them at bay.

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Fomorian

ARMOR CLASS: 3
THACO: 9
MOVEMENT: 9
HIT DICE: 13 + 3
ALIGNMENT: Neutral evil
SIZE: H (13' 1/2' tall)
INTELLIGENCE: Average (8-10)
COMBAT: #AT 1; Dmg 2 × weapon + 8 (Strength bonus); special attacks: surprise
DESCRIPTION: Fomorians are the most hideous, deformed, and wicked of all giant-kin. Each one has a different set of deformities. They use all manner of blunt weapons, each inflicting double damage plus Strength bonus. Fomorians typically sneak up on their opponents and hit them as hard as possible.

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Cyclops

ARMOR CLASS: 3
THACO: 15
MOVEMENT: 12
HIT DICE: 5
ALIGNMENT: Chaotic (evil)
SIZE: L (7' 1/2' tall)
INTELLIGENCE: Low to average (5-10)
COMBAT: #AT 1; Dmg 2-8 (weapon) + 4 (Strength bonus)
DESCRIPTION: A diminutive relation to true giants, cyclopskin are single-eyed giants that live alone or in small bands. They are armed with either a club or a bardiche and also carry a heavy hurling spear. They do not bother with battle strategy; if far away they throw their spears or employ slings, and at close range they simply rush in.

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Storm Giant

ARMOR CLASS: -6 (0)
THACO: 3
MOVEMENT: 15, Sw 15
HIT DICE: 19 + (2-7 hp)
ALIGNMENT: Chaotic good
SIZE: G (26' tall)
INTELLIGENCE: Exceptional (15-16)
COMBAT: #AT 1; Dmg 1-10 or by weapon (3-30 + 12); special attacks: magic
DESCRIPTION: Storm giants are gentle and reclusive, living off the land around their lairs, but they can be very dangerous when angry. They are immune to electricity and lightning. They are born with water breathing ability and accumulate more magical abilities as they age. In battle they wield gigantic two-handed swords.

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Griffon

ARMOR CLASS: 3
THACO: 13
MOVEMENT: 12, Fl 30(C, D if mounted)
HIT DICE: 7
ALIGNMENT: Neutral
SIZE: L (about 9' long)
INTELLIGENCE: Semi-(2-4)
COMBAT: #AT 3; Dmg 1-4/1-4/2-16
DESCRIPTION: Griffons are ferocious avian creatures that prey upon horses and their kin. They hunt in groups of 12 or less, searching the areas near their lairs for herd animals. If the prey is horse(-kin), griffons are 90% likely to attack, even if the horses have riders. They will fight to the death if horse flesh is at stake.

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Clay Golem

ARMOR CLASS: 7
THACO: 9
MOVEMENT: 7
HIT DICE: 11 (50 hp)
ALIGNMENT: Neutral
SIZE: L (8' tall)
INTELLIGENCE: Non-(0)
COMBAT: #AT 1; Dmg 3-30; special attacks: casts *haste* upon self
DESCRIPTION: The clay golem is a humanoid body made from clay, standing fully two heads taller than a normal man, except the chest is overly large and the arms hang to the knees. It can only be hit with magical, blunt weapons. A clay golem has a Strength of 20 for the purposes of lifting, throwing, and smashing objects.

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Gnome

ARMOR CLASS: 5 (10)
THACO: 19
MOVEMENT: 6
HIT DICE: 1
ALIGNMENT: Neutral good
SIZE: S (3' tall)
INTELLIGENCE: Very (11-12)
COMBAT: #AT 1; Dmg 1-6 (weapon)
DESCRIPTION: Smaller relatives of the dwarves, gnomes are shy and rarely seen by other (demi)humans. They tend to dwell near secluded forests and live peaceful lives. They hate kobolds and goblins, and they receive a +1 to attack rolls vs. these adversaries. All giant-class creatures must subtract 4 from their attack rolls when attacking gnomes. Gnomes are highly magic resistant.

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Banshee



Guardian Daemon



Harpy



Hippocampus



Hobgoblin



Magical Rope



Magical Mirror



Magical Dust



Magical Haversack



Harpy

ARMOR CLASS: 7
THACO: 13
MOVEMENT: 6, Fl 15(C)
HIT DICE: 7
ALIGNMENT: Chaotic evil
SIZE: M (6' tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 3; Dmg 1-3/1-3/1-6 or 1-3/1-3/weapon; special attacks: singing and charm
DESCRIPTION: Harpies are wicked avian beasts that prey upon nearly all creatures, but prefer the flesh of (demi)humans. The song of the harpy has the power of a *charm* spell, causing victims who fail their saving throws vs. spell to rush toward the harpy and stand entranced while they are slain. Harpies use bone clubs for melee weapons.

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Least Guardian Daemon

ARMOR CLASS: 3
THACO: 13
MOVEMENT: 9
HIT DICE: 6
ALIGNMENT: Neutral
SIZE: Variable
INTELLIGENCE: Average (8-10)
COMBAT: #AT 3; Dmg 1-4/1-10/1-10; special attacks: breathe fire
DESCRIPTION: These creatures are summoned by evil wizards or priests to guard something of importance. They can breathe fire three times per day, in a cone 30' long with a 10' diameter base, causing 3d6 points of damage (save vs. breath weapon for half damage). They will not use this weapon if it will damage the thing they are supposed to protect. Hitting a daemon requires at least a +2 weapon.

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Groaning Spirit (Banshee)

ARMOR CLASS: 0
THACO: 13
MOVEMENT: 15
HIT DICE: 7
ALIGNMENT: Chaotic evil
SIZE: M (5'-6' tall)
INTELLIGENCE: Exceptional (15-16)
COMBAT: #AT 1; Dmg 1-8; special attacks: death wail
DESCRIPTION: The banshee is the spirit of an evil female elf who hates the living. The sight of one causes *fear* (negated by a successful saving throw vs. spell). When the banshee keens, any creature within 30' must save vs. death magic or die immediately, their face contorted in horror. A banshee can be hit only with magical weapons.

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Hrulgins Rope of Entanglement

XP VALUE: 2,000
DESCRIPTION: This item has been personalized for Hrulgins Beefbone (card #80), the dwarven bounty hunter. Like other similarly magical ropes, this one lashes forward 20' or upward 10' to entangle as many as eight man-sized creatures. It cannot be broken with sheer strength, but can be severed by an edged weapon (AC -2; requiring 22 points of damage to cut through; only cut by someone who is *not* entangled). Insufficient damage to sever the rope will repair itself in six turns. Unlike other *ropes of entanglement*, this one keeps one end free, to tie itself to Hrulgins pack horse, allowing him to drag his prey home without untying it.

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Hobgoblin

ARMOR CLASS: 5 (10)
THACO: 19
MOVEMENT: 9
HIT DICE: 1 + 1
ALIGNMENT: Lawful evil
SIZE: M (6'½' tall)
INTELLIGENCE: Average (8-10)
COMBAT: #AT 1; Dmg by weapon
DESCRIPTION: Hobgoblins are of a fierce humanoid race that wages perpetual war with the other humanoid races. They are intelligent, organized, and aggressive. They fight equally well in bright light or virtual darkness (having infravision with a range of 60'). They feel superior to goblins and orcs and may act as leaders for them. In such cases, the "lesser races" are considered to be mere battle fodder.

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Hippocampus

ARMOR CLASS: 5
THACO: 15
MOVEMENT: Sw 24
HIT DICE: 4
ALIGNMENT: Chaotic good
SIZE: H (18' long)
INTELLIGENCE: Average (8-10)
COMBAT: #AT 1; Dmg 1-4
DESCRIPTION: The hippocampus is the most prized of the marine steeds—a creature that combines the features of a horse and a fish. They are usually peaceful creatures, fast enough to out-swim anything that might attack them. One can bite for damage, however, or head-butt to stun an opponent or break his bones. Hippocampi make highly prized steeds for tritons, and they have been known to aid drowning land-dwellers.

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Jasper Thunderhand's Handy Haversack

XP VALUE: 3,000
DESCRIPTION: Jasper (card #89) has managed to locate a *Heward's Handy Haversack* that is dwarf-sized. Other than that special feature, it is the same as other magical haversacks: it has two quart-sized side pouches that are equivalent to *bags of holding*, capable of holding up to two cubic feet in volume or 20 pounds of weight; the central pack holds up to eight cubic feet of volume and 80 pounds of weight; when Jasper reaches into the pack, any item that he wants is waiting on the top; and all contents of the haversack gain a +2 bonus to all saving throws.

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Violet Dindower's Dust of Disappearance

XP VALUE: 2,500
DESCRIPTION: Violet (card #438) is a smuggler who uses numerous means to hiding her contraband, but she saves her *dust of disappearance* for herself, on those uncomfortable days when pirates or neogi attempt to board the ship. Since the dust renders her invisible even to those who can *detect invisibility*, and she remains unseen even if she elects to slip a blade into the back of someone who threatens to uncover her cargo, Violet has endeared herself to the captain many times. Violet's dust has had *permanency* cast upon it, but she still fades into view in 5d10 turns.

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Nura D'Agor's Mirror of Life Trapping

XP VALUE: 3,500
DESCRIPTION: Nura (card #97) keeps this device in her home in Calimport. It is hidden behind a tapestry that can be tied off to the side with a cord. Nura keeps it hidden because she is selective about who she traps within the mirror's 16 extra-dimensional prison cells. When a seduced, rival wizard comes to call, she uncovers it and lures him within 30' of it, whereupon he is trapped (90% chance). Nura can look into the mirror without being trapped. Furthermore, she can permanently banish any prisoner to extra-dimensional limbo with a word. She uses this threat to extract spells and other information from her victims.

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Magical Jug



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Magical Girdle



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Magical Boots



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Magical Slippers



Ravenloft

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Magical Robe



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Magical Cloak



Ravenloft

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Magical Scarab



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Magical Phylactery



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Magical Necklace





Runjoye's Winged Boots

XP VALUE: 2,500

DESCRIPTION: Runjoye's (card #547) boots are of better quality than other *winged boots*. They possess a flying speed of 21 and are maneuverability class A. They are also usable for up to four hours per day, rather than the usual two (for every 12 hours of uninterrupted non-use, the boots regain two hours of flying time). Like other owners of *winged boots*, Runjoye doesn't need to maintain concentration in order to fly, so he can cast spells while airborne. Unlike other *winged boots*, Runjoye's quit working quite suddenly when their magic expires. Fortunately, he wears a *ring of feather falling* for just such an emergency.

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Kerisis's Girdle of Femininity

XP VALUE: —

DESCRIPTION: Kerisis (card #304) has been attempting to have this girdle removed for some time, but no *remove curse* or *wish* spell has yet worked. Her rage at this inconvenience has even sent her into the demiplane of Ravenloft for a time, but the warping of magic there has not helped her cause. She has looked to Bilkon (card #456) for an answer, but his magic was ineffective. Kerisis even attempted to enlist the help of the evil Mazrikoth (card #326), but he only attempted to seduce her—a thoroughly revolting idea even if she really was a woman! Kerisis may just have to get used to the idea of being female, but she hasn't given up yet.

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Louie Dulama's Alchemy Jug

XP VALUE: 2,000

DESCRIPTION: Louie's (card #712) jug doesn't exactly work right—at least it's not working the way most wizards would expect it to, but Louie thinks that it works just fine. This particular jug makes only one kind of liquid: beer. Even better (in Louie's opinion), it creates eight gallons of beer per day, rather than the four gallon maximum that properly working *alchemy jugs* make. The jug is a bit heavy to carry on the campaign trail, but Louie makes a point of finding room for it. Wherever he goes, Louie's the life of the party, and he loves that distinction almost as much as the beer that makes him so!

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Theodolus's Cloak of Arachnida

XP VALUE: 3,500

DESCRIPTION: The druid Theodolus (card #333) is especially proud of this cloak because he is especially fond of insects. Like other *cloaks of arachnida*, this one allows him to climb as if a *spider climb* spell had been cast upon him, it renders him immune to entrapment by webs of any sort (so he can visit his friends without disrupting their homes), it enables him to actually cast a double-sized *web* (a talent he loves to rub in the nose of wizards), and it gives him a +2 bonus to all saving throws vs. poison. Unlike other such cloaks, this one allows Theodolus to *summon insects* (spiders) twice per day.

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Robe of Blending

XP VALUE: —

DESCRIPTION: Marion Robinsdottir's (card #86) robe was a normal *robe of blending* until she entered Darkon—Ravenloft cursed and changed its function. First, she cannot remove it for more than 1 turn without experiencing extreme pain, as if she is freezing to death. Second, it functions normally only during daylight hours—during hours of darkness, it becomes a *robe of contrast*, changing color and texture to set it apart from its surroundings. Third, due to its magically contrasting nature, this strange robe temporarily becomes a good-aligned item when touched by evil creatures, inflicting 1d10 points of damage per touch.

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Ebomara's Slippers of Spider Climbing

XP VALUE: 2,000

DESCRIPTION: Ebomara's (card #324) slippers are enchanted with drow magic. They function as do other *slippers of spider climbing*—they enable Ebomara to move 6 per round on vertical surfaces, or even upside down on ceilings, while leaving her hands free to cast her horrible spells—but they have also been endowed with the ability to cast *web* twice per day. When she utters a secret command word, webs issue from the toe of each boot (one spell per boot). In dedication to Lolth, she has had them embossed with a web design.

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Noj's Necklace of Not-so-smart Missiles

XP VALUE: —

DESCRIPTION: Noj (card #423) cannot remove this necklace until all six missiles (10d6 points of damage, each) have been expended. The missiles are cursed with a boomerang effect, so they return to the thrower and explode. Prone to trouble, Noj sometimes finds himself a captured prisoner, and that's where he makes this item pay off: he taunts his captors, saying "If I could get a hand free, I'd blast you with this necklace." When his captors find that they cannot remove the necklace, they usually resort to detaching a globe and casting it at Noj. . . .

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Haroistem's Phylactery of Faithfulness

XP VALUE: 1,500

DESCRIPTION: Haroistem (card #561) has been an extremely faithful priest of Lathander for many years. His *phylactery of faithfulness* is a gift from that deity, sent to him via a flawless peacock who appeared to him in a scarlet dawn. The phylactery allows Haroistem to know if any action or item will adversely affect his standing with Lathander, like other *phylacteries of faithfulness*, but it also uniquely conveys continuous *augury* upon the priest. Haroistem appears scatterbrained to his followers because part of his mind is always in the future.

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Mazrikoth's Scarab of Death

XP VALUE: —

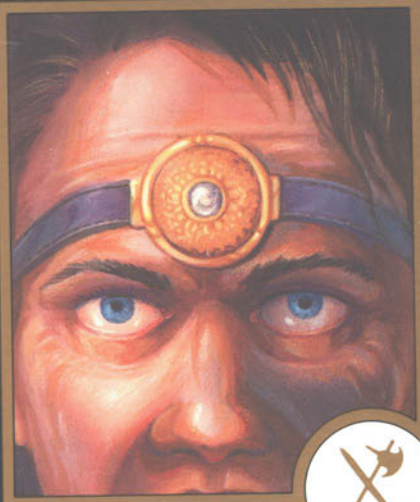
DESCRIPTION: Since he is already dead, Mazrikoth (card #326) has nothing to fear in wearing this ornate brooch. To him it is a bauble, a thing to wear to official occasions (especially because his lord, Azalin, gave it to him). Mazrikoth also wears it when he is delivering the edicts of his lord to the people of Darkon. Those who defy or challenge him are held terror-stricken by his ghastly gaze and painful, icy grip on their shoulders. Meanwhile, the scarab crawls down his arm and on to the body of his victim, where it burrows into the nearest area of exposed flesh and then eats its way to the heart.

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Magical Medallion

GREYHAWK ADVENTURES

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Magical Book

Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Spring-Noose Trap

Advanced Dungeons & Dragons 2nd Edition

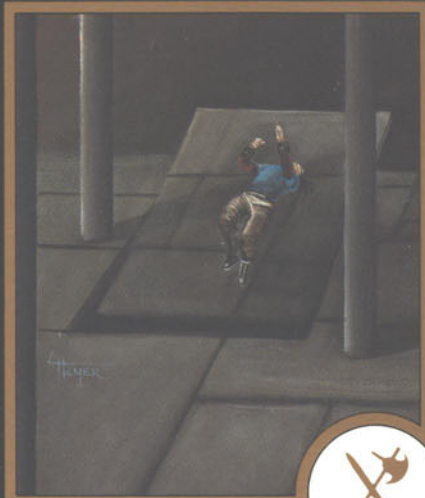
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Stake-Lined Pit

Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Teeter-Totter Lid Pit

Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Rebound-Spear Trap

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Trading Cards



Kissing Maidens

Advanced Dungeons & Dragons 2nd Edition

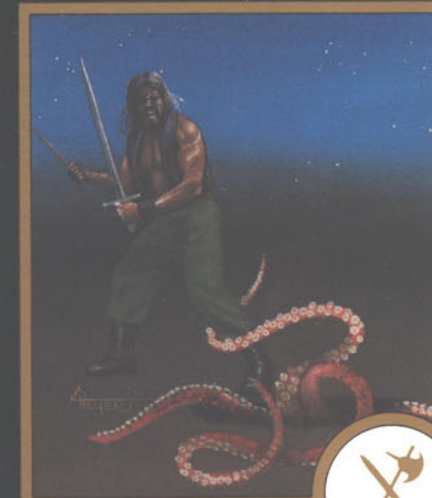
Trading Cards



Pit of Spores

Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Infested Pit

Mini-series: Traps
Spring-noose Trap

DESCRIPTION: Thin waxed wires are set to snap tight when anything jostles them off their feeble holding hooks, yanking their catch up into the air as a rock on the other end descends. The trap can be easily concealed with *dust of disappearance* or *invisibility*. A snared being must make successful Str, Dex, and Int checks to avoid a spring-noose trap, or else the noose will catch the character around the feet, limbs, or head. A second Str check will determine if the character drops everything he's holding and takes 1d4 + 2 points of damage. Thereafter, the trap inflicts 1d4 points of damage or 3 points of strangulation damage per round. The wires are AC 5 and have 7 hit points.

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Korr's Book of Infinite Spells

XP VALUE: 9,000

DESCRIPTION: Korr the dwarf (card #314) pulled off the heist of a lifetime when he laid hands on this item (while his partner was "busy" with the wizard who owned it). He thought it was just a lousy spell book and was going to sell it, but first he opened it to see what was inside. After suffering 11 points of damage and laying stunned on the floor for over two hours, he went to close the book, caught a glimpse of the contents, and realized that he could understand the writing on the page! Having accidentally killed his fence with a *magic missile* the next day, Korr will not use the book again until he finds out exactly how it works.

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Locke's Medallion of Thought Projection

XP VALUE: 1,000

DESCRIPTION: Locke (card #586) can't help broadcasting his thoughts 90' straight in front of him because of this item. Happily, he has learned to control exactly *who* picks up his thoughts; everyone else in range only receives vague impressions. Now he makes a living as an entertainer and confidence artist, making people believe that they are psychic. To bolster this act, he has paid a wizard to cast *permanent suggestion* on the medallion. Now he can cast the spell mentally and put it into the mind of his choice. Even though Locke is not very good looking, his success with ladies is legendary!

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Mini-series: Traps
Rebound-Spear Trap

DESCRIPTION: The rebound-spear trap is particularly lethal. It consists of a spike-lined wall, often in shadows or otherwise out of sight, with several spring-loaded, barbed spears mounted into it. The tail ends of the spears are attached to a rope-and-pulley system. When a victim trips one of a series of wires next to the trap, the spears are fired into the trap area, piercing anyone there who fails a Dex check with a +3 penalty, for 1d8 points of damage. The pulley system is also activated and the spears are swiftly drawn back into the wall. Any victim hit by a spear will be drawn in and impaled upon the waiting spikes. Roll 1d8 to determine how many spikes the victim catches (1d6 damage per spike).

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Mini-series: Traps
Teeter-totter Lid Pit

DESCRIPTION: These traps are usually 10' square and 20' deep. Victims stepping on the lid cause it to tip sharply down, dumping them into the pit for 2d6 points of falling damage. After the victims fall into the trap, the lid flips over, closing again. The lid, set on pivots, is usually made of heavy stone. Victims inside must be able to reach it and exert a combined Str of 18 or greater in order to lift the lid. Damage to one area on a lid totaling 40 points will crack it, permitting air to pass and making a visible hole. Otherwise, available oxygen in the pit is limited to 3 turns, maximum, and may be even more quickly depleted by strenuous activities.

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Mini-series: Traps
Stake-lined Pit

DESCRIPTION: Stake-lined pits are generally 10' square and 15' deep. They are usually disguised with a teeter-totter lid or other false floor, although they may be concealed by *darkness* or other magical means as well. If hidden by a lid, any weight of more than 30 pounds will force it open, spilling those standing on the lid into the pit for 1d8 points of falling damage. The bottom of the pit is lined with a large number of wooden or metal spikes. Roll 1d8 again to determine how many spikes each victim falls on. Each spike does 1d6 points of damage. The lid also can be rigged to hold heavier weights before opening so that more people can be caught in the trap.

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Mini-series: Traps
Infested Pit

DESCRIPTION: Infested pits can be combined with most other types of pit traps to create an even deadlier scenario. They may contain a variety of monsters who can survive confined quarters and long waits, or else the monsters can use small, unobtrusive linking-tunnels. Most monsters will lie in waiting for someone to fall into the pit, but some may reach up and pull in the curious or unwary. Note that characters falling into an infested pit get involuntary attack rolls because they may fall upon the monster, inflicting the same amount of damage as they have taken from the fall. This also may result in an automatic attack effect from the monster fallen upon.

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Mini-series: Traps
Pit of Spores

DESCRIPTION: The pit of spores is a subterranean trap which often lies at the bottom of a slippery slope that characters must cross. A failed Dex check indicates that the victim has lost his or her footing and will slide down and into the spore trap. They will not take any falling damage (unless the DM makes the trap a pit), but the impact of their bodies upon the fungus beds will release the deadly spores into the air. The most common fungus used is the phycomid, which discharges an alkaline substance on victims, causing mushroom-like growths that inflict 1d4 + 4 points of damage per round. The growths spread throughout the host body, killing it in 1d4 + 4 turns and turning it into a new phycomid.

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Mini-series: Traps
Kissing Maidens

DESCRIPTION: These nasty springing traps are counter-weighted metal silhouettes of human-sized females or forge-bars, perhaps even cruder specimens like wooden logs on pivots. They spring up to directly smash characters who triggered them, and they are often studded with long spikes of metal, sharpened wood, or bone splinters. They can be triggered by trip-wires, pull-cords, or foot-pads. Kissing maidens strike once per triggering, with a THACO of 7. They vary in damage, usually causing between 2d6 and 2d12 points of damage. Characters who suspect a trap may make a Dex check for half damage, simulating a last-second leap to avoid it (and often leaping on to another one).

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Pit of Cold Death



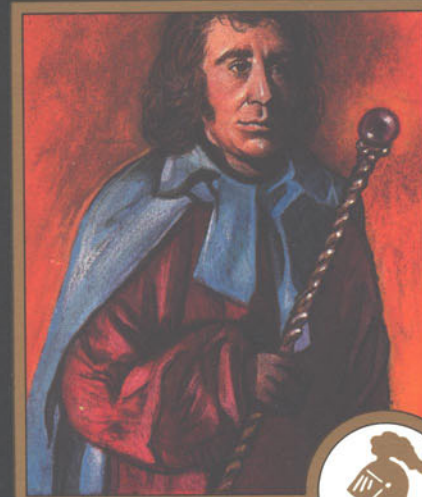
Mimic Guard



Mordenkainen



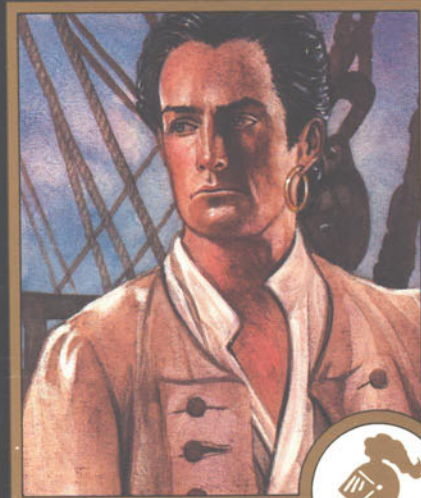
Bigby



Nystul



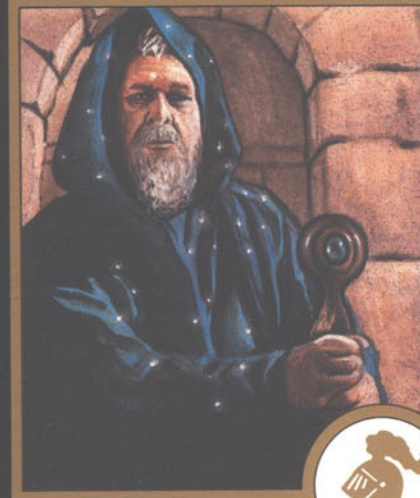
Otto



Drawmij



Otiluke



Rary





Trading Cards

**Mini-series: Mordenkainen
and the Circle of Eight
Mordenkainen**
20th-level Wizard

RACE: Human
ARMOR CLASS: -3
THACO: 14
MOVEMENT: 12
HIT POINTS: 66
ALIGNMENT: Neutral
EQUIPMENT: *Bracers of defense AC 2, ring of protection +2, crystal ball w/ESP, pearls of power (3), wands of fire and frost*
BACKGROUND: Serious and mysterious, Mordenkainen leads the present Circle of Five (and its sixth member), a secret group of wizards.

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Trading Cards

**Mini-series: Traps
Mimic Guard**

DESCRIPTION: Mimics are sometimes set as guards by evil wizards. Often the wizard need only indicate what the mimic is to guard and the creature will devise its own fiendish method of waiting for victims. In an ornate room, characters might find a gem-encrusted throne—the gems are real, but the chair is a mimic. In a dungeon, characters might encounter a steel trap-door with a pull-ring in it. The door is actually a mimic covering an unused well, into which it pulls the unsuspecting victims. If guarding a door, a mimic will often take the shape of a tattered tapestry hanging on the wall. Through some of the tears and worn spots, the door can be seen. Those who try the door will be "netted" by the mimic.

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**Mini-series: Traps
Pit of Cold Death**

DESCRIPTION: This pit is found in the deep subterranean lair of the Blue Wizard. She perfected a variation of the *contingency* spell—one that can be cast upon inanimate objects. With this breakthrough, she dug a 20'-deep pit, filled it half-way with water, cast a *contingent cone of cold* into the pool, and cast a *contingent ice storm* on a slight incline next to the pit. If any dwarf-sized or larger creature(s) looks into the pit, the *ice storm* strikes, inflicting 3d10 points of damage and causing the floor to grow slippery, sending the victim(s) into the water. That trips the *cone of cold*, inflicting 15d4 + 15 points of damage and freezing the pool solid.

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**Mini-series: Mordenkainen
and the Circle of Eight
Otto**

14th/5th-level Wizard/Cleric

RACE: Human
ARMOR CLASS: 10
THACO: 13
MOVEMENT: 12
HIT POINTS: 45
ALIGNMENT: Neutral good
EQUIPMENT: *Footman's flail +3, boots of speed, medallion of ESP, ring of feather falling, ring of wizardry, wand of conjuration*
BACKGROUND: Though vain and foppish, Otto impresses people with his good cheer and cultivated tastes. Formerly a cleric of Boccob, Otto only uses his priestly powers in dire emergencies.

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**Mini-series: Mordenkainen
and the Circle of Eight
Nystul**

16th-level Wizard

RACE: Human
ARMOR CLASS: 2
THACO: 15
MOVEMENT: 12
HIT POINTS: 45
ALIGNMENT: Neutral
EQUIPMENT: *Bracers of defense AC 5, ring of protection +3, cloak of displacement, boots of levitation, dust of disappearance, hat of disguise, wands of enemy detection, illumination, and illusion*
BACKGROUND: Nystul is a master of disguise and even his fellow wizards in the Circle of Five do not know his true face.

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**Mini-series: Mordenkainen
and the Circle of Eight
Bigby**

18th-level Wizard

RACE: Human
ARMOR CLASS: 2
THACO: 15
MOVEMENT: 12
HIT POINTS: 46
ALIGNMENT: Neutral
EQUIPMENT: *Bracers of defense AC 5, ring of protection +3, ring of mind shielding, boots of striding and springing, wands of fire and frost*
BACKGROUND: The late Bigby was a member of the Circle of Eight until he was struck down by Rary, a fellow mage. Bigby was cautious and quick to find fault, favoring defensive spells and prepared plans.

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**Mini-series: Mordenkainen
and the Circle of Eight
Rary the Traitor**
23rd-level Wizard

RACE: Human
ARMOR CLASS: -5
THACO: 14
MOVEMENT: 12
HIT POINTS: 50
ALIGNMENT: Neutral evil
EQUIPMENT: *Bracers of defense AC 0, ring of protection +5, gem of seeing, helm of brilliance, ring of animal control, ring of mind shielding, robe of stars, wand of paralysis*
BACKGROUND: Formerly of the Circle of Eight, Rary, in an act of treachery, slew two of his fellows during an attack on the assembled crowned heads of the Flanaess.

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**Mini-series: Mordenkainen
and the Circle of Eight
Otiluke**

16th-level Wizard

RACE: Human
ARMOR CLASS: 3
THACO: 13
MOVEMENT: 12
HIT POINTS: 39
ALIGNMENT: Neutral
EQUIPMENT: *Cloak of protection +4, dagger +2, gauntlets of kobold power (Str 9), horn of blasting, necklace of missiles, wands of fire and frost*
BACKGROUND: The late Otiluke was a member of the Circle of Eight, until he was slain by the traitor Rary, his fellow mage. Otiluke's passing was not widely mourned, for he was an abrasive and pushy sort.

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**Mini-series: Mordenkainen
and the Circle of Eight
Drawmij**

16th-level Wizard

RACE: Human
ARMOR CLASS: 4
THACO: 12
MOVEMENT: 12
HIT POINTS: 44
ALIGNMENT: Neutral
EQUIPMENT: *Cloak of the bat, ring of protection +3, dagger +3, chime of opening, figurine of wondrous power (serpentine owl), ring of shooting stars, wand of magic missiles, wand of polymorphing*
BACKGROUND: A member of the Circle of Five, Drawmij has become even more reclusive in recent years, retiring for weeks on end to his undersea home.

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Jallarzi Sallavarian



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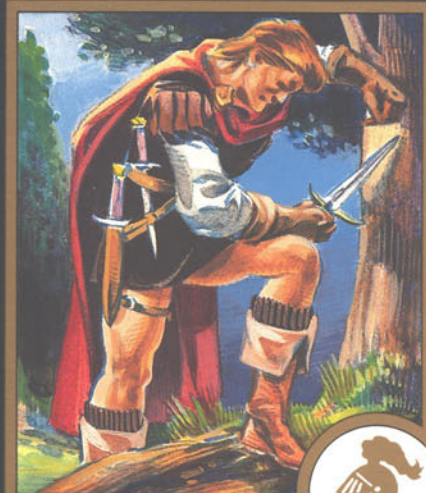


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“Polly”



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Gelonna

5th-level Gladiator

RACE: Half-orc
ARMOR CLASS: 9
THACO: 16
MOVEMENT: 12
HIT POINTS: 36
ALIGNMENT: Chaotic good
EQUIPMENT: Thracian armor, *short sword of quickness*, *net of snaring*
BACKGROUND: Since her escape from the slave arenas on her home planet, Gelonna has travelled the stars on the *Octave Arcane*. Her brash personality scares many, and she is slow to trust. She and Aylia (card #105), the ship's first mate, are steadfast friends.

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Trading Cards

Mini-series: Mordenkainen and the Circle of Eight Jallarzi Sallavarian

14th-level Wizard

RACE: Human
ARMOR CLASS: -4
THACO: 13
MOVEMENT: 12
HIT POINTS: 38
ALIGNMENT: Neutral good
EQUIPMENT: Pseudodragon, *bracers of defense AC 2*, *ring of protection +2*, *staff of striking*, *boots and cloak of elvenkind*, *hat of disguise*, *ring of feather falling*, *wand of fear*
BACKGROUND: The youngest and only female member of the Circle of Five, Jallarzi has risen in importance ever since the treachery of Rary.

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Trading Cards

Mini-series: Mordenkainen and the Circle of Eight Tenser

20th-level Wizard

RACE: Human
ARMOR CLASS: 5
THACO: 14
MOVEMENT: 12
HIT POINTS: 60
ALIGNMENT: Lawful Good
EQUIPMENT: *Ring of protection +3*, *cloak of displacement*, *staff of thunder and lightning*, *pearl of the sirines*, *ring of fire resistance*, *Zagy's spell component case*
BACKGROUND: Tenser was unofficial conscience of the Circle of Eight until he was struck down by the traitor Rary. In life, he was polite and charming, but easily alarmed by any sign of growing evil.

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Trading Cards

Wel Jon

6th-level Peasant Hero

RACE: Elf
ARMOR CLASS: 8
THACO: 15
MOVEMENT: 12
HIT POINTS: 30
ALIGNMENT: Chaotic good
EQUIPMENT: Padded armor, *short sword +6*, *main-gauche*, *dagger*
BACKGROUND: One day, something snapped in Wel Jon, a poor and desperate peasant, and he singlehandedly overthrew the oppressive mayor of his village. The villagers cheered in gratitude and swore to uphold him forever, and they used the mayor's possessions to finance the forging and enchantment of Wel Jon's favorite weapon, the *short sword* he named *Cosette*.

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Trading Cards

Javair

12th-level Noble Warrior

RACE: Human
ARMOR CLASS: 0
THACO: 9
MOVEMENT: 6
HIT POINTS: 72
ALIGNMENT: Lawful neutral
EQUIPMENT: Plate mail, shield, *long sword +2*, *+4 vs. peasants*, *horseman's flail*
BACKGROUND: Javair believes strongly in order, so he has taken it upon himself to quell insurrections of any sort—particularly peasant rebellions. Javair has an innate hatred and loathing for the poor, probably because he was once a peasant himself. He keeps this fact hidden at all costs.

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Trading Cards

Tasup

15th-level Myrmidon

RACE: Human
ARMOR CLASS: -1
THACO: 6
MOVEMENT: 12
HIT POINTS: 108
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Splint mail +1*, *helm of teleportation*, *shield +3*
BACKGROUND: A former sub-commander of the Pomarj forces during the War of the Flanaess, Tasup's forces met defeat early into the campaign. As the tide of battle turned against him, Tasup deserted his post rather than face such a death, and hundreds of his troops were butchered while awaiting an order to surrender.

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Trading Cards

Jalavier, Rogue Extraordinaire

13th-level Swashbuckler Rogue

RACE: Human
ARMOR CLASS: 5
THACO: 14
MOVEMENT: 12
HIT POINTS: 81
ALIGNMENT: Chaotic neutral
EQUIPMENT: Rapier, *main-gauche*, *stiletto*, *bracers of defense AC 5*
BACKGROUND: A man of flair and style, Jalavier is the embodiment of an ideal swashbuckler. He flirts outrageously with the ladies, taking care to flatter each more sincerely than the last. His wit is as sharp as is his rapier, and few men care to cross swords with him. His zest for life is complete, and he is always unafraid.

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Trading Cards

Haikur

2nd-level Bushi

RACE: Human
ARMOR CLASS: 7
THACO: 18
MOVEMENT: 12
HIT POINTS: 17
ALIGNMENT: Lawful good
EQUIPMENT: Do-maru, *kote*, *kabuto*, *katana*, *daikyu*, *nunchaku*
BACKGROUND: Born in a tiny village in the hills of Kara-Tur, Haikur grew up with a fierce hatred for the growing evil in his lands. He became highly proficient in the martial arts and the techniques of armored combat, and is an accomplished adventurer. On a lighter note, he has also become a renowned poet in his homeland.

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Trading Cards

"Polly" the Pirate

8th-level Warrior

RACE: Elf
ARMOR CLASS: 6
THACO: 13
MOVEMENT: 12
HIT POINTS: 24
ALIGNMENT: Neutral evil
EQUIPMENT: Brigandine armor, *cutlass*, *sap (blackjack)*
BACKGROUND: This old sea dog has been "Polly" for so many winters that none remember his true name. Some say he took the moniker in memory of a parrot who saved his life. The story, according to the old swashbuckler, goes that he lost his eye in a fight with a dryad who would have killed "Polly;" had not his parrot intervened. None may ever know the truth.

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DragonLance™

Trading Cards



Estheria



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Trading Cards



Pontum



Advanced Dungeons & Dragons™
2nd Edition

Trading Cards

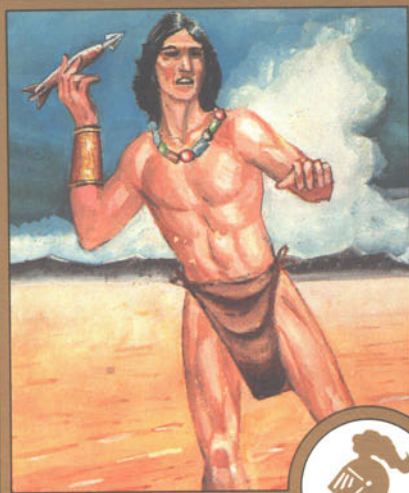


Rhymer



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Trading Cards



Jaht



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Trading Cards



Minivera



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Trading Cards



Tuiggi



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Trading Cards



Ari Stauffan



Advanced Dungeons & Dragons™
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Trading Cards



Finne Tuain



FORGOTTEN REALMS™

Trading Cards



Frizzt Boz'Vevial



Rhymer

1st-level Wizard

RACE: Wood elf
ARMOR CLASS: 10
THACO: 20
MOVEMENT: 12
HIT POINTS: 5
ALIGNMENT: Lawful good
EQUIPMENT: Only the clothes on his back!
BACKGROUND: Rhymer has led a long and interesting life. The son of a wealthy liege, Rhymer left home at an early age, went to sea (unusual for a wood elf!), joined a half-ling tribe (but left when his wife died), and finally became a magic-user at a very late date. Rhymer has at last found his niche. He loves cantrips in particular, and he may forgo progressing beyond them.

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Pontum

8th-level Warrior

RACE: Gnome
ARMOR CLASS: 5
THACO: 13
MOVEMENT: 6
HIT POINTS: 62
ALIGNMENT: Chaotic good
EQUIPMENT: Ring of mail, *shield +1*, mace
BACKGROUND: Pontum is an unusual character—at least for a gnome. He comes across to all who meet him as intelligent, bright, and terribly funny. Strangers are often surprised at the quality of his ideas. He seems to have a singular lack of "gnomishness," which often endears him to humans, elves, and dwarves. He is often in demand for adventuring parties.

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Estheria

7th-level Warrior

RACE: Sea Elf
ARMOR CLASS: 5
THACO: 14
MOVEMENT: 9, Sw 15 (or 30 as dolphin)
HIT POINTS: 54
ALIGNMENT: Chaotic good
EQUIPMENT: Sea elf scale mail, *trident +2*, needle blow gun, net
BACKGROUND: Able to shape-change into a dolphin, Estheria is unlike her kind in that she actively seeks out the company of other races. She is consumed by an interest in things that come from beyond the sea. She has developed a unique, synchronized method of underwater combat that is beautiful to behold.

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Tuiggi

5th-level Wizard

RACE: Half-elf
ARMOR CLASS: 10, 8 with boots
THACO: 19
MOVEMENT: 12, 24 with boots
HIT POINTS: 15
ALIGNMENT: Chaotic good
EQUIPMENT: *Boots of speed*, raccoon familiar
BACKGROUND: When wearing her *boots of speed* in particular combat situations, Tuiggi gets the AC bonus noted. She is intimate with a local druid who helped her find her beloved raccoon familiar. It has been with her many years and is growing old, but it will still fight to the death to defend her. Tuiggi has a soft spot in her heart for all animals.

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Minivera

20th-level Wizard

RACE: Human
ARMOR CLASS: 0
THACO: 14
MOVEMENT: 12
HIT POINTS: 41
ALIGNMENT: Chaotic evil
EQUIPMENT: *Dress of protection +5*, *ring of protection +5*
BACKGROUND: Minivera is one sophisticated lady! Always the height of elegance, she has her dressmakers and jewelers skillfully embroider various protection devices into her wardrobe. Although chaotic evil, she has been known to spare handsome young men from her dreadful plans—but never without expecting some licentious favor.

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Jaht

17th-level Wizard

RACE: Human
ARMOR CLASS: 8
THACO: 15
MOVEMENT: 12
HIT POINTS: 29
ALIGNMENT: Lawful neutral
EQUIPMENT: Darts
BACKGROUND: Jaht is a free spirit and a believer in the philosophy that if one *embraces* life, one cannot be hurt by it. Nothing is either good or bad, and everything *must* be tried at least once—that's his rule. He is also an excellent dartist, having won virtually every match he has ever been in. His magic skills are not so well honed, but he feels there's always time for improvement, even at his level.

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Frizzt Boz'Vevial

4th-level Wizard

RACE: Drow
ARMOR CLASS: 5
THACO: 19
MOVEMENT: 12
HIT POINTS: 12
ALIGNMENT: Chaotic evil
EQUIPMENT: *Robe of the archmagi*, *amulet of life protection*
BACKGROUND: Frizzt's *robe* and *amulet* were presents from a distant relative, the famed Drizzt Do'Urden. Frizzt roundly rebuked his relative for giving such powerful presents to a young mage, but still kept the gifts and subsequently attempted to use them against Drizzt.

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Finne Tuain

3rd-level Wizard

RACE: Half-elf
ARMOR CLASS: 10
THACO: 20
MOVEMENT: 12
HIT POINTS: 8
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Deck of illusions*
BACKGROUND: Noted for his nasty pranks, Finn was kicked out of his home at the age of nine, but that did little to cure his sense of humor. He joined a gang of river bandits for a while, and then he met up with a dying mage who "gave" Finn all his goods. Now Finn is learning magic in a hit-or-miss fashion. As he tries all his new spells on his friends, he doesn't have many.

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Ari Stauffan

19th-level Wizard

RACE: Human
ARMOR CLASS: 5
THACO: 14
MOVEMENT: 12
HIT POINTS: 29
ALIGNMENT: Neutral
EQUIPMENT: *Robe of protection +5*, *crystal ball*, *dagger of throwing +4*
BACKGROUND: Ari is a dangerous man, no doubt about it. He has quite a reputation among the wizardly circles for being ruthless, but also ruthlessly just. Ari is often called upon to arbitrate disputes. The only known way to upset his equilibrium is to comment about his hair (or lack thereof)—he lost it in a failed experiment years ago.

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Staloungue



Ooma Ptermani



Joshua DeSaville



Briney Valesaris



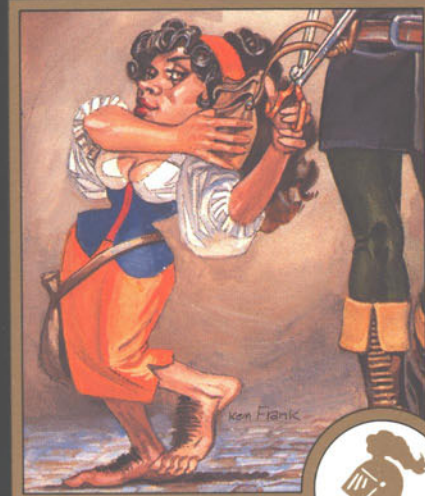
Kiara of Chendl



Andre Davies



Hakan



Kellin Davies



Belladonna Glasei



Joshua DeSaville
9th-level Rogue

RACE: Halfling
ARMOR CLASS: -2
THACO: 16
MOVEMENT: 12
HIT POINTS: 63
ALIGNMENT: Chaotic good
EQUIPMENT: *Bracers of defense AC 2, girdle of many pouches, ring of invisibility, carpet of flying*
BACKGROUND: The sixth of eight children, Joshua was forced to find his fortune abroad. He is known among his friends as an irrepressible practical joker. Now in semi-retirement, Joshua collects maps and runs a pony farm. He can always be found perusing his latest acquisition (on the table or in the barn) with a thin-stemmed pipe in his mouth.

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Ooma Ptermani
1st-level Wizard

RACE: Elf
ARMOR CLASS: 10
THACO: 20
MOVEMENT: 12
HIT POINTS: 4
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Staff of withering, pouch of holding*
BACKGROUND: Promiscuous by nature, Ooma took up the trade of magic-user to learn self-control—so far she has been unsuccessful. Her latest escapade involved several local political figures, and it resulted in some dangerous liaisons for her—she had to leave town in a bit of a hurry. She is hoping to find a lusty adventuring party to take her in.

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Staloungue
9th-level Wizard

RACE: Human
ARMOR CLASS: 10
THACO: 18
MOVEMENT: 12
HIT POINTS: 24
ALIGNMENT: Lawful good
EQUIPMENT: *Rod of beguiling*
BACKGROUND: Staloungue abandoned her husband after discovering his infidelity (and in a most indelicate situation, too). Now she roams the lands, looking for unfaithful spouses as she adventures so that she can use her rod on them. Then she gives the beguiled man very carefully worded instructions to be faithful to his woman, present or future.

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Andre Davies
5th-level Rogue

RACE: Halfling
ARMOR CLASS: 7
THACO: 18
MOVEMENT: 6
HIT POINTS: 32
ALIGNMENT: Neutral good
EQUIPMENT: *Lockpicks, files, hacksaws, cutters, dagger of resource +2*
BACKGROUND: Noticing his native dexterity (15), a wandering thief kidnapped Andre to train him as an apprentice. The thief trained the young halfling well—Andre soon picked the lock of his cage and escaped with his master's tools. Now he travels through Krynn, working his way back home and, for fun, picking most any lock he finds.

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Kiara of Chendl
8th-level Cat Burglar

RACE: Gnome
ARMOR CLASS: 6
THACO: 17
MOVEMENT: 6
HIT POINTS: 32
ALIGNMENT: Neutral good
EQUIPMENT: *Footpads, clawed gloves and shoes, glass cutter, skeleton key, dust of trail dispersion*
BACKGROUND: Kiara is a cat burglar in more ways than one. She climbs buildings not only to steal jewels, but also to steal cats from her victims. She then trains them to assist in her heists. Her fantastic, cat-like dexterity (18) has kept her from the law's reach.

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Briney Valesaris
10th-level Buccaneer

RACE: Half-elf
ARMOR CLASS: 7
THACO: 16
MOVEMENT: 12
HIT POINTS: 65
ALIGNMENT: Chaotic good
EQUIPMENT: *Padded armor, cutlass +1, dagger +2*
BACKGROUND: Briney Valesaris travels the Sea of Fallen Stars in the *Cambacks*, a ship he stole from Haldracon, the ruthless merchant-mage of Thay. Briney joins any battle he can find, always siding against the aggressors. He has burned and sunk many pillaging warships of Thay, pursuing them even into the Pirate Isles.

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Belladonna Glasei
7th-level Fence

RACE: Human
ARMOR CLASS: 8
THACO: 17
MOVEMENT: 12
HIT POINTS: 25
ALIGNMENT: Neutral evil
EQUIPMENT: *Dagger, magnifying glass*
BACKGROUND: The City of Greyhawk holds much opportunity—especially for a fence with connections all around the Nyr Dyv. Like most good thieves, Belladonna rose through the ranks of the guild. Her knack always lies in planning, not in the quick snatch. Now Belladonna has a felicitous position, acting as the intersection between fast thieves and rich patrons.

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Kellin Davies
5th-level Cutpurse

RACE: Halfling
ARMOR CLASS: 7
THACO: 18
MOVEMENT: 6
HIT POINTS: 30
ALIGNMENT: Neutral good
EQUIPMENT: *Mini-blade, dagger*
BACKGROUND: Sister to Andre Davies (card #195), Kellin set out from home shortly after her brother's abduction, trying to find him. She remembered the look and smell of the man who took her brother and soon found him—but Andre was gone. Since then, she has haunted the kidnapper's every step and stolen from him many times—he cannot guess where all his money is going.

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Hakan
9th-level Rogue

RACE: Kender
ARMOR CLASS: 7
THACO: 16
MOVEMENT: 6(9)
HIT POINTS: 38
ALIGNMENT: Neutral
EQUIPMENT: *Marbles, lockpicks, glass cutter, catstink*
BACKGROUND: Although Hakan is a skilled thief, she never meant to be one. Her kender curiosity and wanderlust set her on the road and set others' jewels in her pockets. Her first acquisition occurred quite by accident—she forgot the ring was on her finger. Since then she has been on the run, branded a thief and living up to the title.

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Ravenloft Trading Cards

Alanik Ray

Ravenloft Trading Cards

Dorothea Kenig

GREYHAWK ADVENTURES Trading Cards

Fizbot Soulhammer

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Grott Whakdit

FORGOTTEN REALMS Trading Cards

Aeark

FORGOTTEN REALMS Trading Cards

Chin Shi Lang

DragonLance™ Trading Cards

Fredresha

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Sin Sha Jenna

GREYHAWK ADVENTURES Trading Cards

Fedorana



Fizbot Soulhammer

3rd-level Barbarian Priest

RACE: Human
ARMOR CLASS: 7
THACO: 20
MOVEMENT: 12
HIT POINTS: 15
ALIGNMENT: Chaotic good
EQUIPMENT: Leather armor, leather-covered shield, mace, sling
BACKGROUND: In their stronghold in the wastes south of the Icy Sea, Fizbot's tribe hides out from the sinister patrols of Iuz. Now that the dread lord of evil has taken over the whole north lands, the "little folk" stand alone against him. Fizbot calls upon Obad-Hai, god of the wilds, but wonders if even his mighty hand can deliver the folk from the fiend Iuz.

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Dorotha Kenig

9th-level Scout Rogue

RACE: Half-elf
ARMOR CLASS: 8
THACO: 16
MOVEMENT: 12
HIT POINTS: 35
ALIGNMENT: Lawful good
EQUIPMENT: *Dagger +2*, flint and steel, line and grapple
BACKGROUND: The forests of Darkon snatch away many travelers, never to be seen again. Dorotha, who grew up in Viaka, lost many friends to the evil wilds of Darkon and now she uses her wits and high dexterity (16) to hunt out those left alive. Already she has rescued many of those near to her.

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Alanik Ray

10th-level Investigator

RACE: Elf
ARMOR CLASS: 8
THACO: 16
MOVEMENT: 12
HIT POINTS: 50
ALIGNMENT: Lawful neutral
EQUIPMENT: Pouch of powder, magnifying glass, *dagger +4*
BACKGROUND: Born a nobleman's son in Darkon, Alanik grew up watching sinister men work their acts of evil upon the helpless. When he came of age, Alanik set his keen intellect to the task of hunting down and punishing such villains, be they men or beasts.

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Chin Shi Lang

8th-level Monk

RACE: Human
ARMOR CLASS: 6
THACO: 16
MOVEMENT: 12
HIT POINTS: 41
ALIGNMENT: Lawful good
EQUIPMENT: Robe and plain bead belt
BACKGROUND: Born "Kempuent of Cor-myr," Shi Lang's childhood was restless—he knew his life lacked meaning and direction. Fleeing from home, he journeyed to Shou Lung where a master of martial arts took him under his wing. The boy soon became a man and learned to defend himself without weapon or armor.

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Aeark

9th-level Berserker Priest

RACE: Human
ARMOR CLASS: 6
THACO: 13 (with girdle)
MOVEMENT: 12
HIT POINTS: 70
ALIGNMENT: Chaotic neutral
EQUIPMENT: Bronze chest plate, leather armor, footman's flail, *girdle of giant strength*
BACKGROUND: Aeark lives for her faith, demanding "convert or die" of most people she runs into. Needless to say, Aeark has trouble making friends. Her testimony has proven quite effective, however, for she now has a band of five neophytes who fight as savagely as she.

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Grott Whakdit

5th-level Barbarian Priest

RACE: Human
ARMOR CLASS: 7
THACO: 18
MOVEMENT: 12
HIT POINTS: 22
ALIGNMENT: Neutral evil
EQUIPMENT: Padded armor, dagger, sling
BACKGROUND: A stoic priest, Grott leads his tribe across the soft hinterlands to raid once-proud Istivin in Sterich. The town, razed and sacked by the giants in the Great War, now lies defenseless—a rich field for plunder. Grott rallies his raiders with a mixture of religion and greed, then unleashes them on the city. Now giants and humans roam Istivin like fleas on an orc.

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Fedorana

3rd-level Prophet

RACE: Dwarf
ARMOR CLASS: 10
THACO: 20
MOVEMENT: 6
HIT POINTS: 14
ALIGNMENT: Neutral good
EQUIPMENT: Woolen robes
BACKGROUND: Fedorana lives in a small village tucked between the Highfolk and the Vesve Forest. One night, she dreamt of an orcish raid at sunset. She told her husband and a few friends and, as fate would have it, a raid did occur. The villagers branded Fedorana a prophet, putting her through countless contortions to squeeze more visions from her. To her chagrin, the visions keep coming.

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Sin Sha Jenna

12th-level Monk

RACE: Half-elf
ARMOR CLASS: 10
THACO: 14
MOVEMENT: 12
HIT POINTS: 58
ALIGNMENT: Neutral good
BACKGROUND: Jenna's merchant father plotted a trade route to Malatra by portaging from the Great Sea to the Segara Sea. The expedition had almost reached Malatra when a fierce storm blew them adrift. When the ruined ship finally landed, young Jenna was an orphan. Adopted by the Sin Shas of Kuo Te'Lung, she learned the path of discipline and has been adventuring ever since.

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Fredresha

9th-level Monk

RACE: Elf
ARMOR CLASS: 8
THACO: 16
MOVEMENT: 12
HIT POINTS: 58
ALIGNMENT: Neutral good
EQUIPMENT: Gown and tunic
BACKGROUND: Fredresha grew up among the Silvanesti on Krynn, but felt that her folk's love for music and poetry left them weak in battle. She therefore set out on a grand adventure, wanting to learn survival in the harsh world. A wandering lady of the martial arts impressed Fredresha with her fighting ability and took her as a pupil. Now she has returned to Silvanesti to teach her new-found discipline and faith.

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SPELLJAMMER™

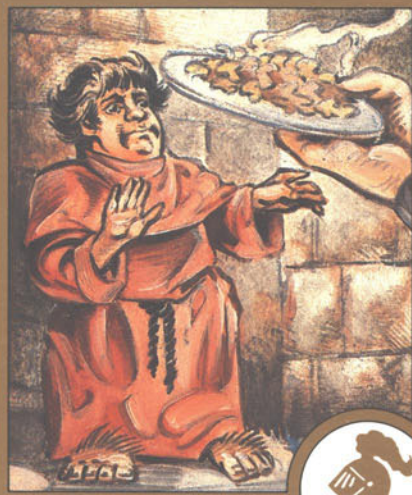
Trading Cards



Grazzle

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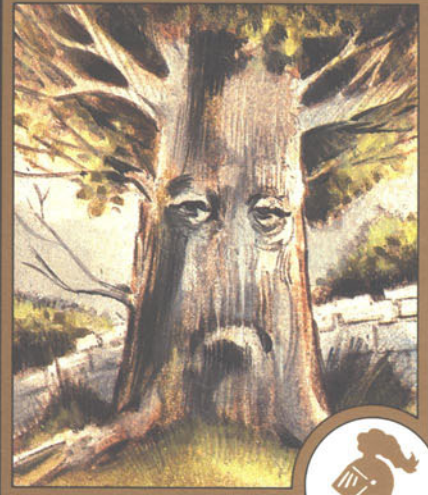
Trading Cards



Zod Thistlethyme

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The Great Druid

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Borealis

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Helliman McKillum

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Sir Tolam

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"Pal" Chaine

The Great Druid

14th-level Druid

RACE: Treant
ARMOR CLASS: 0
THACO: 7
MOVEMENT: 12
HIT POINTS: 85
ALIGNMENT: True neutral
EQUIPMENT: Potions of clairaudience and clairvoyance
BACKGROUND: The Great Druid lives in a hidden box canyon, where it is served by wood elves. It possesses incredible wisdom (19), and it has defeated all challengers to its position through indisputable philosophical debates. The Great Druid often spends time in the form of a condor, soaring above the forest, contemplating the perfection of Nature.

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Zod Thistlethyme

1st-level Monk

RACE: Halfling
ARMOR CLASS: 7
THACO: 20
MOVEMENT: 6
HIT POINTS: 4
ALIGNMENT: Lawful good
EQUIPMENT: Hair shirt, prayer beads
BACKGROUND: Zod's monastic order practices the discipline of self-denial in order to heighten their appreciation for the gifts of Creation. Each resident of the monastery must give up the three things they love most for a year at a time, indulging in them only at the winter solstice; for Zod, that means swearing off mushrooms, pipe tobacco, and comfortable clothing.

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Grazzle

2nd-level Monk

RACE: Gnome
ARMOR CLASS: 10
THACO: 20
MOVEMENT: 6
HIT POINTS: 14
ALIGNMENT: Neutral
EQUIPMENT: Robes and muzzle
BACKGROUND: Born on the gnome-world of Bustlum, Grazzle became a proselyte of a highly "gnomocentric" religion. One night, a neogi slave ship landed and captured him. Barely escaping with his life, Grazzle brought news back of "life beyond the stars." For his heresy, the young gnome must wear a muzzle for a month.

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Ray-el

6th-level Wizard

RACE: Grey Half-elf
ARMOR CLASS: 7
THACO: 19
MOVEMENT: 12
HIT POINTS: 18
ALIGNMENT: Lawful good
EQUIPMENT: Quarterstaff +2, crystal ball, Zagy's spell component pouch, ring of spell storing
BACKGROUND: Ray-el insists that he is an ancient gold dragon who polymorphed into an elf and stayed in that form so long that he forgot how to change back. While no one knows how old he is, neither have they ever seen him in dragon-form, so the truth of his story is unverified.

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Infinity

5th-level Diviner

RACE: Half-elf
ARMOR CLASS: 5
THACO: 19
MOVEMENT: 12
HIT POINTS: 14
ALIGNMENT: Lawful good
EQUIPMENT: Cloak of elvenkind, ring of protection +1
BACKGROUND: Infinity learned the magical arts from his father, an adventurer who was blinded by a curse. While caring for his father, Infinity became especially adept at brewing healing potions. Now he travels with a group of adventuring warriors and acts as a healer and advisor for them.

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Borealis

10th-level Druid

RACE: Human
ARMOR CLASS: 4
THACO: 14
MOVEMENT: 12
HIT POINTS: 66
ALIGNMENT: True neutral
EQUIPMENT: Bracers of defense AC 4
BACKGROUND: As a child, Borealis went blind from staring at the sun. He insisted that it was calling his name and telling him to come to it. A few years later, a wandering druid heard his story and cured his blindness, then instructed him in the proper worship of the sun. Borealis loves to take the shape of an eagle so that he can soar in the sunlight and drink in its warm blessings.

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Palinthusian ("Pal") Chaine

5th-level Ranger

RACE: Half-elf
ARMOR CLASS: 4
THACO: 15
MOVEMENT: 12
HIT POINTS: 34
ALIGNMENT: Lawful good
EQUIPMENT: Leather armor +3, gauntlets of ogre strength
BACKGROUND: Pal was born to wealthy parents in Silvanesti. He was educated to be an officer in the Silvanesti forces, like his father, but he longed for the road to adventure and the constant company of animals, so he became a ranger.

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Sir Tolam

12th-level Ranger

RACE: Human
ARMOR CLASS: -5
THACO: 9
MOVEMENT: 12
HIT POINTS: 97
ALIGNMENT: Chaotic good
EQUIPMENT: Elven chain mail +3, shield +5, long sword +4 defender, ring of regeneration
BACKGROUND: Tolam's parents were killed by orcs, and he was adopted and raised by wood elves. They gave him a love of goodness and the skills of a ranger. Meanwhile, he has quietly nursed a blood vendetta against all orcs. Ever seeking to improve his fighting equipment and skills.

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Helliman McKillum

4th-level Priest

RACE: Human
ARMOR CLASS: 3
THACO: 18
MOVEMENT: 12
HIT POINTS: 43
ALIGNMENT: Chaotic neutral
BACKGROUND: Helliman is a follower of Tempus, Lord of Battles. He was a simple warrior who saved a village with his extraordinary swordsmanship and then was inducted into the Church of Tempus, quickly gaining rank and glory through his exploits. His current quest is a search for a sacred chalice. In battle, he can be heard crying, "Let me show you what Tempus can do for you!"

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FORGOTTEN REALMS

Trading Cards



Mitre LeMond



Advanced Dungeons & Dragons™
2nd Edition

Trading Cards



Corinne



FORGOTTEN REALMS

Trading Cards



Red



GREYHAWK
ADVENTURES

Trading Cards



Raz



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Morgan Longbow



FORGOTTEN REALMS

Trading Cards



Tippy Toehammer



Advanced Dungeons & Dragons™
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Trading Cards



Mahaveeshnu



GREYHAWK
ADVENTURES

Trading Cards



Crynar Randal



GREYHAWK
ADVENTURES

Trading Cards



Denderorn





Red

9th-level Wizard

RACE: Leprechaun (human)
ARMOR CLASS: 8
THACO: 18
MOVEMENT: 9
HIT POINTS: 32
ALIGNMENT: Chaotic good
EQUIPMENT: *Pot of holding, wand of wonder, spool of everlasting thread*
BACKGROUND: Red was *polymorphed* into a leprechaun, but he decided that he liked it. His love for the color red (and disdain for green) is a sure sign that he isn't what he appears to be. He is trying to fill his pot with gold so that he can be granted full leprechaun powers. Until then, his spells are only 1% successful.

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Corinne

5th-level Abjurer

RACE: Human
ARMOR CLASS: 5
THACO: 19
MOVEMENT: 12
HIT POINTS: 15
ALIGNMENT: Neutral good
EQUIPMENT: *Spellbook, ring of protection +2*
BACKGROUND: Corinne's Dexterity (17) provides a bonus to her AC. She is demure and soft-spoken, preferring to let others do the talking for her. Corinne is not overfond of adventuring, but she is in love with Wel Jon (card #177) and will endure nearly anything to be with him. In combat situations, Corinne attempts to establish a defensive position and protect Wel Jon as he fights.

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Mitre LeMond

5th-level Ranger

RACE: Gray elf
ARMOR CLASS: 4
THACO: 15
MOVEMENT: 12
HIT POINTS: 42
ALIGNMENT: Chaotic good
EQUIPMENT: *Elven chain mail +1, de-canter of endless water*
BACKGROUND: Mitre is obsessed with the color yellow, even painting his weapons to satisfy his tastes. Despite his penchant for the loud color, Mitre is very much the silent type. He often draws intricate maps in the dirt, rather than explain his plans to his party.

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Tipsy Toehammer

6th-level Rogue

RACE: Halfling
ARMOR CLASS: 2
THACO: 18
MOVEMENT: 6
HIT POINTS: 16
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Special dagger harness, ring of invisibility*
BACKGROUND: Tipsy was a lazy child who grew up to be a lazy adult. His size, his halfling Dexterity (17), and his shiftless demeanor naturally directed him toward the profession of thief. He is also blessed with luck that would defy the gods, which many would say is his most redeeming quality. Tipsy is untrustworthy in a crisis situation.

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Morgan Longbow

8th-level Ranger

RACE: Human
ARMOR CLASS: -1
THACO: 13
MOVEMENT: 12
HIT POINTS: 58
ALIGNMENT: Lawful good
EQUIPMENT: *Elven chain mail +2, bastard sword +3*
BACKGROUND: Morgan's mother apprenticed him to a ranger because she wanted him to follow in his father's footsteps. He learned his trade well and then returned home to find that his mother had been claimed by a vampire. He swore an oath to hunt the creatures and joined a party dedicated to that cause.

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Raz

9th-level Beast-rider

RACE: Human
ARMOR CLASS: -1
THACO: 12
MOVEMENT: 12
HIT POINTS: 88
ALIGNMENT: Chaotic good
EQUIPMENT: *Splint mail +2, scimitar +1, potion of invulnerability*
BACKGROUND: Raz began her adventuring life as a barbarian warrior, but hunted diligently for a large sabre-toothed tiger that would serve as her mount. Finding a creature strong enough to bear her in her splint armor was difficult, but that was nothing in comparison to trapping and training that tiger, once she found it!

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Denderorn

8th-level Ranger

RACE: Human
ARMOR CLASS: 0
THACO: 12
MOVEMENT: 12
HIT POINTS: 65
ALIGNMENT: Chaotic good
EQUIPMENT: *Heavy long bow, chain mail +3, two-handed sword +1*
BACKGROUND: Denderorn lost an eye on his first mission—one for the Church of Celestian—and he was the sole survivor. When he demanded payment so that he could bury his friends, the Church refused. With little other means of retaliation, Denderorn now attempts to convert members of the Celestian Church to any other religion.

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"The Resplendent" Crynar Randal

6th-level Swashbuckler Rogue

RACE: Human
ARMOR CLASS: 4
THACO: 18
MOVEMENT: 12
HIT POINTS: 37
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Leather armor +1, rapier +2*
BACKGROUND: Crynar was born to an upper-class merchant in Rookroost, and he grew up with all the comforts of wealth. Not content to take what was given him, he began to take what *wasn't* given to him, and he soon came under the tutelage of a thief known as "the Leopard."

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Mahaveeshnu

3rd-level Monk

RACE: Half-elf/half-orc!
ARMOR CLASS: 6
THACO: 20
MOVEMENT: 12
HIT POINTS: 22
ALIGNMENT: Lawful good
BACKGROUND: This unfortunate character is an abomination to both his parent races. His elven mother was raped in an orc raid, but she couldn't murder the child when he was born, so she took him to a nearby monastery where he was raised and trained. Mahaveeshnu despises orcs for "making" him, and he adds a +1 bonus to all attacks against them. His excellent Dexterity (18) gives him a naturally low AC.

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Warton the Wiley



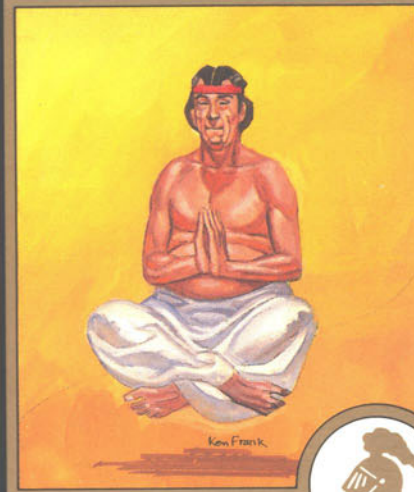
Kell



Bronwen the Bold



Warburton



Meari



Stelectra



Theopolis



Thevila



Lady Elorelei



Bronwen the Bold

5th-level Paladin

RACE: Human
ARMOR CLASS: 2
THACO: 16
MOVEMENT: 12
HIT POINTS: 26
ALIGNMENT: Lawful good
EQUIPMENT: White dragonscale armor, shield, long sword, *ring of water breathing*
BACKGROUND: Bronwen, whose name means "snow-breasted bird," owes her life to her boyish good looks. Hunted down by mercenaries with a grudge against her family, she passed herself off as a boy and entered a monastery, where her secret was preserved by a loyal few. Her pious but rough-and-tumble upbringing made the life of a paladin the only one she deemed possible.

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Kell

10th-level Sea Paladin

RACE: Merman
ARMOR CLASS: 5
THACO: 11
MOVEMENT: 1, Sw 18
HIT POINTS: 50
ALIGNMENT: Lawful good
EQUIPMENT: Shell mail, shield, trident, harpoon +3
BACKGROUND: Kell's unusual alignment and ability to speak Common lend support to his claim: he was once human. According to Kell, he was condemned to a life in the sea 50 years ago by a jealous and deadly "mer-mage." Today he devotes himself to resuscitating shipwrecked damsels, thwarting pirates, and combating undead creatures of the deep.

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Warton the Wiley

4th-level Paladin

RACE: Human
ARMOR CLASS: 4
THACO: 17
MOVEMENT: 12
HIT POINTS: 19
ALIGNMENT: Lawful good
EQUIPMENT: Dagger. Not shown: chain mail, long bow, small shield
BACKGROUND: The son of a vegetable farmer whose lands were engulfed by volcanic ash, Warton remains an idealistic young lad with the stealth of a thief (the outcome of his "wild" years prior to age 12). He only recently acquired his war horse, a dappled stallion dubbed "Fleckah." Warton is currently seeking employment in any holy crusade.

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Stelectra

5th-level Psychoporter

RACE: Human
ARMOR CLASS: 7
THACO: 18
MOVEMENT: 12
HIT POINTS: 20
ALIGNMENT: Neutral good
BACKGROUND: Stelectra is a dreamer prone to restlessness—literally. With her dream travel power, she has visited regions not even imagined by those with firmer roots. A woman adventuring alone can be a magnet for trouble, but Stelectra can fend for herself, often by shifting into the near future to improve her odds for survival. Even so, she is quite handy with her scimitar.

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Meari

15th-level Psychometabolist

RACE: Human
ARMOR CLASS: 10 (see below)
THACO: 13
MOVEMENT: 12
HIT POINTS: 42
ALIGNMENT: Neutral good
BACKGROUND: Meari is living proof of the power of mind over body. With his flesh armor power, his AC is typically 6 or better. Meari makes his living as a healer, supplementing his psychometabolic powers with psychokinesis. He can cauterize and heal a wound with his touch. On occasion, he also uses his powers to cause injury to those who are evil—a practice that makes healing *himself* (often while playing dead) a necessity.

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Warburton

10th-level Paladin

RACE: Human
ARMOR CLASS: 1
THACO: 11
MOVEMENT: 12
HIT POINTS: 59
ALIGNMENT: Lawful good
EQUIPMENT: Field plate and helm, dagger, broadsword +2
BACKGROUND: Warburton is a tired veteran of countless battles. He lost his paladin status nearly two decades ago after an evil wizard's enchantment led him to murder his beloved's brother. Warburton regained his standing after just five years, but he spent the next thirteen hunting down and capturing the dangerous mage before returning home in triumph.

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Lady Elorelei

4th-level Bard

RACE: Human
ARMOR CLASS: 6
THACO: 19
MOVEMENT: 12
HIT POINTS: 14
ALIGNMENT: Chaotic neutral
EQUIPMENT: Stiletto, *dress of amazement*
BACKGROUND: "Lady" Elorelei is only noble in appearance. Her parents are traveling performers, now retired. Highly dextrous (18 Dex), she is a consummate thief. Her *dress of amazement* gives her a 50% chance of pilfering a man's pocket unnoticed while she is performing, with an additional 5% chance for every point of Intelligence and Wisdom less than 12 lacked by her victim.

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Thevila of the Vale

6th-level Psychokineticist

RACE: Elf
ARMOR CLASS: 10
THACO: 18
MOVEMENT: 12
HIT POINTS: 19
ALIGNMENT: Neutral good
EQUIPMENT: Short sword, *dagger of venom*
BACKGROUND: Some women have a face that can launch a thousand ships—Thevila has a mind that can launch at least one, provided she concentrates on loosing its mooring. As a young slave, she unintentionally caused objects to fly from shelves. When she was 12 (and thought to be cursed), an accomplished bard-psionist bought her for a song, helped her hone her skills, and eventually granted her freedom.

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Theopolis the Thoughtful

9th-level Clairsentient

RACE: Gnome
ARMOR CLASS: 10
THACO: 16
MOVEMENT: 6
HIT POINTS: 37
ALIGNMENT: True neutral
EQUIPMENT: Dagger +3, *dagger of throwing*
BACKGROUND: Theopolis is a tracker whose skill amazes even those who are familiar with psionic powers. He is extremely practiced in reading objects—that is, in learning the identity and fate of an item's owner simply by touching the item. A clair-sentient sense of smell further aids his work. Thankfully, Theopolis has a strong stomach.

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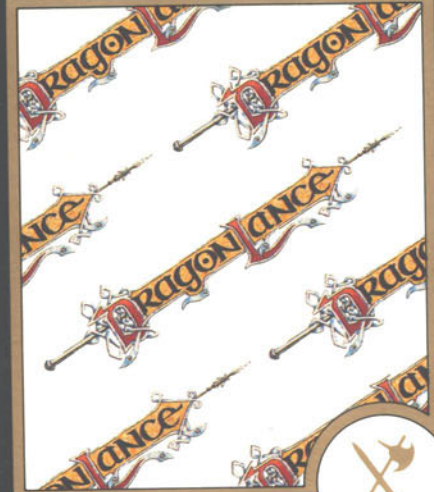
Harlo Everwinter



Teryss



Bertilde the Brazen



Homonculous



Imp



Kelpie



Bertilde the Brazen

11th-level Amazon Bard

RACE: Human
ARMOR CLASS: 10
THACO: 15
MOVEMENT: 12
HIT POINTS: 54
ALIGNMENT: Neutral

BACKGROUND: Bertilde was raised by an Amazon tribe who found her as a wee babe and admired her size. Even then she was beefy and strong. She had a lusty voice, too, which she later put to use by inspiring her tribe in battle. When Bertilde learned she was a foundling, she left her sisters to seek her true identity, but she never found it. Now, in her twilight years, her voice and muscles often fail her. She supplements her meager earnings by wrestling a trained bear.

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Teryss the Resourceful

3rd-level Bard

RACE: Elf
ARMOR CLASS: 6
THACO: 19
MOVEMENT: 12
HIT POINTS: 10

ALIGNMENT: Chaotic good
EQUIPMENT: Long sword, pipes of sounding, pipes of the sewer
BACKGROUND: Teryss has always had a taste for city life, appreciating its baser elements. By night, he uses his pipes of sounding to create a complex cacophony that only a few can appreciate. By day, he clears the same establishments of vermin, leading them into traps with his pipes of the sewer. He's still waiting for his "big break."

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Harlo Everwinter

7th-level Bard

RACE: Human
ARMOR CLASS: 10
THACO: 17
MOVEMENT: 12
HIT POINTS: 21

ALIGNMENT: Chaotic neutral
EQUIPMENT: Dagger, hat of disguise
BACKGROUND: Harlo began his career as a footsoldier, but he retired after slicing off half his own foot in battle. (He now wears a specially fitted boot.) Thereafter, he devoted himself to entertaining, mostly to pay his bar tab. His musical talents are modest, but he compensates by spinning a great yarn while strumming his guitar in a manner that greatly enhances his story.

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| <input type="checkbox"/> 202 Grott Whakdit | <input type="checkbox"/> 222 Topsy Behammer |
| <input type="checkbox"/> 203 Aeark | <input type="checkbox"/> 223 Mahaveeshnu |
| <input type="checkbox"/> 204 Chin Shi Lang | <input type="checkbox"/> 224 "The Resplendent" Crynar Randal |
| <input type="checkbox"/> 205 Fredresha | <input type="checkbox"/> 225 Denderorn |
| <input type="checkbox"/> 206 Sin Sha Jenna | <input type="checkbox"/> 226 Warton the Wiley |
| <input type="checkbox"/> 207 Fedorana | <input type="checkbox"/> 227 Kell |
| <input type="checkbox"/> 208 Grizzle | <input type="checkbox"/> 228 Bronwen the Bold |
| <input type="checkbox"/> 209 Zod Thistiethyme | <input type="checkbox"/> 229 Warburton |
| <input type="checkbox"/> 210 The Great Druid | <input type="checkbox"/> 230 Meari |
| <input type="checkbox"/> 211 Borealis | <input type="checkbox"/> 231 Stelectra |
| <input type="checkbox"/> 212 Infinity | <input type="checkbox"/> 232 Theopolis the Thoughtful |
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| <input type="checkbox"/> 214 Helliman McKillum | <input type="checkbox"/> 234 Lady Elorelei |
| <input type="checkbox"/> 215 Sir Tolam | <input type="checkbox"/> 235 Harlo Everwinter |
| <input type="checkbox"/> 216 Palinthusian ("Pal")
Chaine | <input type="checkbox"/> 236 Teryss the Resourceful |
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| <input type="checkbox"/> 218 Corinne | <input type="checkbox"/> 238 Checklist |
| <input type="checkbox"/> 219 Red | <input type="checkbox"/> 239 Checklist |
| <input type="checkbox"/> 220 Raz | <input type="checkbox"/> 240 Checklist |

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| <input type="checkbox"/> 177 Wei Jon | <input type="checkbox"/> 197 Kellin Davies |
| <input type="checkbox"/> 178 "Polly" the Pirate | <input type="checkbox"/> 198 Belladonna Glasel |
| <input type="checkbox"/> 179 Haikur | <input type="checkbox"/> 199 Alanik Ray |
| <input type="checkbox"/> 180 Jalavier, Rogue Extraordinaire | <input type="checkbox"/> 200 Dorothea Kenig |

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| <input type="checkbox"/> 122 Duergar | <input type="checkbox"/> 144 Jasper Thunderhand's Handy Haversack |
| <input type="checkbox"/> 123 Ettin | <input type="checkbox"/> 145 Louie Dulama's Alchemy Jug |
| <input type="checkbox"/> 124 Firenewt | <input type="checkbox"/> 146 Kerisis's Girdle of Femininity |
| <input type="checkbox"/> 125 Gargoye | <input type="checkbox"/> 147 Runjoye's Winged Boots |
| <input type="checkbox"/> 126 Marid | <input type="checkbox"/> 148 Ebomara's Slippers of Spider Climbing |
| <input type="checkbox"/> 127 Ghoul | <input type="checkbox"/> 149 Marion's Robe of Blending |
| <input type="checkbox"/> 128 Fire Giant | <input type="checkbox"/> 150 Theodolus's Cloak of Arachnida |
| <input type="checkbox"/> 129 Hill Giant | <input type="checkbox"/> 151 Mazrikoth's Scarab of Death |
| <input type="checkbox"/> 130 Storm Giant | <input type="checkbox"/> 152 Haroistem's Phylactery of Faithfulness |
| <input type="checkbox"/> 131 Cyclops | <input type="checkbox"/> 153 Noj's Necklace of Not-so-smart Missiles |
| <input type="checkbox"/> 132 Fomorian | <input type="checkbox"/> 154 Locke's Medallion of Thought Projection |
| <input type="checkbox"/> 133 Gnome | <input type="checkbox"/> 155 Korr's Book of Infinite Spells |
| <input type="checkbox"/> 134 Clay Golem | <input type="checkbox"/> 156 Spring-noose Trap |
| <input type="checkbox"/> 135 Griffon | <input type="checkbox"/> 157 Stake-lined Pit |
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| <input type="checkbox"/> 137 Guardian Daemon | <input type="checkbox"/> 159 Rebound-spear Trap |
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| <input type="checkbox"/> 140 Hobboblin | |
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| <input type="checkbox"/> 142 Nura D'Agor's Mirror of Life Trapping | |

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Kelpie

ARMOR CLASS: 3
THACO: 15
MOVEMENT: 9, Sw 12
HIT DICE: 5

ALIGNMENT: Neutral evil
SIZE: M (6'-7' tall)

INTELLIGENCE: Low to average (5-10)

COMBAT: #AT Nil; Dmg nil; special attacks: shape change combined with a charm spell

DESCRIPTION: The kelpie serves little other purpose than to drown the foolish. It reshapes itself into a woman or mount and casts charm in order to tempt a man into its tendrils. It then wraps itself around the victim, who drowns happily as he tries to breathe water.

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Imp

ARMOR CLASS: 2
THACO: 19
MOVEMENT: 6, Fl 18(A)
HIT DICE: 2 + 2

ALIGNMENT: Lawful evil
SIZE: T (2' tall)

INTELLIGENCE: Average (8-10)

COMBAT: #AT 1; Dmg 1-4; special attacks: stinger venom (save vs. poison or die)

DESCRIPTION: Imps are diminutive creatures of an evil nature who roam the world and act as familiars for lawful evil wizards and priests. They attack with a stinger in their tails that injects a deadly venom, and they defend themselves with magic. An imp can polymorph itself into two animal forms, and it retains its magical abilities in all forms.

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Homonculous

ARMOR CLASS: 6
THACO: 16
MOVEMENT: 6, Fl 18(B)
HIT DICE: 2

ALIGNMENT: Variable
SIZE: T (18" tall)

INTELLIGENCE: Variable

COMBAT: #AT 1; Dmg 1-3; special attacks: bite causes sleep

DESCRIPTION: Homonculi are small mystical beings created by wizards for spying and other tasks. They can fly with great agility, making it virtually impossible to catch one without a net or a web spell. They are a reflection of their creator and share his alignment, Intelligence, and even his mannerisms. Homonculi are telepathically linked to their creators.

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Ki-rin



Killmoulis



Locathah



Wereboar



Werefox



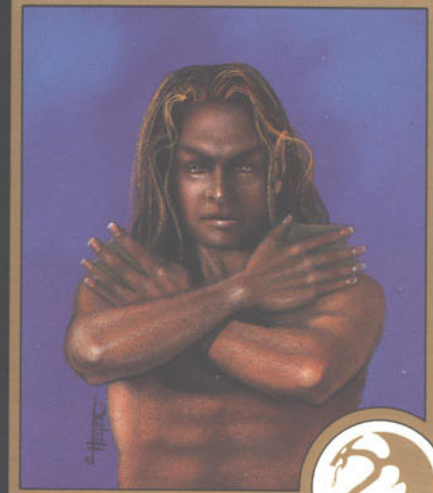
Meazel



Medusa



Morkoth



Nixie



Locathah

ARMOR CLASS: 6
THACO: 16
MOVEMENT: 1, Sw 12
HIT DICE: 2
ALIGNMENT: Neutral
SIZE: M (5' + tall)
INTELLIGENCE: Very (11-12)
COMBAT: #AT 1; Dmg by weapon
DESCRIPTION: The locathah are a humanoid race of aquatic nomads that roams warm coastal waters. They are very intelligent and fight in teams to defend themselves from the dangers of the depths. Their society is not unlike that of surface humans, having a well-developed hunter-gatherer culture and a strong sense of territorial rights. At war, they will always try to recover captured locathah or their bodies.

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Killmoulis

ARMOR CLASS: 6
THACO: 20
MOVEMENT: 15
HIT DICE: 1/2 (1-4 hp)
ALIGNMENT: Neutral (chaotic good)
SIZE: T (under 1' tall)
INTELLIGENCE: Average (8-10)
COMBAT: #AT nil; Dmg nil
DESCRIPTION: Killmoulis are diminutive beings who like to provide useful services, but also commit mischief. They lack any real ability to attack (demi)humans, but may use needles to stab rats; such attacks cause 1 point of damage. They are afraid of "giants," but they gratefully accept gifts left for them and perform minor services in return, sometimes sending telepathic thanks in the form of warm feelings.

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Ki-rin

ARMOR CLASS: -5
THACO: 9
MOVEMENT: 24, Fl 48(B)
HIT DICE: 12
ALIGNMENT: Lawful good
SIZE: H (13' long)
INTELLIGENCE: Supra-genius (19-20)
COMBAT: #AT 3; Dmg 2-8/2-8/3-18; special attacks: magic
DESCRIPTION: The ki-rin is a noble creature that roams the sky in search of good deeds to reward or malefactors to punish. It can attack using its powerful hooves and unicorn-like horn or it can deploy magic spells as if it were an 18th-level wizard. The ki-rin also has innate telepathic powers and can cast powerful illusions.

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Meazel

ARMOR CLASS: 8
THACO: 15
MOVEMENT: 12
HIT DICE: 4
ALIGNMENT: Chaotic evil
SIZE: M (4'-5')
INTELLIGENCE: Low (5-7)
COMBAT: #AT 2; Dmg 1-4/1-4
DESCRIPTION: The meazel is a malevolent hermit that preys mainly upon orcs, but will ambush anyone in their territory. They may attack with their clawed hands or sneak up from behind and strangle a victim with a cord. Meazels have natural thieving abilities that they always use in preference to open attack.

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Werefox

ARMOR CLASS: 2, 4, or 6
THACO: 12
MOVEMENT: 24, 18, or 12
HIT DICE: 8 + 1
ALIGNMENT: Chaotic evil
SIZE: M
INTELLIGENCE: Average to Exceptional (8-16)
COMBAT: #AT 1; Dmg 1-2, 2-12, or by weapon; special attacks: charms, spells
DESCRIPTION: A werefox, or foxwoman, is an elven-looking woman who is able to transform herself into a silver fox form or a silver-furred humanoid (vixen) form with a fox's head. Werefoxes thrive by charming men into doing their bidding. They propagate only by kidnapping and infecting elven girls.

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Wereboar

ARMOR CLASS: 4
THACO: 15
MOVEMENT: 12
HIT DICE: 5 + 2
ALIGNMENT: Neutral
SIZE: M (5'-6' tall)
INTELLIGENCE: Average (8-10)
COMBAT: #AT 1; Dmg 2-12 or by weapon
DESCRIPTION: Wereboars are humans who are able to transform themselves into a form combining human and boar features. Their tempers are as ugly as they are. They gladly wade into the thick of battle and join in. In combat, they yank a victim onto their tusks, rend the body, and then move on to the next adversary. Those who survive such attacks may become a wereboar themselves.

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Nixie

ARMOR CLASS: 7
THACO: 20
MOVEMENT: 6, Sw 12
HIT DICE: 1-4 hp
ALIGNMENT: Neutral
SIZE: S (4' tall)
INTELLIGENCE: Very (12)
COMBAT: #AT 1; Dmg by weapon; special attacks: charm
DESCRIPTION: Nixies are sprites that live in freshwater lakes, and while they carry no grudge against humankind, they delight in enslaving men as their beasts of burden. If any men approach within 30' of a group of nixies, they will pool their magic to create a powerful *charm* spell, hoping to ensnare the humans for one year's service.

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Morkoth

ARMOR CLASS: 3
THACO: 13
MOVEMENT: Sw 18
HIT DICE: 7
ALIGNMENT: Chaotic evil
SIZE: M (6' long)
INTELLIGENCE: Exceptional (15-16)
COMBAT: #AT 1; Dmg 1-10; special attacks: hypnosis
DESCRIPTION: Exceedingly cruel creatures of the deep, morkoth are sometimes called "wraiths of the deep." They attack with a squid-like beak after luring victims into their lairs with a hypnotic pattern and then *charming* them. They reflect all spells back at the caster, making them highly resistant to magical attacks.

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Medusa

ARMOR CLASS: 5
THACO: 15
MOVEMENT: 9
HIT DICE: 6
ALIGNMENT: Lawful evil
SIZE: M (6'-7' tall)
INTELLIGENCE: Very (11-12)
COMBAT: #AT 1; Dmg 1-4; special attacks: petrification, poison
DESCRIPTION: Medusae are female humanoids with hair of swarming, poisonous snakes. They try to get close to their victims before revealing their true nature, often using their attractive bodies to lure men closer. Once victims draw within 30', a medusa tries to get them to look into its eyes, forcing a successful save vs. petrification or they are turned to stone.

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Ogre Mage



Otyugh



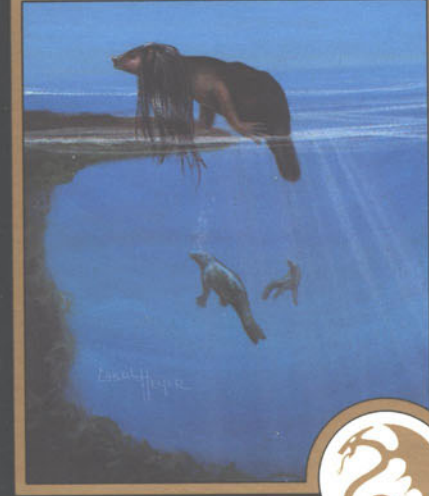
Rakshasa



Sahuagin



Satyr



Selkie



Spectre



Hieracosphinx



Magical Wand



Rakshasa

ARMOR CLASS: -4
THACO: 13
MOVEMENT: 15
HIT DICE: 7
ALIGNMENT: Lawful evil
SIZE: M (6' tall)
INTELLIGENCE: Very (11-12)
COMBAT: #AT 3; Dmg 1-3/1-3/2-5; special attacks: illusion
DESCRIPTION: Rakshasas are a race of malevolent spirits encased in flesh that hunt and torment humanity. They savor the taste of human flesh and use illusions to get it. They have a limited form of ESP which allows them to disguise themselves as someone the human trusts. Magical weapons are required to hit a rakshasa, but a blessed crossbow bolt kills them instantly.

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Otyugh

ARMOR CLASS: 3
THACO: 6 HD: 15, 7-8 HD: 13
MOVEMENT: 6
HIT DICE: 6-8
ALIGNMENT: Neutral
SIZE: M-L (6'-7' diameter)
INTELLIGENCE: Low to average (5-10)
COMBAT: #AT 3; Dmg 1-8/1-8/2-5; special attacks: grab, disease
DESCRIPTION: Otyughs, also known as the gulguthra, are terrifying creatures that lurk in heaps of dung and decay, waiting for something to disturb them. They attack with rigid tentacles that smash opponents or seize them, requiring a bend bars roll to break free. Their bites (+2 to attack roll against grappled opponents) can confer an either debilitating or lethal disease.

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Ogre Mage

ARMOR CLASS: 4
THACO: 15
MOVEMENT: 9, Fl 15(B)
HIT DICE: 5 + 2
ALIGNMENT: Lawful evil
SIZE: L (10 1/2' tall)
INTELLIGENCE: Average to exceptional (9-16)
COMBAT: #AT 1; Dmg 1-12; special attacks: magic
DESCRIPTION: Ogre magi are taller and more intelligent than their cousins, and they dress in oriental clothing and armor. They always attack with their magical powers first and resort to physical attacks only when necessary. They lair in powerful structures that can be won and used as mighty fortresses.

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Selkie

ARMOR CLASS: 5 (10 base in human form)
THACO: 17
MOVEMENT: 12, Sw 36
HIT DICE: 3 + 3
ALIGNMENT: Neutral (good)
SIZE: M (5'-6' in either form)
INTELLIGENCE: Average to exceptional (8-16)
COMBAT: #AT 1; Dmg 1-6 or by weapon
DESCRIPTION: Selkies are seal-like beings that have the ability to change into human form for a few days at a time. They rarely carry weapons underwater, but can bite if need be. They prefer to use their great speed to escape predators and enemies.

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Satyr

ARMOR CLASS: 5
THACO: 15
MOVEMENT: 18
HIT DICE: 5
ALIGNMENT: Neutral
SIZE: M (5' tall)
INTELLIGENCE: Very (11-12)
COMBAT: #AT 1 head butt or weapon; Dmg 2-8 or by weapon; special attacks: magical pipes
DESCRIPTION: Also called fauns, satyrs are a pleasure-loving race of half-human, half-goat creatures who usually dwell in sylvan settings. They can use their magical pipes to *charm*, *sleep*, or *cause fear* in all listeners within 60' (unless they make a successful save vs. spell). Satyrs are quite attracted to comely females.

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Sahuagin

ARMOR CLASS: 5
THACO: 16
MOVEMENT: 12, Sw 24
HIT DICE: 2 + 2
ALIGNMENT: Lawful evil
SIZE: M (6' tall, some L 9')
INTELLIGENCE: High (13-14)
COMBAT: #AT 5 or 1; Dmg 1-2/1-2/1-4/1-4/1-4 or by weapon
DESCRIPTION: Sahuagin are a vicious, predatory race of fish-men that live in warm coastal waters. They are highly organized and greatly enjoy raiding shore communities for food and sport. In combat, they usually wield weapons, but they can also attack with each of their four limbs and inflict a bite wound as well.

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Mirynda's Wand of Polymorphing

XP VALUE: 4,000
DESCRIPTION: Mirynda's wand is a bit more efficient than others of the like: she is not limited to polymorphing her victims into small, inoffensive animals—she can change them into rocks, plants, or monsters with Hit Dice equal to the victim's level. If she uses the wand as a range weapon (60' range), then the effects are temporary, lasting 1d6 + 6 hours; targets are entitled to a saving throw, with success indicating a miss. If she rolls a successful to-hit roll and touches her victim with the wand, then the effects are permanent; a successful saving throw indicates that the effects are temporary, as above.

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Hieracosphinx

ARMOR CLASS: 1
THACO: 11
MOVEMENT: 9, Fl 36
HIT DICE: 9
ALIGNMENT: Chaotic evil
SIZE: L (7' tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 3; Dmg 2-8/2-8/1-10
DESCRIPTION: Hieracosphinxes are the only evil members of the sphinx family. They do not cast any spells, but are extremely vicious, swooping down upon victims and attacking with their claws and beak. They spend a majority of their time hunting for gynosphinxes, seeking to mate. Often they will attempt to overwhelm an androsphinx, and then wait for a gynosphinx to visit the lair.

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Spectre

ARMOR CLASS: 2
THACO: 13
MOVEMENT: 15, Fl 30(B)
HIT DICE: 7 + 3
ALIGNMENT: Lawful evil
SIZE: M (6' tall)
INTELLIGENCE: High (13-14)
COMBAT: #AT 1; Dmg 1-8; special attacks: energy drain
DESCRIPTION: Spectres are powerful undead that haunt the most desolate places, hating all light and life. As they exist primarily on the Negative Material plane, they can only be attacked with magical weapons. Their touch drains two experience levels. A *raise dead* spell will destroy a spectre if it fails its saving throw vs. spell. Holy water also damages it.

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Ravenloft Trading Cards

Magical Wand

GREYHAWK ADVENTURES Trading Cards

Magical Wand

GREYHAWK ADVENTURES Trading Cards

Magical Staff

FORGOTTEN REALMS Trading Cards

Magical Staff

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Magical Rod

DragonLance Trading Cards

Magical Ring

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Magical Ring

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Magical Ring

Osmal's Staff of the Woodlands

XP VALUE: 9,000

DESCRIPTION: Osmal's (card #332) staff is made from the severed limb of a treant—a bolt of lightning cut the branch free and nearly killed the treant in the process. As a result, the staff has all of the powers of a *staff of the woodlands +2*, plus it can *call lightning* (three bolts) in two rounds, once per week. Each bolt of lightning inflicts 5d8 points of damage (save for half damage). There must be at least partial cloud-cover in order for the staff to work. Osmal abhors violence, so he has never called upon the staff's unique power, and the electrical ability may become a lost secret if Osmal dies without telling anyone about it.

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Phandore's Wand of Fire

XP VALUE: 4,700

DESCRIPTION: Coming from a family of elven blacksmiths, Phandore (card #355) has imbued his wand with an extra, blacksmith-like quality: he can expend two charges from the wand, touch a weapon, and temper it as if it had passed through the smithy's forge many times. This operation adds +2 to the weapon's attack and damage for its next ten attack rolls. Thereafter, the weapon reverts to its former status. The wand also performs all normal functions of a standard *wand of fire*.

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Almen's Wand of Illumination

XP VALUE: 2,000

DESCRIPTION: Almen's wand was bestowed upon him by Lathander as a scourge to all undead. It has only one power of a *wand of illumination*: it wields an enhanced version of the *sunburst* spell. When Almen holds the wand above his head and speaks its command word, the tip of the wand ignites with a brilliant, greenish-white light, effectively creating sunlight in a 120' radius. Any undead within 40' of the wand suffer 6d6 points of damage per round, and the wand continues to glow for 1d6 turns.

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Gilidarius's Ring of Wizardry

XP VALUE: 4,500

DESCRIPTION: Gilidarius (card # 309) placed his *ring of wizardry* upon a rune of magical absorption on the great stone table in Raistlin's laboratory, and he left it there for a full cycle of the moon, Nuitari, while Raistlin was away from the Tower of High Sorcery. As a result, the ring not only doubles his 4th-level spells, but he can carry one extra necromantic spell of each level whenever Naitari is in its full phase.

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Malice's Rod of Reincarnation

XP VALUE: 12,000

DESCRIPTION: This rod was bestowed upon Matron Malice Do'Urden when she was high in the favor of Lolth, but she kept its existence a secret and it passed out of knowledge with her death. It has the powers of a *rod of resurrection*, but it has a horribly evil power as well: when its wielder scores a hit with it (two uses only), the victim is instantly destroyed and reincarnated as a completely new character! (Saving throw allowed for no effect.) All character attributes, including class and race, are randomly determined, but the resurrected character will have the same level as its predecessor.

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Reptilla's Staff of the Serpent

XP VALUE: 7,500

DESCRIPTION: This staff was specially created by Reptilla (card #729), but she lost it in a battle with a bronze dragon whose lair she attempted to occupy while he was not at home. This staff is an "adder" staff—it strikes as a +1 magical weapon and does 2d2 points of damage. Upon command, the head of the staff becomes that of an adder (AC 5, 20 hp) and remains so for one full turn. When the snake-head scores a hit, the victim must make a saving throw vs. poison. Because Reptilla is an expert with poisons, she has designed the staff to inject different classes of poison—classes C-F and O-P. Each poison type has its own command word.

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Sherry's Ring of Animal Friendship

XP VALUE: 1,500

DESCRIPTION: Sherry Feldstone (card #92) is a druid, so this ring allows her to influence 24 Hit Dice worth of animals. Like other similar rings, all creatures of neutral alignment and animal intelligence make a saving throw vs. spell when they come within 10' of it; if their roll is successful, they run away, but if it fails, they become docile and follow Sherry around. They will even attempt to protect her if they perceive that she's in danger. Unlike other *rings of animal friendship*, this one conveys the ability to *speak with animals* when the animals fail that same saving throw.

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Varlo's Ring of Feather Falling

XP VALUE: 1,500

DESCRIPTION: Varlo's ring imitates the *feather fall* spell a bit differently than other rings of its kind. It creates a 10'-cubic area of effect, allowing not only Varlo, but everybody and everything within 5' to feather fall with him. The area is defined when he grasps the ring and twists it around his finger. All pertinent people and objects must then leave the high point together with Varlo. Varlo can also remain aloft for 5 rounds by constantly puffing downward while he is airborne—this simulates a piece of down that is carried on the wind.

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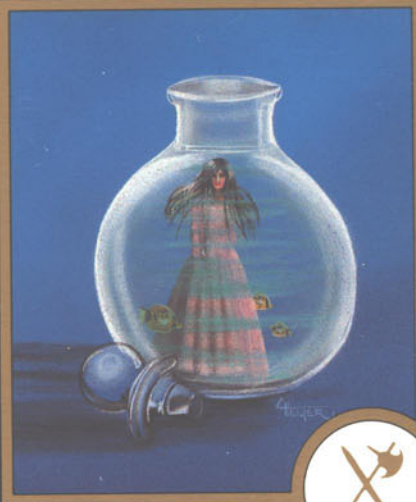
Hoinbee's Ring of Truth

XP VALUE: 2,000

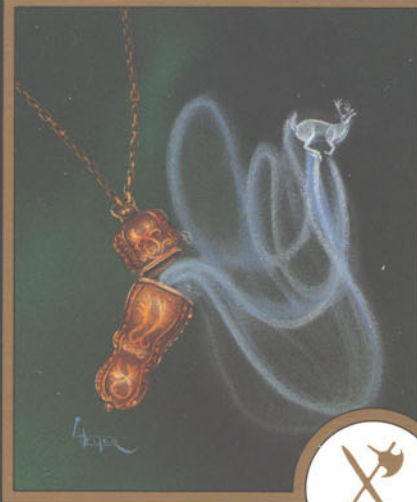
DESCRIPTION: Hoinbee, an evil transmuter and pathological liar, experimented for many years before he finally perfected this peculiar *ring of truth*. Now he can detect falsehoods told by anyone else, but he can continually lie, himself, without having to remove the ring. The ring now renders his lies so convincing that even a *detect lie* spell will not expose him. There is a drawback to the ring's power, however: Hoinbee now believes every lie that he tells for one day after he tells it. Thus, he must be careful not to tell any lies that could significantly influence his actions over the next 24 hours.

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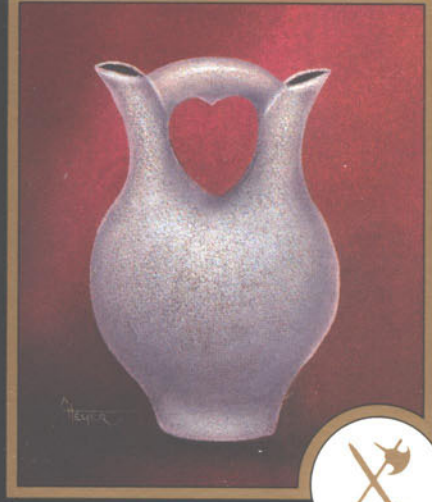
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Magical Potion



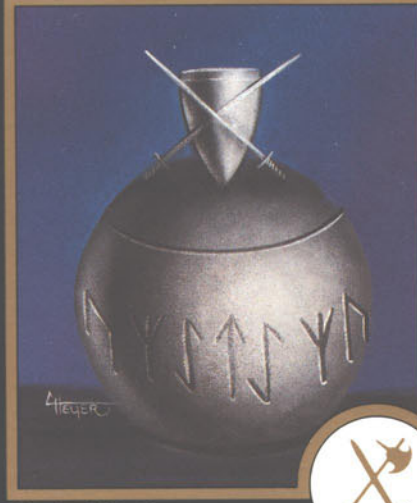
Magical Potion



Magical Philter



Magical Oil



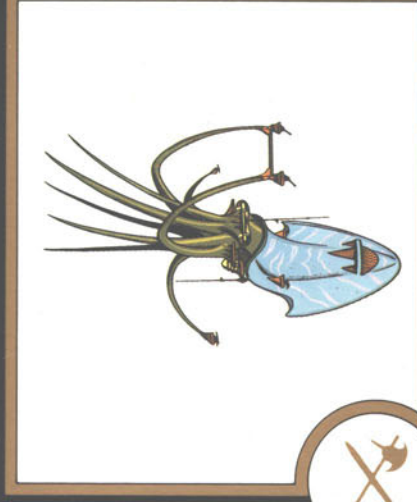
Magical Potion



Whaleship



Battle Dolphin



Cuttle Command



Gnomish Whelk



Aleese's Philter of Overwhelming Love

XP VALUE: 400

DESCRIPTION: By discovering new methods of concentrating ingredients, Aleese was able to create an extra-potent version of the *philter of love*. When this potion is slipped into a drink, the imbiber becomes ridiculously sentimental about life, about his or her friends, about each and every subject that occurs to him or her. The affected person would gratuitously flatter a medusa (and then turn to stone, of course), or blubber hysterically at the least hint of unhappiness on *anyone's* part. In short, combat becomes impossible! Only a *dispel magic* spell will negate the effects of this philter.

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Wallac's Potion of Speedcasting

XP VALUE: 400

DESCRIPTION: Wallac has been producing potions for years. He has also tried to create numerous new potions, usually with either explosive or no effect. The *potion of speedcasting* is one of his few successes. When any spellcaster takes a dose of this potion, his casting time is halved. Thus, a spell that normally requires a round to cast only requires 5 segments under the influence of a *potion of speedcasting*. Spells that only require 1 segment to cast are instantaneous, always going off at the beginning of the round, before any other action takes place. The effects of the potion last for 5d4 rounds.

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Potion of Water Adventuring

XP VALUE: 800

DESCRIPTION: When a dose of this potion is consumed, two effects are conveyed upon the imbiber: they are able to breathe underwater and they are affected as if a spell of *free action* had been cast upon them. The effects of the potion last for one hour plus an additional 1d10 rounds. There is a 75% chance that the potion contains two doses and a 25% chance that it contains four doses.

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Trading Cards

Mini-series: Spelljammer™ Ships Whaleship

BUILT BY: Humans

TONNAGE: 90 tons

HULL POINTS: 90

CREW: 20/90

MANEUVERABILITY CLASS: E

ARMOR RATING: 4

POWER TYPE: Major helm

SHIP'S RATING: As helmsman

KEEL LENGTH: 250'

BEAM LENGTH: 40', (90' with flippers)

DESCRIPTION: The whaleship is not known for being graceful, only big. It is a perfect hauler of large bulk freight and passengers. It is ineffective in battle due to its poor maneuverability.

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Zak's Potion of Invulnerability

XP VALUE: 650

DESCRIPTION: Zak's *potion of invulnerability* is basically a liquid *minor globe of invulnerability*, usable by all classes. Thus, upon ingestion of this potion, the imbiber is immune to all 1st-, 2nd-, and 3rd-level spell effects for 5d4 rounds. The globe is not stationary as that of the spell, but moves with the imbiber, allowing him or her to engage in combat and spellcasting from multiple locations. A successful *dispel magic* spell will negate the effects of the potion.

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Jazper's Oil of Permanent Etherealness

XP VALUE: —

DESCRIPTION: This potion works exactly the same as *oil of etherealness*, except that its effects are permanent—only the spell *plane shift* or an *oil of materialism* potion (which Jazper is still working on) will return a character so coated from the Ethereal plane. Of course, a *wish* spell can alter the circumstances as well. Those victims of Jazper's *oil of permanent etherealness* who are not properly prepared for a return trip may be forced to take up residence in the Ethereal plane until they either find help or meet an Ethereal monster who will send them to yet another plane of existence. . . .

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Trading Cards

Mini-series: Spelljammer Ships Gnomish Whelk

BUILT BY: Illusionist gnomes

TONNAGE: 30 tons

HULL POINTS: 30

CREW: 20/30

MANEUVERABILITY CLASS: D

ARMOR RATING: 6

POWER TYPE: Major/minor helm

SHIP'S RATING: As helmsman

KEEL LENGTH: 120'

BEAM LENGTH: 25'

DESCRIPTION: The whelk is a grown ship that appears as a spiraled sea shell dotted by sharp spikes along the whorls, traveling large-end first through the void.

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Trading Cards

Mini-series: Spelljammer Ships Cuttle Command

BUILT BY: Humans, mind flayers

TONNAGE: 100 tons

HULL POINTS: 100

CREW: 30/100

MANEUVERABILITY CLASS: E

ARMOR RATING: 8

POWER TYPE: Major/minor helm

SHIP'S RATING: As helmsman

KEEL LENGTH: 120' (high)

BEAM LENGTH: Variable

DESCRIPTION: The cuttle command is a ten-story-tall tower in space. It maintains its gravity plane by having large weapons mounted on four of its eight tentacles, changing the gravity plane to horizontal.

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Trading Cards

Mini-series: Spelljammer Ships Battle Dolphin

BUILT BY: Humans

TONNAGE: 70 tons

HULL POINTS: 70

CREW: 12/70

MANEUVERABILITY CLASS: D

ARMOR RATING: 5

POWER TYPE: Major/minor helm

SHIP'S RATING: As helmsman

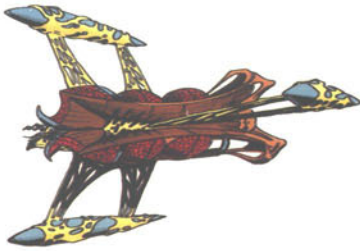
KEEL LENGTH: 250'

BEAM LENGTH: 30'

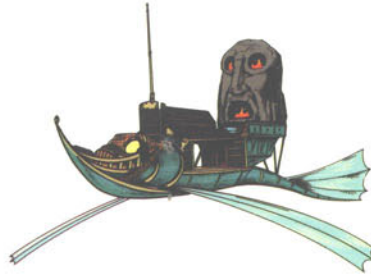
DESCRIPTION: The battle dolphin maintains an upper "surveillance" level whose height places it above the decks of opposing ships. The galleonlike portion of the upper deck can separate from the main ship.

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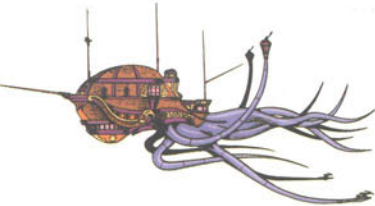
Unity Ship



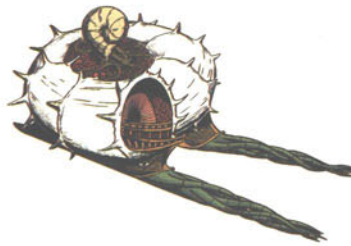
Quentin's Libraria



Smalljammer



Octopus



Illithid Dreadnought



Strahd von Zarovich



Nosferatu Vampire



Dwarf Vampire



Halfling Vampire





Mini-series: Spelljammer Ships Smalljammer

BUILT BY: *Spelljammer*
TONNAGE: 20 tons
HULL POINTS: 20
CREW: 1/20
MANEUVERABILITY CLASS: B
ARMOR RATING: 6
POWER TYPE: Major/minor helm
SHIP'S RATING: As helmsman
KEEL LENGTH: 60'
BEAM LENGTH: 70' (wingspan), 25' (hull beam)
DESCRIPTION: This is a miniature version of the *Spelljammer* itself. It can project an illusion around itself which is undetectable until the atmospheric envelope is breached.

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Mini-series: Spelljammer Ships Quentin's Libraria

BUILT BY: Quentin Axan
TONNAGE: 30 tons
HULL POINTS: 30
CREW: 5/30
MANEUVERABILITY CLASS: E (variable)
ARMOR RATING: 7
POWER TYPE: Major helm
SHIP'S RATING: As helmsman
KEEL LENGTH: 120'
BEAM LENGTH: 25'
DESCRIPTION: This ship is created in pursuit of the *Spelljammer*. The idol that dominates the stern is a variant of a major helm; it can attain greater maneuverability classes through offerings burned in its mouth, primarily paper and books.

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Mini-series: Spelljammer Ships Unity Ship

BUILT BY: The K'r'r'r
TONNAGE: 30 tons each
HULL POINTS: 30
CREW: 15/30
MANEUVERABILITY CLASS: C
ARMOR RATING: 8
POWER TYPE: K'r'r'r helm
SHIP'S RATING: As helmsman
KEEL LENGTH: 120'
BEAM LENGTH: 25'
DESCRIPTION: The unity ships are identical and modular such that they can link together at the catamarans to form a large ship. The ship has the SR of the slowest member of the meld.

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Mini-series: Vampires of Ravenloft Strahd Von Zarovich

16th-level Necromancer

RACE: Human vampire
ARMOR CLASS: 1 (-1 with cloak)
THACO: 11 (8 with weapon)
MOVEMENT: 12, Fl 18(C)
HIT POINTS: 55
ALIGNMENT: Lawful evil
BACKGROUND: Lord of Barovia, Strahd was the first to establish a realm in the demiplane of Ravenloft. His vampiric strength inflicts an additional 6 points of damage to his attacks. He also can drain experience levels with a touch, cast spells, and he has a charm gaze. Strahd has 15% magic resistance.

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Mini-series: Spelljammer Ships Illithid Dreadnought

BUILT BY: Mind flayers
TONNAGE: 90 tons
HULL POINTS: 90
CREW: 20/90
MANEUVERABILITY CLASS: E
ARMOR RATING: 4
POWER TYPE: Pool helm
SHIP'S RATING: 5
KEEL LENGTH: 100'
BEAM LENGTH: 90'
DESCRIPTION: The interior of this ship is a single great vault. It is lit with red hues and dominated by the glowing pool that is the motive force for spelljamming.

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Mini-series: Spelljammer Ships Octopus

BUILT BY: Humans, mind flayers
TONNAGE: 70 tons
HULL POINTS: 70
CREW: 13/70
MANEUVERABILITY CLASS: D
ARMOR RATING: 7
POWER TYPE: Major/minor/pool helm
SHIP'S RATING: As helmsman
KEEL LENGTH: 100' (not incl. tentacles)
BEAM LENGTH: 60'
DESCRIPTION: The octopus moves through the void in a manner similar to the sea creature of the same name. Designed as a convoy protector, its weapon layout earned it the nickname "tailgunner."

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Mini-series: Vampires of Ravenloft Halfling Vampire

ARMOR CLASS: 3
THACO: 13
MOVEMENT: 9
HIT DICE: 6 + 3
ALIGNMENT: Chaotic evil
SIZE: S (4'-5' tall)
INTELLIGENCE: High (13-14)
COMBAT: #AT 1; Dmg 1-4
DESCRIPTION: The touch of a halfling vampire reduces the victim's Str and Con by 1 point. When either attribute reaches 0, the victim dies and will rise as a vampire. Halfling vampires radiate a 20-yard aura of *fatigue* that requires a successful save vs. magic to negate.

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Mini-series: Vampires of Ravenloft Dwarf Vampire

ARMOR CLASS: 0
THACO: 11
MOVEMENT: 9
HIT DICE: 9 + 3
ALIGNMENT: Neutral evil
SIZE: S (4' tall)
INTELLIGENCE: Very (11-12)
COMBAT: #AT 1; Dmg 1-4 or by weapon
DESCRIPTION: Dwarves regard death as the just reward of a hero, so vampire dwarves suffer from an increased hatred of what they are and are even more evil for it. The touch of one permanently drains two points of Con. Vampire dwarves have a Str of 18/76 and often wield the weapons they loved in life.

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Mini-series: Vampires of Ravenloft Nosferatu Vampire

ARMOR CLASS: 1
THACO: 13, (11 with weapon)
MOVEMENT: 12, Fl 18(C)
HIT DICE: 8 + 3
ALIGNMENT: Any evil
SIZE: M (5'-6' tall)
INTELLIGENCE: Variable (3-18)
COMBAT: #AT 1; Dmg by weapon
DESCRIPTION: Nosferatu are a variant of the common vampire. They are noted for their ability to drain points of Con, rather than experience levels. In order to do this, it needs to actually bite a victim. Lost Con points are regained at a rate of 1 point every two days.

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Ravenloft Trading Cards



A vampire with long, dark hair and a purple cape, holding a wooden staff with a red orb at the top. The background is dark with a blue vertical stripe on the right.

Kender Vampire



Ravenloft Trading Cards



A vampire with long, light-colored hair and a dark hood, with a wide, toothy grin. The background is a blue sky with a spiderweb pattern.

Elf Vampire



Ravenloft Trading Cards

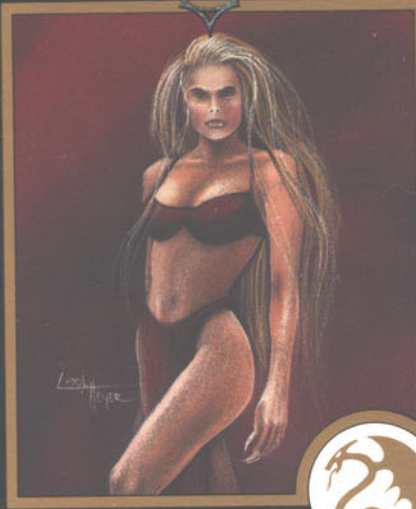


A vampire with a large, bulbous nose and a dark, spiked collar, holding a shield with a red spider emblem and a spear. The background is dark.

Gnome Vampire




Ravenloft Trading Cards




A vampire with long, blonde hair and a dark, revealing outfit, posing against a dark red background.

Vampyre




Ravenloft Trading Cards



A vampire with long, light-colored hair and a dark hood, wearing a red tunic with a blue gem. The background is a dark purple.

Jander Sunstar



FORGOTTEN REALMS Trading Cards



A knight in a red and silver suit, holding a shield with a red sun emblem and a spear with a spiked head. The background is a clear blue sky.

Sir Darras



Advanced Dungeons & Dragons™ 2nd Edition Trading Cards



A barbarian with a large, muscular build, wearing a silver breastplate and holding a battle-axe. The background is a blue sky over a green field.

Zera Brighthammer



Ravenloft Trading Cards



A vampire with long, light-colored hair and a purple cape, holding a spear and standing next to a unicorn. The background is a blue sky with a green field.

Leilana



Advanced Dungeons & Dragons™ 2nd Edition Trading Cards



A character with a large, rocky head and a purple tunic, holding a staff with a glowing orb. The background is dark.

Istha Rockhead





Trading Cards

Mini-series: Vampires of Ravenloft

Gnome Vampire

ARMOR CLASS: 0
THACO: 13
MOVEMENT: 9
HIT DICE: 6 + 3
ALIGNMENT: Chaotic evil
SIZE: S (3'-4' tall)
INTELLIGENCE: Genius (17-18)
COMBAT: #AT 1; Dmg 1-4
DESCRIPTION: Gnomish vampires are unable to speak. The touch of one drains 2 points of Dex from a victim. The vampire is able to twist its features into a horrible smile, causing those who see it to successfully save vs. spell or act as if affected by *Tasha's uncontrollable hideous laughter*.

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Trading Cards

Mini-series: Vampires of Ravenloft

Elf Vampire

ARMOR CLASS: 2
THACO: 13
MOVEMENT: 15
HIT DICE: 7 + 3
ALIGNMENT: Lawful evil
SIZE: M (5'-6' tall)
INTELLIGENCE: Genius (17-18)
COMBAT: #AT 1; Dmg 1-4 or by weapon
DESCRIPTION: Elvish vampires have a Str of 18/01. They receive a +4 to all missile fire attacks. The touch of one drains 2 points of Chr and leaves a permanent scar. Those who see an elvish vampire must successfully save vs. paralysis or be unable to move for 1d4 rounds; a saving throw roll of 1 results in instant death.

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Trading Cards

Mini-series: Vampires of Ravenloft

Kender Vampire

ARMOR CLASS: 2
THACO: 15
MOVEMENT: 9
HIT DICE: 4 + 3
ALIGNMENT: Lawful evil
SIZE: S (3'-4' tall)
INTELLIGENCE: Average (8-10)
COMBAT: #AT 1; Dmg 1-6
DESCRIPTION: Kender vampires move last in combat. The touch of one causes the victim to lose 1 point of Int and Wis, and to make a successful saving throw vs. paralysis or be unable to move in the next round. Once per hour, the creature can *cackle*, forcing a saving throw vs. spell or be affected as if looking upon a *symbol of insanity*.

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Trading Cards

Sir Darras of Suzail

6th-level Cavalier

RACE: Human
ARMOR CLASS: -3
THACO: 15
MOVEMENT: 6
HIT POINTS: 63
ALIGNMENT: Lawful good
EQUIPMENT: Long sword +1
BACKGROUND: Sir Darras was born to a middle-class family, so it was difficult for him to make his way into the higher ranks of his order. However, his strict adherence to the Code and the fact that he has placed Honor above his life several times has earned him both rank and reputation. Darras feels and makes himself personally responsible for all who travel with him.

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Trading Cards

Mini-series: Vampires of Ravenloft

Jander Sunstar

8th-level Warrior/Vampire

RACE: Golden Elf
ARMOR CLASS: -4
THACO: 10
MOVEMENT: 21, Fl 18(C)
HIT POINTS: 78
ALIGNMENT: Neutral
BACKGROUND: Jander is a tragic figure, a sun-worshipping elf born in Evermeet who was turned into a vampire. He was transported to Barovia when his lost love for an inmate of an asylum caused him to plead for vengeance against the one who had rendered her mad. His story is fully told in the novel, *Vampire of the Mists*.

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Trading Cards

Mini-series: Vampires of Ravenloft

Vampyre

ARMOR CLASS: 4
THACO: 11
MOVEMENT: 12
HIT DICE: 8 + 3
ALIGNMENT: Chaotic evil
SIZE: M (6' tall)
INTELLIGENCE: Exceptional (15-16)
COMBAT: #AT 3; Dmg 1-4/1-4/1-6
DESCRIPTION: Vampyres are not actually undead, but they must drink blood to survive. The saliva of a vampyre requires the victim to roll a successful saving throw vs. poison (modified by a -1 penalty for every 2 points of damage inflicted by the attack) or be *charmed*.

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Trading Cards

Istha Rockhead

5th-level Berserker Warrior

RACE: Dwarf
ARMOR CLASS: 3
THACO: 16
MOVEMENT: 9
HIT POINTS: 45
ALIGNMENT: Chaotic evil
EQUIPMENT: Footman's flail, scourge, boots of the north, ring of warmth
BACKGROUND: Shortly after her birth, an avalanche/cave-in destroyed everyone in Istha's clan but her brother and her. She was raised by a tribe of barbarians. Brought up to constantly criticize herself and others in a most painful fashion, she has become cold and hard. She wanders the land, punishing herself and others for their shortcomings.

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Trading Cards

Leilana

4th-level Beast-rider

RACE: Elf
ARMOR CLASS: 8
THACO: 17
MOVEMENT: 12
HIT POINTS: 22
ALIGNMENT: Lawful good
EQUIPMENT: Padded armor, lance, long sword, longbow +1
BACKGROUND: Unusually shy and serious, Leilana passed many hours alone in the woods as a young woman. Once, she spied a wounded unicorn limping into a mist-shrouded vale. She followed to aid it. Now both are trapped in the demiplane of dread.

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Trading Cards

Zera Brighthammer

6th-level Amazon Warrior

RACE: Dwarf
ARMOR CLASS: 1
THACO: 15
MOVEMENT: 6
HIT POINTS: 31
ALIGNMENT: Chaotic good
EQUIPMENT: Dwarven plate mail, two-bladed battle ax, small shield, warhammer +1
BACKGROUND: Zera's background and her porcine mount attract all manner of jokes, but not among those who know her skill with a hammer. She left home to follow a handsome dwarf who was briefly of service to her tribe. The attachment quickly faded, but not so her lust for a good brawl and a thrilling adventure.

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Dragon Lance™
Trading Cards

Boinias

Dragon Lance™
Trading Cards

Tranea

Advanced Dungeons & Dragons™
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Trading Cards

Callvyn

FORGOTTEN REALMS
Trading Cards

Bantu

GREYHAWK
ADVENTURES
Trading Cards

Lyssa Kuballa

Advanced Dungeons & Dragons™
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Trading Cards

Calla

Advanced Dungeons & Dragons™
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Trading Cards

Kerisis

Dragon Lance™
Trading Cards

Lafallot Reyelhart

SPELLJAMMER™
Trading Cards

Selma Moore

Callvyn

14th-level Berserker Warrior

RACE: Half-elf
ARMOR CLASS: -1
THACO: 7
MOVEMENT: 12
HIT POINTS: 36
ALIGNMENT: Chaotic neutral
EQUIPMENT: Stiletto, *elven chain mail +3*, *long sword +2*, *figurine of wondrous power* (golden lions)
BACKGROUND: Callvyn lives most of his life in a world of his own devising; he is indisputably insane. Nevertheless, whatever he does in his imaginary world seems to be roughly identical to that which he does in this one. Thus, his actions are always strangely appropriate. His closest companions are his *figurines*.

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Tranea

7th-level Gladiator

RACE: Human
ARMOR CLASS: 3
THACO: 14
MOVEMENT: 12
HIT POINTS: 40
ALIGNMENT: Neutral
EQUIPMENT: Samnite armor, drusus (+1 to hit/damage), lasso, mancatcher, *rope of entanglement*, *winged boots*
BACKGROUND: Tranea is Boinias's (card #298) partner. She entered the arena in Kristophan gladly, to prove her worth to herself. She is an enormously popular gladiator, losing very rarely. Her background remains a mystery. All anyone knows is that she is fiercely devoted to Boinias.

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Boinias

7th-level Gladiator

RACE: Gnome
ARMOR CLASS: 7
THACO: 14
MOVEMENT: 6
HIT POINTS: 54
ALIGNMENT: Neutral
EQUIPMENT: Gallic armor, cestuses, bolas, dagger, *short sword +3*, *gauntlets of dexterity*
BACKGROUND: Boinias grew up in the slave pits of the League of Minotaurs. Showing great potential as a fighter in his scrapes with the other children, Boinias was trained to be a professional fighter. After several arena victories, he escaped and now seeks revenge on minotaurs and slavers.

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Calla

3rd-level Amazon Wizard

RACE: Human
ARMOR CLASS: 6
THACO: 20
MOVEMENT: 12
HIT POINTS: 8
ALIGNMENT: Neutral
EQUIPMENT: *Bracers of defense AC 6*, *cape of the bat*
BACKGROUND: Calla grew up in the jungle. Although she was raised in the ways of the shamans by her mother, Calla did not want the life of a tribal supervisor. Instead, she is wandering the world, gaining knowledge and generally having a good time. However, she is feeling guilty for abandoning her tribe. Thus, she is heading home with her snake familiar, Issa.

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Lyssa Kuballa

7th-level Swashbuckler Warrior

RACE: Elf
ARMOR CLASS: 0
THACO: 14
MOVEMENT: 12
HIT POINTS: 63
ALIGNMENT: Neutral good
EQUIPMENT: Whip, stiletto, short bow, *leather armor +5*, *sabre +3*, *gauntlets of dexterity*
BACKGROUND: Lyssa is rather excitable and wild, flinging herself with mad abandon into each adventure. She is flamboyant, and fun is never in short supply when she makes an appearance. Nevertheless, she persists in viewing herself as "dull and mousy."

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Bantu

3rd-level Pirate Warrior

RACE: Human
ARMOR CLASS: 0
THACO: 18
MOVEMENT: 12
HIT POINTS: 15
ALIGNMENT: Chaotic good
EQUIPMENT: *Belaying pin*, *cutlass*, *bracers of defense AC 4*
BACKGROUND: Bantu is a good man who hopes that others on his ship in the Sea of Fallen Stars follow his example. Bantu is not particularly smart, so others can easily fool him when they want to do something immoral. They usually tempt him with some fresh ale, which he cannot resist.

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Selma Moore

7th-level Witch

RACE: Human
ARMOR CLASS: 7
THACO: 18
MOVEMENT: 12, Fl 30
HIT POINTS: 20
ALIGNMENT: Neutral
EQUIPMENT: *Broom of Flying (Irving)*, *ring of protection +3*, *necklace of missiles*
BACKGROUND: There's nothing that Selma enjoys more than zipping around in wild-space. She was born on the Rock of Bral, where her parents inadvertently left her after they fled a neogi raid. She grew up a tough little guttersnipe.

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Lafallot Reyelhart

14th-level Wizard

RACE: Elf
ARMOR CLASS: -2
THACO: 16
MOVEMENT: 12
HIT POINTS: 40
ALIGNMENT: Chaotic good
EQUIPMENT: *Bracers of defense AC 2*, *ring of protection +2*
BACKGROUND: Lafallot "began life at a very early age," or so he likes to tell people—his whole life has been an exercise in fun and practical jokes. He was expelled from wizard school when he switched his master's *dust of disappearance* with itching powder. He is especially happy since he learned to cast *delayed blast fireball*.

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Kerisis

10th-level Amazon Wizard

RACE: Human
ARMOR CLASS: 0
THACO: 17
MOVEMENT: 12
HIT POINTS: 30
ALIGNMENT: Neutral evil
EQUIPMENT: *Bracers of defense AC 0*, *girdle of femininity*, *horn of blasting*
BACKGROUND: Kerisis was once a male, but one day, as he was tending to the identification of various items for his party, he mistakenly donned the wrong girdle and became a very unhappy woman. Now she's trying to find someone to remove the *girdle*, but has had no luck so far. Until she can change back, Kerisis is determined to be the most manly woman alive.

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FORGOTTEN REALMS

Trading Cards



Flowrana Tareehugge



GREYHAWK ADVENTURES

Trading Cards



Forsythe



Dragon Lance

Trading Cards



Gilidarius



Advanced Dungeons & Dragons 2nd Edition

Trading Cards

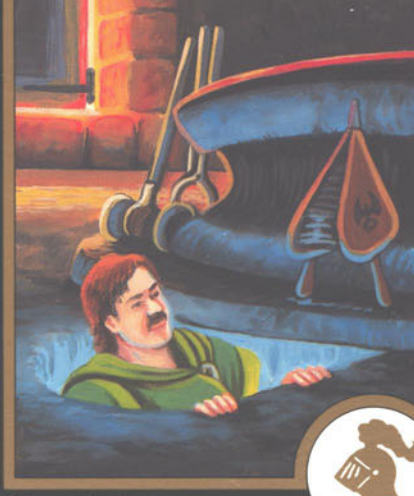


Callran



FORGOTTEN REALMS

Trading Cards



'Ferret' Jones



Ravenloft

Trading Cards



Killeen



Advanced Dungeons & Dragons 2nd Edition

Trading Cards

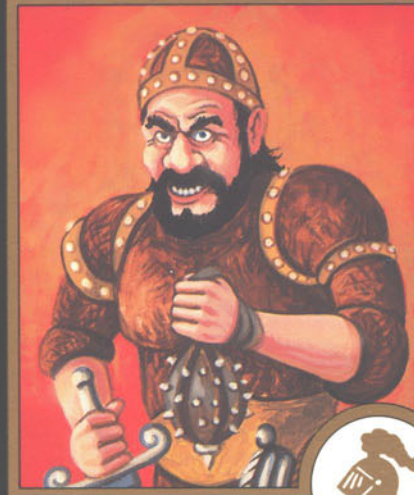


Alenella



GREYHAWK ADVENTURES

Trading Cards



Korr Breakstone



Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Moonshadow





Gilidarius

15th-level Black Robe Wizard

RACE: Human
ARMOR CLASS: 0
THACO: 16
MOVEMENT: 9
HIT POINTS: 40
ALIGNMENT: Lawful evil
EQUIPMENT: Rat familiar, *medallion of ESP, ring of wizardry, ring of regeneration*
BACKGROUND: Gilidarius was a pupil of the infamous Raistlin Majere long ago. He now seeks his lost master, but he has not had any luck in opening a portal to the Abyss. He is not nearly as charming as Raistlin was, and most keep their distance from him. Gilidarius may be very old, but his evil ambition is not the least bit diminished.

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Forsythe

5th-level Wizard

RACE: Human
ARMOR CLASS: 7
THACO: 19
MOVEMENT: 12
HIT POINTS: 15
ALIGNMENT: Lawful good
EQUIPMENT: *Ring of spell storing, quarterstaff +3*
BACKGROUND: Forsythe began his adventuring career rather late in life. Although he has always wanted to do something useful, he found life slipping away in menial labor. Eventually, he abandoned obligations that held him to his job and took up the adventuring life. He has been making a name for himself in the City of Greyhawk.

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Flowrana Tareehugge

1st-level Wizard

RACE: Elf
ARMOR CLASS: 10
THACO: 20
MOVEMENT: 12
HIT POINTS: 3
ALIGNMENT: Chaotic good
EQUIPMENT: *Wand of wonder*
BACKGROUND: Flowrana has always been an ardent nature-lover, and she decided to dedicate her life to the protection of the forests she loves. She inherited her wand and is looking for ways to best use it in the service of the greenery. She is actually a bit fanatical about the woods, often to the point of excluding her companions in favor of plants.

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Killeen

11th-level Spy

RACE: Elf
ARMOR CLASS: 6
THACO: 13
MOVEMENT: 12
HIT POINTS: 43
ALIGNMENT: Neutral good
EQUIPMENT: *Thieves' harness, robe of blending, wand of secret door and trap location*
BACKGROUND: Killeen will never forget the bitter years of slavery forced upon him by the cruel Vlad Drakov of Falkovnia. One dark night he escaped, and he has since made his living by acquiring information for those who will pay him for it.

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"Ferret" Jones

6th-level Smuggler

RACE: Human
ARMOR CLASS: 9
THACO: 18
MOVEMENT: 12
HIT POINTS: 30
ALIGNMENT: Neutral evil
EQUIPMENT: *Ring of invisibility, short sword +2*
BACKGROUND: Ferret followed in the footsteps of his smuggler father. One might hope that he would be better at his profession, but he seems to have unending bad luck. He frequently loses shipments, making some powerful enemies among the Zhentarim. Little do they realize that Ferret has been stockpiling the shipments.

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Callran

2nd-level (18th-level) Wizard

RACE: Half-elf
ARMOR CLASS: 8
THACO: 20
MOVEMENT: 12
HIT POINTS: 35
ALIGNMENT: Neutral good
EQUIPMENT: *Cloak of arachnida*
BACKGROUND: Callran is a fledgling wizard, studying under the great wizard, Waz-zisnom. She is also an amnesiac, unaware of her past, but her mentor can see that she has great potential. Little does he know that she is the famous Alhera Sun-breeze, whose ability was far beyond his own. Upon reaching 18th-level, she *wished* "to be young again" and lost years of experience.

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Moonshadow

3rd-level Troubleshooter

RACE: Human
ARMOR CLASS: 7
THACO: 19
MOVEMENT: 12
HIT POINTS: 12
ALIGNMENT: Neutral good
EQUIPMENT: *Rope of climbing, thieves' picks, 2 daggers, 4 packets of dog pepper, glass cutter*
BACKGROUND: Moonshadow sells her services as a "finder of lost items." She is an expert burglar who broke from the thieves' guild and now spends her time stealing back the things that they have stolen—for a price. Her familiarity with the way in which the thieves' guild operates makes her quite a thorn in the side of that dark society.

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Korr Breakstone

2nd-level Rogue

RACE: Dwarf
ARMOR CLASS: 7
THACO: 20
MOVEMENT: 6
HIT POINTS: 12
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Leather armor +1, sap, dagger*
BACKGROUND: Korr is an outcast from dwarven society; his mother was a mountain dwarf but his father was duergar. His life has been a hard one and he has been shaped by it into a cruel, cunning, bandit. His temper is short and his greed for physical comforts unending.

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Alenella

1st-level Rogue

RACE: Human
ARMOR CLASS: 6
THACO: 20
MOVEMENT: 12
HIT POINTS: 6
ALIGNMENT: Lawful evil
EQUIPMENT: *Marked cards, 2 throwing daggers*
BACKGROUND: As an adolescent, Alenella discovered that her good looks and quick wits enabled her to get away with almost anything. In the years since, she has made her living pretending to be a gifted gypsy fortune teller. In truth, she is just a gifted liar who lures people in and tricks them out of their money.

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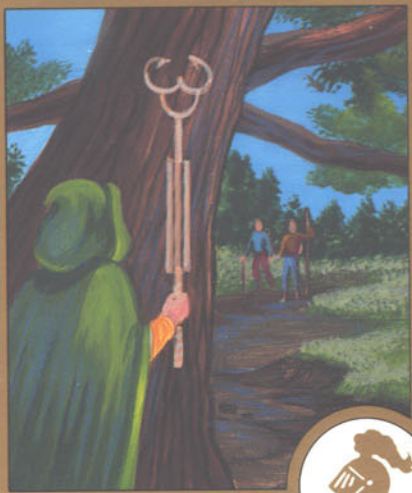
Dell Bandenwick



Endrenn Allerendris



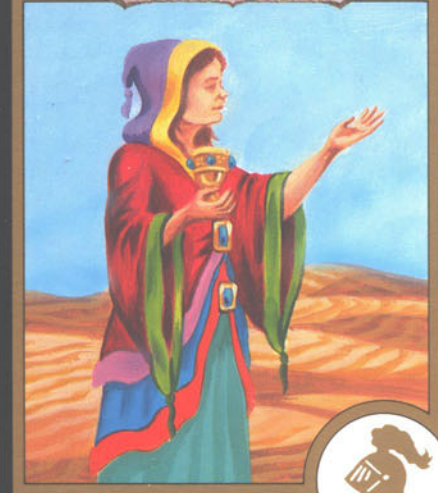
Molacinth



Korska Kelluskuscha



Kevlin



Evanika



Syllendel Mallandiara



Grash Crackbacker



Ebomara



Molacynth
19th-level Rogue

RACE: Human
ARMOR CLASS: 10
THACO: 11
MOVEMENT: 12
HIT POINTS: 45
ALIGNMENT: Neutral evil
EQUIPMENT: Molacynth is a genius with disguises; she always carries equipment appropriate to her current facade.
BACKGROUND: Molacynth is one of the premier assassins in the heartlands. As she aged, she replaced her lost physical prowess with a cruel and devilishly clever mind. Now, her innocent appearance and her knowledge of poisons make her perhaps the most dangerous assassin in all the lands.

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Endrenn Allerendris
5th-level Acrobatic Rogue

RACE: Elf (half drow)
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 12
HIT POINTS: 26
ALIGNMENT: Lawful evil
EQUIPMENT: *Dagger of venom, pouch of accessibility, thieves' tools*
BACKGROUND: Endrenn was born to an outcast couple: a high elven father and drow mother. She has a turn for evil and crime that has enabled her to survive in the darkest corners of many human cities. She currently haunts the midnight streets (and the rooftops) of Tantras.

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Dell Bandenwick
4th-level Adventurer Rogue

RACE: Halfling
ARMOR CLASS: 4
THACO: 19
MOVEMENT: 9
HIT POINTS: 21
ALIGNMENT: Lawful neutral
EQUIPMENT: *Padded armor +2, cloak of elvenkind, walking staff, backpack, dagger*
BACKGROUND: Dell left the shire of his birth in a quest for intrigue and excitement. Falling in with a band of elven travelers, he quickly found that the world held more adventure than he had bargained for. Dell is a jolly chap who lives among the elves now and enjoys occasional adventures.

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Evanika
10th-level Noble Priestess

RACE: Human
ARMOR CLASS: 5
THACO: 14
MOVEMENT: 12
HIT POINTS: 51
ALIGNMENT: Lawful neutral
EQUIPMENT: *Cloak of protection +5, holy symbol (chalice)*
BACKGROUND: Evanika is a worshipper of the elemental forces of Water. She leads a large group of followers in the Athasian city of Tyr. As might be expected, Evanika's faith is a popular one under the blistering rays of the sun. Her ability to provide life-giving water in even the driest of seasons assures her of respect.

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Kevlin
12th-level Noble Priest

RACE: Human
ARMOR CLASS: 8
THACO: 14
MOVEMENT: 12
HIT POINTS: 72
ALIGNMENT: Neutral evil
EQUIPMENT: *Unholy vestments, unholy symbol, rings of human influence and vampiric regeneration*
BACKGROUND: Kevlin is the head of a vile cult known as the Servants of the Iron Crown. This small sect of evil priests has taken root in the domain of Falkovnia and hopes to destroy that land's ruler, Vlad Drakov, so that they may seize power for themselves.

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Korska Kellukuscha
14th-level Bandit

RACE: Human
ARMOR CLASS: 2
THACO: 14
MOVEMENT: 12
HIT POINTS: 41
ALIGNMENT: Lawful neutral
EQUIPMENT: *Robe of protection +4, mancatcher, sap*
BACKGROUND: Korska is the son of a woodland trapper. He watched his father scratch a meager living out of the wilderness around him and vowed to do better. Now, he uses the same skills and techniques—snares, pits, and other traps—to steal from travelers. All in all, he makes a much better living than his father did.

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Ebomara
13th-level Priestess

RACE: Drow
ARMOR CLASS: 10
THACO: 12
MOVEMENT: 12
HIT POINTS: 69
ALIGNMENT: Lawful evil
EQUIPMENT: *Book of vile darkness, talisman of ultimate evil, slippers of spider climbing*
BACKGROUND: Ebomara is a devoted follower of Lolth. She makes use of her obvious female charms to corrupt male humans and demihumans. If such puppets can be brought into the service of Lolth, so much the better. If not, they are killed.

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Grash Crackbacker
3rd-level Priest

RACE: Half-orc
ARMOR CLASS: 3
THACO: 20
MOVEMENT: 12
HIT POINTS: 21
ALIGNMENT: Chaotic evil
EQUIPMENT: *Plate mail, unholy symbol*
BACKGROUND: Grash is an incredibly strong half-orc who follows the teachings of Bhaal. He is cruel and sadistic, earning his name each time he employs his favorite "bear hug" attack. Grash is fairly slow-witted, and it is doubtful that he will rise to a much higher level before the duties of his faith become too much for him to follow.

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Syllendel Mallandiar
5th-level Noble Priest

RACE: Elf
ARMOR CLASS: 10
THACO: 18
MOVEMENT: 12
HIT POINTS: 21
ALIGNMENT: Lawful good
EQUIPMENT: *Vestments, holy symbol, circlet vs. undead*
BACKGROUND: Syllendel decided to become a cleric in the service of good when his father passed on to him a magical circlet. This heirloom dated back to a time beyond even the recorded history of the elves. Because of the power it gives him over the undead, Syllendel has led many sorties against these evil creatures. Whenever he is encountered, he is sure to be on such a quest.

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FORGOTTEN REALMS

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Ravenloft

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Mazrikoth



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Boelle



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Nendalin



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Kamal



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Faelirith



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Stormsmith



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Osmal Havendish



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Theodolus



Boelle

16th-level Priest

RACE: Human
ARMOR CLASS: 10
THACO: 10
MOVEMENT: 6
HIT POINTS: 97
ALIGNMENT: Lawful good
EQUIPMENT: *Ring of animal friendship, beads of force (10), necklace of prayer beads, holy symbol*
BACKGROUND: Boelle is a devout follower of the philosophy of Good. She pays homage to no individual deity, but promotes following a positive set of morales and standards. Most of her work involves healing and aiding victims of disaster. As such, she is constantly traveling from one place to another in search of those who need her help.

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Mazrikoth

18th-level Priest

RACE: Human (undead)
ARMOR CLASS: 0
THACO: 10
MOVEMENT: 6
HIT POINTS: 135
ALIGNMENT: Lawful evil
EQUIPMENT: *Staff of thunder & lightning, book of vile darkness, scarab of death, talisman of ultimate evil, unholy symbol*
BACKGROUND: Mazrikoth is a foul creature who serves Azalin, the lich lord of Darkon. His power is great, drawn from the darkest of evil deities, but his allegiance is to Azalin.

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Boon Silverhoarde

7th-level Noble Priest

RACE: Dwarf
ARMOR CLASS: 1
THACO: 16
MOVEMENT: 9
HIT POINTS: 42
ALIGNMENT: Neutral good
EQUIPMENT: *Plate mail of etherealness, shield +1*
BACKGROUND: Boon comes from a line of rich dwarves noted for their uncanny skill in metallurgy. He still maintains an interest in such things, but now serves Grumbar and the elemental forces of Earth. He has an innate ability to sense the presence of precious metals within 60'.

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Faelirith

6th-level Druid

RACE: Half-elf
ARMOR CLASS: 9
THACO: 17
MOVEMENT: 12
HIT POINTS: 27
ALIGNMENT: True neutral
EQUIPMENT: *Cloak of the bat*
BACKGROUND: Faelirith of the Gnarley Forest sees in the air the power and might of nature—from the swirling storms to his light and delicate companions, the sprites. As befits his element, Faelirith is often considered irresponsible and flighty, but he is in truth quite earnest in his studies and devotions. The druid is often seen in the company of a host of sprites.

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Kamal the Quiet

9th-level Druid

RACE: Half-elf
ARMOR CLASS: 4
THACO: 16
MOVEMENT: 12
HIT POINTS: 51
ALIGNMENT: True neutral
EQUIPMENT: *Wooden shield, leather armor +3, sickle +2, girdle of dwarvenkind, dust of tracelessness*
BACKGROUND: Kamal strives to understand the powers in earth, rock, and soil. She travels the Flanaess, mapping out the lines of power that flow through the ground. Wherever possible, she heals the earth of the damage caused by greedy miners. Kamal has good rapport with dwarves.

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Nendalin

1st-level Noble Priest

RACE: Halfling
ARMOR CLASS: 6
THACO: 20
MOVEMENT: 12
HIT POINTS: 7
ALIGNMENT: Neutral good
EQUIPMENT: *Leather armor +1, cloak of elvenkind, backpack, holy symbol, vestments*
BACKGROUND: Nendalin has known only security, comfort, and happiness in her life. When she first began to discover that this was not the case in everyone's life, she decided to become a priest and do what she could to ease the suffering of others. She is especially fond of children, going far out of her way to help them.

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Theodolus

8th-level Druid

RACE: Half-elf
ARMOR CLASS: 5
THACO: 14
MOVEMENT: 12
HIT POINTS: 39
ALIGNMENT: True neutral
EQUIPMENT: *Scimitar +1, leather armor +2, staff of swarming insects, cloak of arachnida*
BACKGROUND: Hailing from Highvale, Theodolus (so named by his father) is a fast rising member of the druidic host. Fascinated by insects and what others call "small vermin," Theodolus seeks a harmonious place for the little creatures. At first, his fellow druids thought him quite odd, but his arguments have great weight.

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Osmal Havendish

9th-level Druid

RACE: Human
ARMOR CLASS: 10
THACO: 16
MOVEMENT: 12
HIT POINTS: 24
ALIGNMENT: True neutral
EQUIPMENT: *Assorted vials of herbs and spices, recipe book, dagger +1, staff of the woodlands +2*
BACKGROUND: Formerly a baker, Osmal did not find his true calling as a druid until quite late in life. Dedicating the remainder of his life to the care of a small grove outside of Beetu, his home, Osmal still putters with his recipes and herbs. Abhorring violence, the old druid never fights and could not bring himself to harm anyone.

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Stormsmith

12th-level Druid

RACE: Human
ARMOR CLASS: 7
THACO: 14
MOVEMENT: 12
HIT POINTS: 48
ALIGNMENT: True neutral
EQUIPMENT: *Dagger +1, ring of protection +1, beaker of plentiful potions*
BACKGROUND: Known only as Stormsmith, this druid is a weatherworker, a creator of storms and sunshine. Groomed by the Archdruid to be his replacement, Stormsmith has little desire to give up her freedom to oversee her fellows. She would much rather travel with her companion, Kirat, a wild jaguar who accompanies her as it wishes.

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Triestar Silverrost



Amari the Warder



Gregor Birning



Lady Dahlia Mingor



Jackdraw



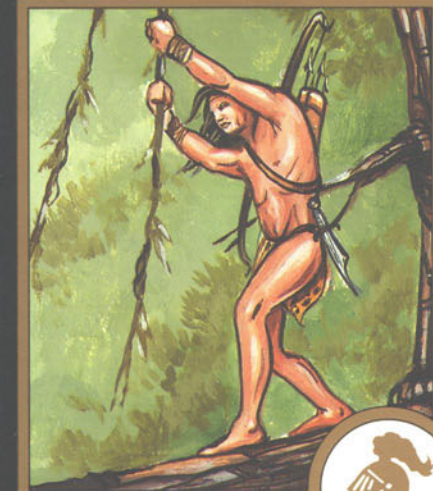
Vigir Jarlsson



Jetter Novanion



Kaffa Novanion



Nikelti



Gregor Birning
7th-level Transmuter

RACE: Half-elf
ARMOR CLASS: 8
THACO: 18
MOVEMENT: 12
HIT POINTS: 21
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Cloak of protection +2, dagger +2*
BACKGROUND: Gregor is a "hired wand"—a spellcaster brought in to handle troublesome situations, impress the populace, and deal with recalcitrant individuals. His services are available to the highest bidder, and he has been known to switch sides in the middle of a battle. He prefers to be the most powerful mage in the area.

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Amari The Warder
20th-level Abjurer

RACE: Human
ARMOR CLASS: 5
THACO: 14
MOVEMENT: 12
HIT POINTS: 46
ALIGNMENT: Neutral good
EQUIPMENT: *Robe of the archmagi, ring of warmth, ring of spell-turning, staff of the magi*
BACKGROUND: Amari has made a career of returning things to their proper places: lost children, misplaced treasures, extra-dimensional monsters, invading armies, and so forth. Amari does not like to kill, preferring to merely drive away a danger, but she makes it clear that she will defend those whom she has chosen to aid to the death.

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Triestar Silvarost
4th-level Conjurer

RACE: Half-elf
ARMOR CLASS: 2
THACO: 19
MOVEMENT: 12
HIT POINTS: 12
ALIGNMENT: Chaotic good
EQUIPMENT: *Dagger, floor-length kilt, bracers of defense AC 2, amulet of proof against detection and location*
BACKGROUND: Triestar's father was an outspoken elvish statesman, and his mother a petty noble from the human lands bordering elvish territory who trained him in conjuration magic. A year ago his mother was mysteriously murdered, his father was imprisoned for the crime, and Triestar fled for his own life.

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Vigir Jarlsson
8th-level Ranger

RACE: Human
ARMOR CLASS: 4
THACO: 13
MOVEMENT: 12
HIT POINTS: 53
ALIGNMENT: Chaotic good
EQUIPMENT: *Sword +1, +5 vs. cold-using creatures, ring of cold resistance, shield +1, eyes of the eagle, hide armor*
BACKGROUND: The son of a Cruskii chieftain, Vigir aroused his father's ire by refusing to ally with luz during the recent wars in the Flanaess. Banished into the wild, Vigir became one of the leaders of a fierce resistance against the fiend-led armies of luz. Father and son have never reconciled.

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Jackdraw
8th-level Enchanter

RACE: Human
ARMOR CLASS: 5
THACO: 18
MOVEMENT: 12
HIT POINTS: 20
ALIGNMENT: Neutral
EQUIPMENT: *Robe of useful items, ring of protection +3, brooch of shielding*
BACKGROUND: A roguish, witty individual, Jackdraw is quick with both his tongue and his feet—an advantage, since his personal moral code ("take what isn't nailed down") has led him into conflict with a number of the local authorities. Jackdraw believes that his goal in life is to acquire as much as possible, and if his magical abilities can help in that goal, so much the better.

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Lady Dahlia Mingor
6th-level Conjurer

RACE: Human
ARMOR CLASS: 6
THACO: 19
MOVEMENT: 12
HIT POINTS: 19
ALIGNMENT: Lawful neutral
EQUIPMENT: *Bracers of defense AC 6*
BACKGROUND: Lady Dahlia first turned to magic as an interesting diversion from court life, but soon found she had a talent for conjuration. Flashy, intense, and excitable, Lady Dahlia prefers to work her spells in the safety and comfort of the civilized world, and she will be loath to descend into the icky, nasty dungeons just to recover *mere money*. ("Oh," she would say, "why not just send the servants?")

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Nikelti
6th-level Ranger

RACE: Human
ARMOR CLASS: 6
THACO: 15
MOVEMENT: 12
HIT POINTS: 43
ALIGNMENT: Chaotic good
EQUIPMENT: *Knife +3, longbow of accuracy, arrows +2 (10), bracers of defense AC 7*
BACKGROUND: Sired in the jungles of Hepmonald as part of the evil Scarlet Brotherhood's breeding program, Nikelti's parents fled into the jungle. Although they did not live long, Nikelti survived and learned the ways of the jungle creatures. Now part-beast, part-man in spirit, Nikelti has sworn revenge on the Brotherhood.

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Kaffa Novanion
8th-level Ranger

RACE: Half-elf
ARMOR CLASS: 6
THACO: 13
MOVEMENT: 12
HIT POINTS: 74
ALIGNMENT: Chaotic good
EQUIPMENT: *Bracers of brachiation, long sword +2, giant slayer, light riding horse (not shown, Freetz)*
BACKGROUND: More at home in the forest than the civilized lands, Kaffa and her twin brother, Jett (card #340) patrol the great woods, seeking to keep peace between the forest natives and the human traders who pass through. Hot-tempered and protective of the forest, Kaffa is ever-vigilant to trespassing traders and their effects on the forest.

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Jetter Novanion
8th-level Ranger

RACE: Half-elf
ARMOR CLASS: 6
THACO: 13
MOVEMENT: 12
HIT POINTS: 74
ALIGNMENT: Chaotic good
EQUIPMENT: *Scimitar of speed, longbow +1, 3 arrows of dragon slaying, medium war horse (Maccques)*
BACKGROUND: More at home in the forest than the civilized lands, Jetter and his twin sister, Kaffa (card #341), patrol the great woods, seeking to keep peace between the forest natives and the human traders who pass through. Calm and slow to anger, Jetter feels that the traders need protection from the nastier forest natives.

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GREYHAWK
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Twissa the Bent

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Ellayni Silverdelve

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Talgat Hardfist

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Indigo Twynight

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Alley Cat Kordin

GREYHAWK
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Khareef

FORGOTTEN REALMS

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Boray Gulditch

DARK SUN

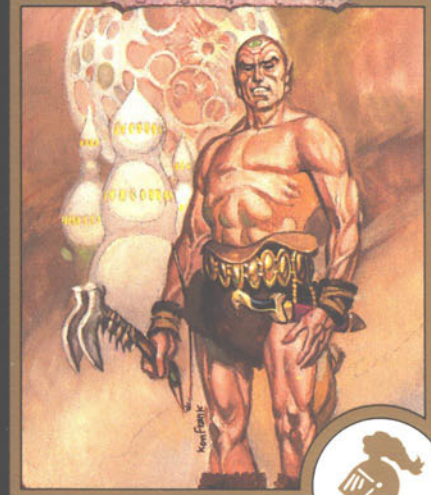
Trading Cards



Konetarchess

DARK SUN

Trading Cards



Rokor

Talgat Hardfist

12th-level Warrior

RACE: Dwarf
ARMOR CLASS: 1
THACO: 6 (with girdle)
MOVEMENT: 6
HIT POINTS: 92
ALIGNMENT: Lawful neutral
EQUIPMENT: Full plate mail, war hammer +2, girdle of stone giant strength
BACKGROUND: Talgat is the champion of his clan. He won that distinction by single-handedly defeating a young black dragon that tried to take the clan stronghold as its lair. He did so by dropping on to the dragon's neck as it passed under an arch and then literally beating its head in with his bare fists.

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Ellayni Silverdelve

10th-level Illusionist

RACE: Gnome
ARMOR CLASS: 10
THACO: 17
MOVEMENT: 6
HIT POINTS: 27
ALIGNMENT: Lawful good
EQUIPMENT: Rod of beguiling, amulet vs. undead (8th-level), ring of human influence
BACKGROUND: Ellayni is the leader of a tribe of gnomes who until recently was threatened by human farmers moving into its territory. Thanks to Ellayni's wisdom (backed up by her illusionary powers and magical items), the humans now believe the gnomes are under the protection of a beautiful and persuasive human wizardess of great power. Ellayni continues her deception for the good of her people.

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Twissa the Bent

11th-level Ranger (semi-retired)

RACE: Human
ARMOR CLASS: 8
THACO: 10
MOVEMENT: 12
HIT POINTS: 47
ALIGNMENT: Chaotic good
EQUIPMENT: Leather armor, crossbow of speed
BACKGROUND: Twissa the Bent was once the paradigm of all scouts in the service of Veluna, but that was many years ago. Long retired from adventuring, she taught her skills to new recruits. With the outbreak of war, Twissa has once more taken the field, this time as a commander of the scouts.

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Khareef

6th-level Enchanter

RACE: Human
ARMOR CLASS: 9
THACO: 19
MOVEMENT: 12
HIT POINTS: 16
ALIGNMENT: Chaotic neutral
EQUIPMENT: Dagger, amulet of magic resistance
BACKGROUND: Once a member of the Scarlet Brotherhood, Khareef is on the run from the assassin's cult. Known as an exceptionally selfish and wily adversary, all travelers he meets are advised to cling tightly to their purses and their daughters. Currently living in the City of Greyhawk, he has no less than three wives—each in a different city. He uses magic to perform daring thefts.

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Alley Cat Kordin

4th-level Rogue

RACE: Human
ARMOR CLASS: 8
THACO: 19
MOVEMENT: 12
HIT POINTS: 15
ALIGNMENT: Chaotic neutral
EQUIPMENT: Slippers of spider climbing
BACKGROUND: Kordin tries to build a reputation as a cat burglar, which should be easy with his magical slippers, but he is plagued with bad luck (brought on by his utter lack of wits). He is constantly dreaming up wild schemes riddled with serious flaws. All of Tantras knows him as Alley Cat Kordin, a name he would rather people forget.

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Indigo Twynight

9th-level Wizard

RACE: Elf
ARMOR CLASS: 7
THACO: 18
MOVEMENT: 12
HIT POINTS: 23
ALIGNMENT: Neutral
EQUIPMENT: Crystal ball, ring of spell turning
BACKGROUND: Born of noble elven blood, it seemed only natural that Indigo would rise to become a wizard in the Elven Court. She is yet young by elven standards and has a bright future ahead of her. Indigo is a superb mediator and is frequently employed in court to settle disputes. She aspires to become the primary court wizard.

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Rokor

4th-level Psionicist

RACE: Mul
ARMOR CLASS: 8
THACO: 19
MOVEMENT: 6
HIT POINTS: 13
ALIGNMENT: Lawful good
EQUIPMENT: Dagger, hand axe, Dust of illusion
BACKGROUND: An escaped slave, Rokor spends most of his time hiding and trying to avoid the templars. Unlike many who grew up under the yoke and whip, Rokor is a kind mul, lending aid and comfort where possible. He is particularly kind to slaves and other victims of abuse.

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RARE CARD

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Konetarchess

5th-level Psionicist

RACE: Human
ARMOR CLASS: 5
THACO: 18
MOVEMENT: 12
HIT POINTS: 17
ALIGNMENT: Lawful neutral
EQUIPMENT: Quabone +1, braxat hide armor, bow and arrows
BACKGROUND: The daughter of a templar in Athas, Konetarchess has known both wealth and poverty. When her father was tried and sentenced to the slave pits, she was left penniless on the streets. She is most skillful with the telepathic discipline, which she uses to improve her lot in life.

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Boray Gulditch

7th-level Psychokineticist

RACE: Elf
ARMOR CLASS: 4
THACO: 17
MOVEMENT: 12
HIT POINTS: 30
ALIGNMENT: Lawful neutral
EQUIPMENT: Bracers of defense AC 4, mace
BACKGROUND: Boray claims to be the best psychokineticist in all of Faerun, and none dispute her unsubstantiated claim. Boray is also proficient in both the telepathic and the psychometabolic disciplines. She has dedicated herself to eradicating the goblins of the Goblin Marches, a lifelong task.

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DARK SUN Trading Cards




Aladom

DARK SUN Trading Cards



Voree "the Beast"

GREYHAWK ADVENTURES Trading Cards



Grendena

GREYHAWK ADVENTURES Trading Cards



Phandore Oaktree

GREYHAWK ADVENTURES Trading Cards



Cain Blizzard

GREYHAWK ADVENTURES Trading Cards



Glenola Oaktree

FORGOTTEN REALMS Trading Cards



Checklist

GREYHAWK ADVENTURES Trading Cards



Checklist

SPELLJAMMER Trading Cards



Checklist



Trading Cards

Grendena

2nd/3rd-level Wizard/Rogue

RACE: Grey elf
ARMOR CLASS: 3
THACO: 20
MOVEMENT: 12
HIT POINTS: 28
ALIGNMENT: Lawful evil
EQUIPMENT: Blow gun, long sword +1, ring of protection +3, bag of holding
BACKGROUND: Grendena is from the county of Suundi. Having learned the art of making poisons, she began a career as an assassin. Later, a wizard of Greyhawk became enamored of her beauty, so he took her in and taught her the arcane arts. Eventually, Grendena tired of his advances and poisoned him. Now she works for the Scarlet Brotherhood.

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Trading Cards

Voree "the Beast"

10th-level Psychometabolicist

RACE: Human
ARMOR CLASS: 7
THACO: 16
MOVEMENT: 12
HIT POINTS: 41
ALIGNMENT: Neutral evil
EQUIPMENT: Figurine of wondrous power (ebony fly), spear, wrist razors
BACKGROUND: Sold into the gladiator rings by her parents at an early age, Voree eventually won her freedom. Her mind was twisted by the events of her youth and now she enjoys things that turn other men's stomachs. Voree is nicknamed "the Beast" for her creative use of the psychometabolic discipline.

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Trading Cards

Aladoom

16th-level Psychometabolicist

RACE: Human
ARMOR CLASS: 2
THACO: 13
MOVEMENT: 12
HIT POINTS: 42
ALIGNMENT: Lawful neutral
EQUIPMENT: Impaler, ring of shooting stars, bracers of defense AC 4
BACKGROUND: Spoken of only in whispers, Aladoom is indeed doomed. All that is truly known of him is that he incurred the wrath of a Dragon. This beast of horror has been tracking him for over a decade and will not rest until Aladoom is dead. The powerful psionicist never sleeps in the same bed twice.

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Trading Cards

Glenola Oaktree

7th/8th-level Warrior/Rogue

RACE: Wood elf
ARMOR CLASS: -2
THACO: 14
MOVEMENT: 12
HIT POINTS: 68
ALIGNMENT: Chaotic good
EQUIPMENT: Bracers of defense AC 2, cloak of protection +1, long sword +4 defender, rope of climbing
BACKGROUND: Glenola is the younger brother of Phandore (card #355). When Phandore disappointed their father by not entering the family trade as a metalsmith, Glenola was expected to fill the role. He had no love for armor, though, or the making of it, so he stole out of town late one night and followed his elder brother to adventure.

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Trading Cards

Cain Blizzard

3rd/3rd/3rd-level Ranger/Wizard/Druid

RACE: Snow elf
ARMOR CLASS: 3
THACO: 18
MOVEMENT: 24
HIT POINTS: 33
ALIGNMENT: Neutral
EQUIPMENT: White dragonscale armor (AC 4), long sword +1, boots of speed
BACKGROUND: Cain, a member of the White Bear Clan, grew up in the Crystalmist Mountains. He was chosen by his people to be an emissary to the world, and to return with such knowledge and experience as could benefit the entire clan. A loner at heart, he finds mixing with other races difficult.

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Trading Cards

Phandore Oaktree

7th/8th-level Warrior/Wizard

RACE: Half-elf
ARMOR CLASS: -1
THACO: 14
MOVEMENT: 12
HIT POINTS: 45
ALIGNMENT: Chaotic good
EQUIPMENT: Elven chain mail +4, shield +2, long sword +2, ring of spell storing, wand of fire, crystal ball, bag of holding
BACKGROUND: Phandore is the eldest of three children. He grew up in a small village in the Gnarley Forest, in a family of elven blacksmiths. Even though he should have taken up the family business, he chose to study the magical arts and wield the products of the family forge on the road to adventure.

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Trading Cards

- | | |
|---------------------------------|--|
| 441 Bright Gaelea | 461 Thaedran Meridian |
| 442 Valiss of the Broken Arrow | 462 Knightengale |
| 443 Mithryl the Healer | 463 Dame Doree and 'Boy Howdee' |
| 444 Haedyll | 464 Male Halfing Warrior |
| 445 Galfrey Kaarne | 465 Female Human Wizard |
| 446 Celadae | 466 Male Elf Wizard |
| 447 Irongrad | 467 Male Gnome Warrior |
| 448 Ricch Thicctoh | 468 Female Dwarf Warrior/Rogue |
| 449 The Old Man | 469 Male Elf Warrior/Wizard |
| 450 Thiliana | 470 Female Gnome Priest/Illusionist |
| 451 Sagus | 471 Male Halfing Warrior/Rogue |
| 452 Benson | 472 Female Half-elf
Warrior/Wizard/Priest |
| 453 Aldo Gladhand | 473 Malto |
| 454 Layla Necuurulf | 474 Vierna |
| 455 Martha Bigbones (the Great) | 475 Dido |
| 456 Bilkon | 476 Wolitor |
| 457 Mainrith Alont | 477 Endemian |
| 458 Nhar-del | 478 Checklist: 361-400 |
| 459 Purity Valor | 479 Checklist: 401-440 |
| 460 Kyrnel Alathar Pellinore | 480 Checklist: 441-480 |

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Trading Cards

- | | |
|-------------------------------|--------------------------------|
| 401 Shadowdale | 421 Kyate |
| 402 Suzail | 422 Modeus Khan |
| 403 Tantras | 423 Noy the Double-Edged |
| 404 Zhenzil Keep | 424 Katrina von Brandthefen |
| 405 Eye of Vecna | 425 Khenel Barony |
| 406 Hand of Vecna | 426 Udo |
| 407 Ring of Winter | 427 Esu Kabloona |
| 408 Heartwood Spear | 428 Desiree Dreamscape |
| 409 Finner's Stone | 429 Savion with the 11 Fingers |
| 410 Crown of Souls | 430 Phugh "the Stinker" |
| 411 Device of Time Journeying | 431 Demi of Solamnia |
| 412 Staff of Magius | 432 Stephe |
| 413 Dragonlance | 433 Alakabon of the Legion |
| 414 Garril Sotman | 434 Omar Zargoma |
| 415 Caysmal | 435 Coynny the Shark |
| 416 Thyl Kealta | 436 Benhi the Leech |
| 417 Willara | 437 Bartnel "the Cripple" |
| 418 Blacker Crow | 438 Violet Dindower |
| 419 Erin Three-toes | 439 Snythe Clobertin |
| 420 Zen | 440 Lepidius Tragemandes |

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Trading Cards

- | | |
|-------------------|--|
| 361 Giant Squid | 381 Noy's Bag of Mislacing |
| 362 Sturge | 382 Zwann's Irrigation Can |
| 363 Svirfneblin | 383 Wethilion's Time Bomb |
| 364 Swanmay | 384 Udo's Belt of Flying |
| 365 Tarrasque | 385 Zello's Quill of Law |
| 366 Taslo | 386 Sim's Prism of Light Splitting |
| 367 Thri-kreen | 387 Goerl's Portable Canoe and Tackle
Box |
| 368 Troll | 388 Myl's Mouse Chariot |
| 369 Zombie | 389 Jo's Liquid Road |
| 370 Aurak | 390 Zen's Banner |
| 371 Baaz | 391 Samzinna's Globe of Putrifaction |
| 372 Mist Dragon | 392 Ellister's Dimensional Mine |
| 373 Skulk | 393 Noy's Claw of Magic Exchange |
| 374 Dreamwraith | 394 Chandrasakar's Air Spores |
| 375 Grung | 395 Skie's and Nolte's Locks and Bolts |
| 376 Gurik Cha ahl | 396 Waterdeep |
| 377 Knight Haunt | 397 Arabel |
| 378 Kaluk | 398 Berdusk |
| 379 Mite | 399 Hillsfar |
| 380 Necrophidius | 400 Mulmaster |

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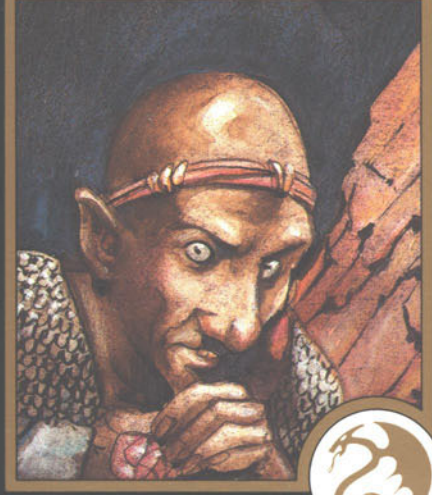
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Giant Squid



Stirge



Svirfneblin



Swanmay



Tarrasque



Tasloi



Thri-kreen



Troll



Zombie



Svirfneblin (Deep Gnome)

ARMOR CLASS: 2 and better
THACO: 17
MOVEMENT: 9
HIT DICE: 3 + 6
ALIGNMENT: Neutral (good)
SIZE: S (3' tall)
INTELLIGENCE: Exceptional (15-16)
COMBAT: #AT 1; Dmg by weapon; special attacks: stun darts at +2
DESCRIPTION: Svirfnebli live far beneath the surface of the earth. Despite their metal armor and arms, they are able to move very quietly and are able to "freeze" for long periods without any hint of movement. They have the innate illusionist ability to cast *blur*, *blindness*, and *change self*.

RARE CARD

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Stirge

ARMOR CLASS: 8
THACO: 17
MOVEMENT: 3, Fl 18(C)
HIT DICE: 1 + 1
ALIGNMENT: Nil
SIZE: S (2' wingspan)
INTELLIGENCE: Animal (1)
COMBAT: #AT 1; Dmg 1-3; special attacks: blood drain
DESCRIPTION: Stirges are bird-like creatures that drink the blood of their victims for sustenance. They attack as 4 HD creatures, hitting for 1-3 points of damage and then draining 1d4 points of blood each round thereafter, to a maximum of 12. They must be killed to be removed. If an attack against an attached stirge misses, another attack roll is made to see if the victim was hit instead.

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Giant Squid

ARMOR CLASS: 7/3
THACO: 9
MOVEMENT: Sw 3, Jet 18
HIT DICE: 12
ALIGNMENT: Nil
SIZE: G (60' + long)
INTELLIGENCE: Non-(0)
COMBAT: #AT 9; Dmg 1-6 (×8)/5-20; special attacks: constriction
DESCRIPTION: Giant squids are huge varieties of the normal, peaceful, tentacled cephalopods. They prefer to grab opponents in their tentacles, constrict them, and bring them into their huge jaws. One can attack as many as eight victims at once. If more than four of its tentacles are severed, the monster is 80% likely to squirt out a cloud of jet-black ink to mask its retreat.

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Tasloi

ARMOR CLASS: 5 (6)
THACO: 19
MOVEMENT: 9, Cl 15
HIT DICE: 1
ALIGNMENT: Chaotic evil
SIZE: S (2'-3' tall)
INTELLIGENCE: Low to average (5-10)
COMBAT: #AT 2 or 1; Dmg 1-3/1-3 or by weapon; special attacks: surprise
DESCRIPTION: Tasloi like to hide in tree tops and drop down upon the weak and unwary. They are quick and nimble in the trees, but slow and clumsy on the ground. In the jungle, they impose a -4 penalty to opponents' surprise rolls. They normally attack from above, trying to capture if possible, using a net. Tasloi enjoy infravision with a 90' range.

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Tarrasque

ARMOR CLASS: -3
THACO: 5
MOVEMENT: 9, Rush 15
HIT DICE: 300 hp (approx. 70 HD)
ALIGNMENT: Nil
SIZE: G (50' long)
INTELLIGENCE: Animal (1)
COMBAT: #AT 16; Dmg 1-12/1-12/2-24/5-50/1-10/1-10; special attacks: sharpness bite, terror
DESCRIPTION: The legendary tarrasque, for there is fortunately only one known to exist, is the most dreadful monster native to the Prime Material plane. It normally attacks with its two forelimb claws, a tail lash, a bite (which cuts as a *sword of sharpness*), and two horn thrusts.

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Swanmay

ARMOR CLASS: 7
THACO: As ranger
MOVEMENT: 3 or 15, Fl 18(D)
HIT DICE: 2 to 12
ALIGNMENT: As ranger
SIZE: M
INTELLIGENCE: High to genius (13-18)
COMBAT: #AT 3 or 1; Dmg 1/1/1-2 or by weapon
DESCRIPTION: Swanmays are human females who can transform into swans. When taking swan form, their equipment does not change with them, so it must be hidden until needed. As a swan, a swanmay can only be hit by magical weapons. As humans, they fight as rangers. Swanmays always carry a feather token, feathered garment, or signet ring.

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Zombie

ARMOR CLASS: 8
THACO: 19
MOVEMENT: 6
HIT DICE: 2
ALIGNMENT: Neutral
SIZE: M (6' tall)
INTELLIGENCE: Non-(0)
COMBAT: #AT 1; Dmg 1-8
DESCRIPTION: Zombies are mindless, animated corpses controlled by their creator; usually an evil wizard or priest. They move very slowly, so they always strike last in combat. Zombies are able to follow only simple, single-phrase orders, and they do so mindlessly. They always fight until called off or destroyed, and nothing short of a priest can turn them back. A vial of holy water inflicts 2-8 points of damage upon them.

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Troll

ARMOR CLASS: 4
THACO: 13
MOVEMENT: 12
HIT DICE: 6 + 6
ALIGNMENT: Chaotic evil
SIZE: L (9' tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 3; Dmg 5-8/5-8/1-12
DESCRIPTION: Trolls attack with two claws and a bite, which they are able to direct at several opponents at once. They regenerate 3 hp per round when hit, and severed limbs will continue to fight even if separated from the body (claws will scratch, the head will bite) and will rejoin with the body again. Only fire and acid cause permanent damage, and must be used to keep a troll from rising again.

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Thri-kreen

ARMOR CLASS: 5
THACO: 13
MOVEMENT: 18
HIT DICE: 6 + 3
ALIGNMENT: Chaotic neutral
SIZE: M (5'-7' long)
INTELLIGENCE: High (13-14)
COMBAT: #AT 5 or 3; Dmg 1-4 (×4) or by weapon; special attacks: venomous saliva
DESCRIPTION: The thri-kreen are carnivorous insect-men. They are able to dodge missile attacks on a roll of 9 or better on 1d20. Their usual weapons are a polearm with a blade at either end and crystalline throwing wedges. Their bite causes paralysis if a saving throw is not successfully made.

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Aurak



Baaz



Mist Dragon



Skulk



Dreamwraith



Grung



Gurik Cha'ahl



Knight Haunt



Kaluk





Trading Cards

Mist Dragon Great Wyrn

ARMOR CLASS: -7**THACO:** -3**MOVEMENT:** 12, Fl 39(C), Sw 12**HIT DICE:** 19**ALIGNMENT:** Neutral**SIZE:** G (281'-308' long)**INTELLIGENCE:** Exceptional (15-16)**COMBAT:** #AT 3 + special; Dmg 2-5/2-5/2-24; special attacks: breath and magic**DESCRIPTION:** Mist dragons are solitary and philosophical. They try to avoid combat by assuming mist form, which leaves them 75% indistinguishable from normal mist, improves their AC by -3, and increases their magic resistance by 15%. Their breath weapon is a scalding 90' x 30' x 30' cloud of vapor.

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Trading Cards

Baaz

ARMOR CLASS: 4**THACO:** 19**MOVEMENT:** 6, Run 15, Glide 18**HIT DICE:** 2**ALIGNMENT:** Lawful or chaotic evil**SIZE:** M (5'1/2' tall)**INTELLIGENCE:** Average (8-10)**COMBAT:** #AT 2 or 1; Dmg 1-4/1-4 or by weapon**DESCRIPTION:** Derived from the eggs of brass dragons, Baaz are the smallest and most plentiful of draconians. They can attack twice with their claws or once with a weapon. If possible, they attempt to ambush their victims by dressing in masks and heavy robes, passing themselves off as harmless humanoids.

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Trading Cards

Aurak

ARMOR CLASS: 0**THACO:** 13**MOVEMENT:** 15**HIT DICE:** 8**ALIGNMENT:** Lawful evil**SIZE:** M (7' tall)**INTELLIGENCE:** Exceptional (15-16)**COMBAT:** #AT 2 or 1; Dmg 3-10 (x2) or spell; special attacks: spells and breath**DESCRIPTION:** Derived from the eggs of gold dragons, Auraks are the most powerful and devious of the draconians. They become *invisible* at will (until they attack). In combat, they generate an energy blast from each hand, exhale a noxious cloud of sulphur (2d10 points of damage), or use magic.

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Trading Cards

Grung

ARMOR CLASS: 7**THACO:** 19**MOVEMENT:** 9, Sw 12**HIT DICE:** 1 + 2**ALIGNMENT:** Lawful evil**SIZE:** S (3' tall)**INTELLIGENCE:** Average (8-10)**COMBAT:** #AT 2; Dmg 1-3 (bite)/1-6 (weapon); special attacks: poison**DESCRIPTION:** Grung are highly territorial humanoids that dwell in swamps and marshes. They prefer ambush to frontal assault, usually waiting in concealment until their enemy has wandered into range and then attacking with bows or spears. They wipe their weapons against their poisonous skin so they can cause death if a saving throw is not successfully made.

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Trading Cards

Dreamwraith

ARMOR CLASS: 3**THACO:** 13**MOVEMENT:** As any creature or person mimicked**HIT DICE:** 8**ALIGNMENT:** Chaotic evil**SIZE:** As any creature or person mimicked**COMBAT:** #AT 1; Dmg 1-10 or by weapon (illusory); special attacks: -1 bonus to initiative roll**DESCRIPTION:** A dreamwraith is a violent creation of the subconscious, often the result of a *mindspin* spell. Its chilling touch conveys damage, but its common attack form is to convey *despair* upon a victim.

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Trading Cards

Skulk

ARMOR CLASS: 7**THACO:** 19**MOVEMENT:** 12**HIT DICE:** 2**ALIGNMENT:** Chaotic evil**SIZE:** M (5'-6' tall)**INTELLIGENCE:** Average (8-10)**COMBAT:** #AT 1; Dmg by weapon; special attacks: backstab**DESCRIPTION:** Skulks are an extremely cowardly evil race with the ability to blend in with any background. They are 90% undetectable when immobile. They run away at their first wounding or when the odds are less than two to one in their favor, whichever comes first. They move with absolute silence, giving them a +4 bonus to backstabs (triple damage).

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Trading Cards

Kaluk

ARMOR CLASS: 6**THACO:** 10**MOVEMENT:** 15**HIT DICE:** 11**ALIGNMENT:** Chaotic evil**SIZE:** L (9' tall)**INTELLIGENCE:** Average (8-10)**COMBAT:** #AT 2; Dmg 2-12/2-12; special attacks: spell-like abilities**DESCRIPTION:** The kaluk is a manifestation of human avarice and a scourge of the greedy, motivated by an insatiable lust for wealth, continually seeking humans to rob. In addition to goring attacks with its tusks, the kaluk can use several spell-like abilities, including putting a victim in *temporal stasis*, once per month, with a touch of its hand.

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Trading Cards

Knight Haunt

ARMOR CLASS: 2 or better**THACO:** 13**MOVEMENT:** 9**HIT DICE:** 8**ALIGNMENT:** Lawful good**SIZE:** M (6' tall)**INTELLIGENCE:** Low (5-7)**COMBAT:** #AT 2; Dmg 1-8/1-8; special attacks: horror**DESCRIPTION:** A knight haunt is a floating suit of Solamnic armor, always accompanied by a weapon. It has the inner fighting spirit of its former human form, judging any conflict according to its Solamnic traditions. Anyone encountering a knight haunt must roll less than the sum of their Wisdom and level on 1d20 or suffer a -4 penalty to all dice rolls.

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Trading Cards

Gurik Cha'ahl

ARMOR CLASS: 8**THACO:** 19**MOVEMENT:** 6**HIT DICE:** 2**ALIGNMENT:** Chaotic evil**SIZE:** S (3'-4' tall)**INTELLIGENCE:** Semi- (2-4)**COMBAT:** #AT 1; Dmg 1-6; special attacks: surprise, camouflage**DESCRIPTION:** Gurik cha'ahl ("ghost people"), the offspring of the Ilquar goblins of Taladas, are not brave warriors. Once in combat, they will try to cause as much harm as possible, or steal something useful, and escape as quickly as possible. They prefer to attack lone stragglers.

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GREYHAWK
ADVENTURES

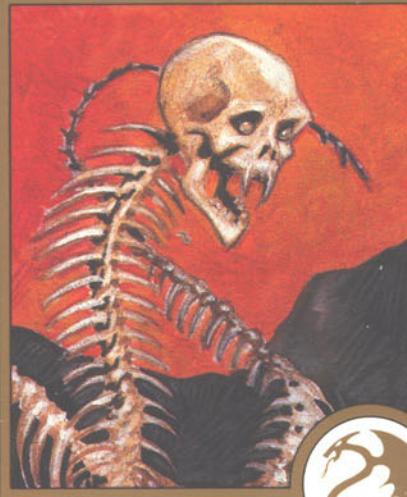
Trading Cards



Mite

GREYHAWK
ADVENTURES

Trading Cards



Necrophidius

SPELLHAMMER
ADVENTURES

Trading Cards



Magical Bag

Advanced Dungeons & Dragons
2nd Edition

Trading Cards



Magical Can

GREYHAWK
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Trading Cards



Magical Device

Advanced Dungeons & Dragons
2nd Edition

Trading Cards



Magical Belt

Advanced Dungeons & Dragons
2nd Edition

Trading Cards



Magical Quill

Advanced Dungeons & Dragons
2nd Edition

Trading Cards



Magical Prism

Advanced Dungeons & Dragons
2nd Edition

Trading Cards



Magical Canoe



Trading Cards

Noj's Bag of Misplacing

XP VALUE: —

DESCRIPTION: Noj "the Double-edged" (card #423) thought that this item was a *bag of holding* until it lost half of his equipment. A *bag of misplacing* is a like a *bag of devouring*, except nothing disappears forever in it (and it doesn't seem interested in devouring Noj, either). The bag merely misplaces items for a random time (usually the time they're most needed). The up-side of this bag is that it is very old and has misplaced some interesting items. When Noj reaches in for an item, he could come up with anything, including (randomly rolled) magical items (60% chance). Of course, some of them may be *cursed!*

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Trading Cards

Necrophidius

ARMOR CLASS: 2

THACO: 19

MOVEMENT: 9

HIT DICE: 2

ALIGNMENT: Neutral

SIZE: L (12' long)

INTELLIGENCE: Average (10)

COMBAT: #AT 1; Dmg 1-8; special attacks: paralyzation

DESCRIPTION: The necrophidius, or "death worm," is an artificial creature built and animated by a wizard or priest for a single task. It does a "Dance of Death" which affects a victim who fails a saving throw vs. spell as per the hypnotism spell. Its bite causes paralysis unless a successful saving throw vs. spell is made.

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Trading Cards

Mite

ARMOR CLASS: 8

THACO: 20

MOVEMENT: 3

HIT DICE: 1 - 1

ALIGNMENT: Lawful evil

SIZE: T (2' tall)

INTELLIGENCE: Low (5-7)

COMBAT: #AT 1; Dmg 1-3

DESCRIPTION: Mites are tiny, mischievous humanoids that waylay dungeon adventurers for fun and profit. They try to catch lone travelers, using pit traps (1-6 points of falling damage), nets (successful saving throw vs. paralysis or caught), and trip wires (successful Dex check or fall prone). Victims are knocked senseless and tied up, teased for 1d4 days, then knocked out again and led for lost in the dungeon.

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Trading Cards

Udo's Belt of Flying

XP VALUE: 4,000

DESCRIPTION: One day, while Udo (card #426) and his monkey familiar were escaping a pack of orc archers, on his horse with its *saddle of flying*, an arrow pierced his mount through the heart and sent them all crashing to the ground. In desperation, Udo tore the saddle from his horse's back, strapped it on, and commanded his monkey to climb into the saddle. To his wonder and delight, Udo sprouted wings and made his escape. Now, the wizard has taken the silver buckle from the saddle and sewed it into a belt. He still requires a small rider on his shoulder to make the belt function, but he's been used to having a monkey on his back for a long time.

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Trading Cards

Wethilion's Time Bomb

XP VALUE: 3,000

DESCRIPTION: Wethilion (card #556) convinced a wizard to imbue this hour glass with a *time stop*, replacing its *fireball* spell and setting it with a 5-round "detonator." Never content to leave well enough alone, Wethilion tampered with the contraption and accidentally got it to "blow up time"—when the sand runs out, the last three rounds of time are obliterated and the hourglass begins to run out again. In effect, it has become a "snooze alarm" clock. Now, when Wethilion attempts a robbery, if anything goes wrong, he can keep trying again until he gets it right! The *time bomb* may be deactivated by turning it on its side.

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Trading Cards

Zwann's Irrigation Can

XP VALUE: 2,000

DESCRIPTION: Zwann wasn't satisfied to rest on the creation of his *watering can*. He wanted to make it even more efficient, and he eventually created the *irrigation can*. This can must be buried in the ground and left there, but it conveys permanent immunity to disease, drought, insects, bad weather, and other nonmagical trauma upon a half acre of soil. A plot of land blessed with *Zwann's irrigation can* will even grow crops throughout the winter, provided there is an average of four hours of sunlight per day! So long as the can remains in the ground, the land will remain fruitful, but the can must be annually unearthed and "seeded" with 500 gold pieces.

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Trading Cards

Goerl's Portable Canoe and Tackle Box

XP VALUE: 2,500

DESCRIPTION: Goerl retired from the adventuring life many years back. Among the treasures that he accrued and kept for his twilight years is his own special *portable canoe and tackle box*. Not only does this 6" x 6" x 1" packet unfold into a canoe and paddles for two, but it also stores a complete set of fishing poles and a tackle box filled with lures and other fishing accessories. Goerl's canoe even stores live bait for up to three months.

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Trading Cards

Sim's Prism of Light Splitting

XP VALUE: 3,500

DESCRIPTION: Improving upon the original *prism of light splitting*, Sim's prism uses all seven colors in the visible spectrum. In addition to the three primary colors and their established effects, Sim's prism can perform the following magic:

Orange: A second, randomly rolled property is imbued into the potion, dust, or aromatic oil.

Yellow: The potion, dust, or oil becomes mixable with any other.

Indigo: The potion, oil, or dust becomes invisible, including its container.

Violet: A potion becomes a dust, a dust becomes an aromatic oil, or an aromatic oil becomes a potion.

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Trading Cards

Zellot's Quill of Law

XP VALUE: 8,000

DESCRIPTION: Zellot's quill works pretty much the same as any *quill of law*: those who read edicts written with it are compelled to obey, unless they possess either a 15 or greater Intelligence or they possess 12 or more levels or Hit Dice. Also, only the last three laws written have the compelling power.

When it became obvious that people were deliberately avoiding Zellot's posts, however, he had to take additional steps to enforce his laws. Now, thanks to a high-level alchemist, Zellot's quill writes in a hypnotic pattern—anyone who so much as sees the parchment on the wall must successfully save vs. spell or be irresistibly drawn to read it.

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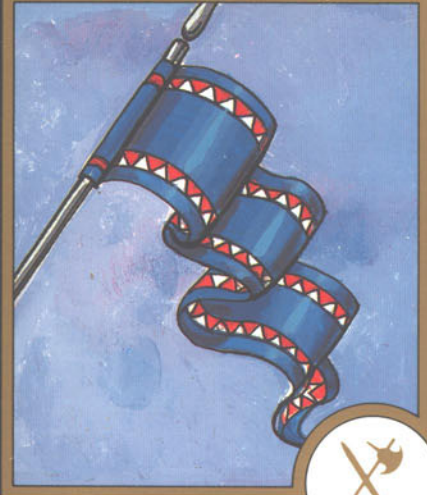
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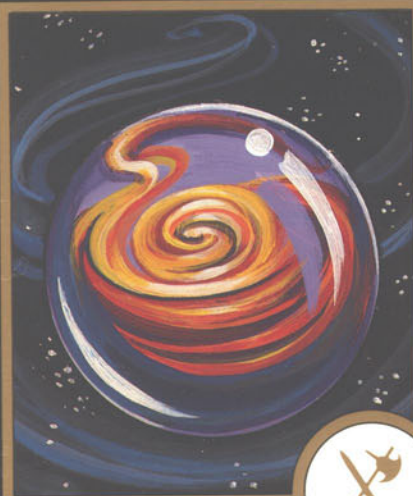
Magical Chariot



Magical Potion



Magical Banner



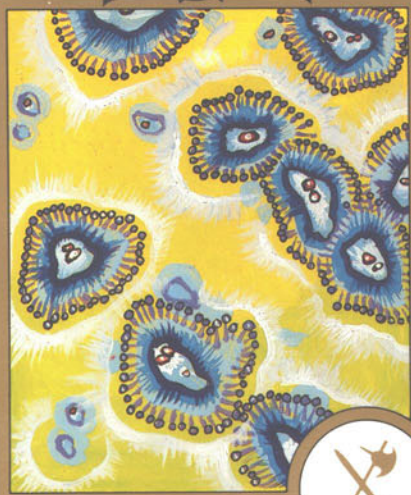
Magical Globe



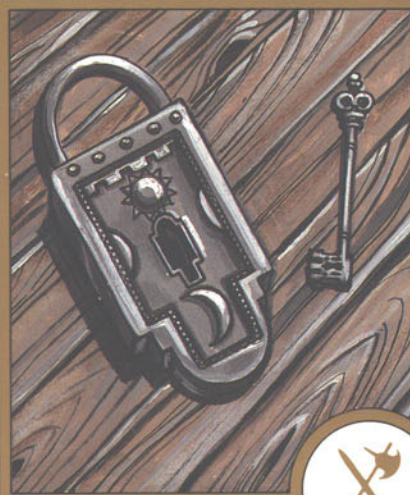
Magical Device



Magical Claw



Magical Spores



Magical Locks and Bolts



Waterdeep



Zen's Banner

XP VALUE: 5,000

DESCRIPTION: This bright blue standard is like *Law's Banner* insofar as it has a marked effect on the turn of a battle, yet it is distinctly different. Zen (card #420) is a strict advocate of peace and her magical banner's power reflects this. *Zen's banner* makes any enemy within a quarter-mile feel as though they are unjust and cruel, subtracting 2 from their base morale as per BATTLESYSTEM™ rules. This applies even to the most evil of armies. Should the banner fall, the effects are immediately lost. Should it not be raised again within a turn, enemies are filled with blood-lust and receive a +2 bonus to their base morale.

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Jo's Liquid Road

XP VALUE: 1,000

DESCRIPTION: When sprinkled on water, swampland, quicksand, or a similar surface, *Jo's liquid road* hardens to the density of granite, enabling easy passage. It stays hard for one hour. One flask can harden a 5' x 5' surface (e.g., a path 25' long and 1' wide). Jo's potion has another special quality, though: it has had *permanent invisibility* cast upon it, so no one can see where it is. Jo intersperses his *liquid road* so that he must make a short hop from stepping stone to stepping stone. Those who attempt to follow him are often forced to swim at least part of the way. Of course, this can be particularly troublesome in quicksand.

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Myl's Mouse Chariot

XP VALUE: 4,500

DESCRIPTION: Like the *mouse cart*, when Myl secures a mouse in the harness, the cart expands to the size of a normal cart that the mouse can pull at a movement rate of 12, with up to 250 pounds of cargo. The mouse will obey the commands of the driver. Unlike other *mouse carts*, though, Myl can attach multiple mice to the harness and pull 250 pounds per mouse (up to six mice) or he can attach six mice and "race" the chariot at a rate of 21. The mice will tire after one turn of continuous racing. A character or other creature *polymorphed* into a mouse will also activate the cart's magic.

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Trading Cards

Noj's Claw of Magic Exchange

XP VALUE: —

DESCRIPTION: Noj (card #423) thought he had a bonafide non-cursed item, a *claw of magic stealing*, when he found this claw—the first time he used it, he realized that he had a new spell floating around his head. Soon after, though, he realized that he had also lost his best memorized spell. A little experimentation with the claw showed that he receives a random spell from his victim's memory in exchange for his own most powerful memorized spell. Therefore, Noj carries only cantrips or spells that are worthless in combat. Now, when his enemies fail a saving throw vs. spell, Noj gets a spell he can use.

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Ellister's Dimensional Mine

XP VALUE: 1,000

DESCRIPTION: The wizard-assassin Ellister experimented with traditional *dimensional mines* until he came up with this nasty device. Once Ellister's *mine* is set, merely touching it will send everything within a three-foot radius (and *only* a three-foot radius) into the Astral plane. The plane shift is so sudden that anything outside the radius of effect is left behind, including parts of a victim's body. Needless to say, the strain of existing on two planes at the same time is painfully fatal. Ellister likes to shape his mines like some common object that his victim would pick up—a chess piece or a wooden spoon or even a gold coin.

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Samzinna's Globe of Putrifaction

XP VALUE: 500

DESCRIPTION: Samzinna loves any spell that involves gases or the element of Air. He thought the *globe of purification* was a great idea, but it needed an effect with a little more "kick." Hence, he made his own *globe of putrifaction*. Samzinna's globe is a 6" glass sphere that contains a *stinking cloud* spell. When the globe is broken, the spell goes off, making an extremely effective grenade. With some trial and error, Samzinna is trying to perfect a system of carrying numerous globes without breaking them on his person.

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Trading Cards

Mini-series: Cities of the Realms Waterdeep

Fortified Independent City

POPULATION: 610,000 (max.)

MAJOR PRODUCTS: Everything

ARMED FORCES: 1,200+ guard, 1,600+ watch, unlisted number of mercenaries, navy, magical assistance

WHO RULES: Piergeiron Paladinson (Paladin 14+) and the Lords of Waterdeep

WHO REALLY RULES: Khelben "The Blackstaff" Arunsun (Wizard 26+) and the Lords of Waterdeep

IN BRIEF: Situated on one of the few deep-water ports along the Sword Coast, Waterdeep is a trading crossroads between the cities of the savage frontier, the heartlands, and ocean vessels from the south.

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Skie's and Nolte's Locks and Bolts

XP VALUE: 1,500

DESCRIPTION: Like *Skie's locks and bolts*, this device looks like a small, ornate lock with a tiny silver key. Like the original, when the key on this device is turned clockwise, all portals within 50' slam shut and become *wizard locked* (12th-level). When the key is twisted counterclockwise, the effect is reversed. Nolte added another feature, though: when the device is twisted counterclockwise within 6" of a non-magical lock, there is a 70% possibility that the lock will pop open. Any non-magical traps can also be similarly bypassed.

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Trading Cards

Chandrasakar's Air Spores

XP VALUE: 1,000

DESCRIPTION: It is rumored that Chandrasakar (card #667) saved a crew of Reigar with these special *air spores*. The story goes that he was deep in wildspace, in a stolen elven flitter, when he encountered a Reigar ship whose air envelope had been exhausted. Chandrasakar had ingested some stolen *air spores* and no longer required an oxygen envelope to sustain him. Apparently, he attempted mouth-to-mouth resuscitation on a Reigar, and it soon became clear that the *air spores* were transmittable, which saved the entire Reigar crew.

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Arabel



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Berdusk



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Hillsfar



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Trading Cards

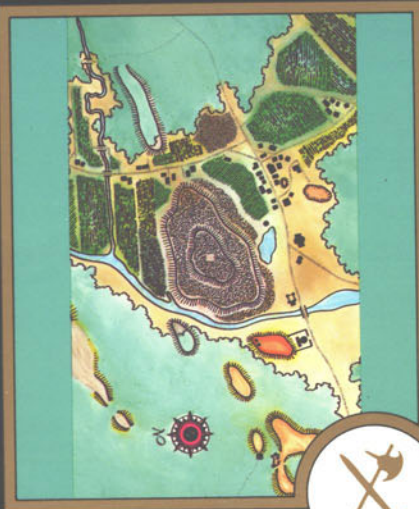


Mulmaster



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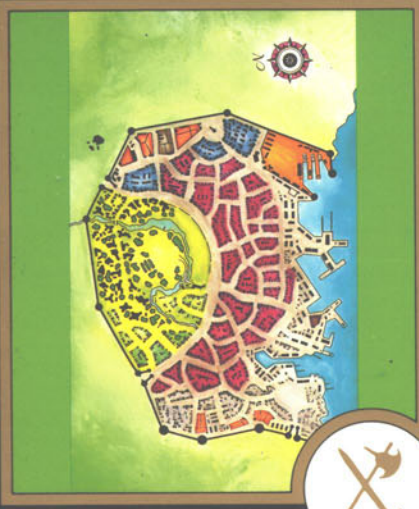


Shadowdale



FORGOTTEN REALMS

Trading Cards



Suzail



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Trading Cards



Tantras



FORGOTTEN REALMS

Trading Cards

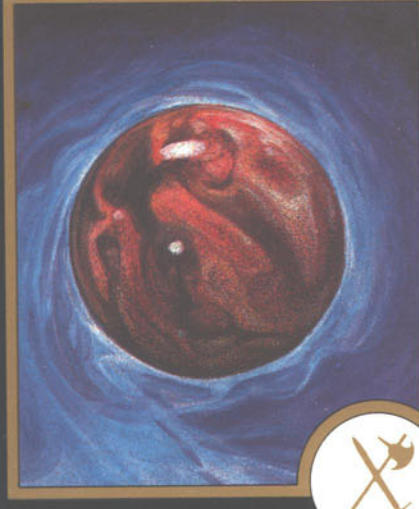


Zhentil Keep



Advanced Dungeons & Dragons™
2nd Edition

Trading Cards



Eye of Vecna





Mini-series: Cities of the Realms
Hillsfar

Independent City

POPULATION: 90,000 (max.)
MAJOR PRODUCTS: Cloth, fur, arms, armor, liquor ("Dragon's Breath")
ARMED FORCES: 10,000 Red Plumes
WHO RULES: Maalthiir (Wizard 15), First Lord of Hillsfar
IN BRIEF: Hillsfar was, until recently, ruled by a corrupt merchant council. The wizard Maalthiir, backed by the Red Plume mercenaries, overthrew the council and set himself up as Lord, Master, and Tax Collector. Maalthiir has established the city as a dangerous place for wandering adventurers in general, and halflings and other nonhuman races in particular.

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Mini-series: Cities of the Realms
Berdusk

Independent City

POPULATION: 70,000 (max.)
MAJOR PRODUCTS: Wool, wine ("Berduskian Dark"), barges
ARMED FORCES: 600 Armsmen, seven "gauntlets" of 140 bowmen each
WHO RULES: Cyliria Dragonbreast (Bard 26)
WHO REALLY RULES: The Harpers of Twilight Hall
IN BRIEF: The town is best known as one of the main bases of the Harpers, a group of powerful bards, rangers, priests, and druids. The Harper organization dominates "Twilight Hall," which is officially a temple complex run by the faith of Deneir.

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Mini-series: Cities of the Realms
Arabel

Fortified City of Cormyr

POPULATION: 25,600 (max.)
MAJOR PRODUCTS: Coal, horses, mercenaries, red wine, black beer, cheese
ARMED FORCES: 2,000 Purple Dragons (Cormyr Army), 2,000 militia
WHO RULES: Mymreen Lhal (Ranger 12), King's Lord of Arabel
WHO REALLY RULES: Five major trading companies
IN BRIEF: Briefly the capital of an aborted rebellion against Cormyr, the fortified city is a guardpost against the dangerous bandits and nonhuman tribes of the Stone-lands. For this reason, the city is home to a large garrison of Cormyrian troops loyal to King Azoun IV.

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Mini-series: Cities of the Realms
Suzail

Capital of Cormyr

POPULATION: 160,000 (max.)
MAJOR PRODUCTS: Cloth, ivory, armor
ARMED FORCES: 4,500 Purple Dragons (Cormyrian Soldiers), 14 major ships, 65+ War Wizards
WHO RULES: King Azoun IV (Warrior 20+) of Cormyr
WHO REALLY RULES: Azoun and Vangerdahast (Wizard 17+)
IN BRIEF: The capital of the nation of Cormyr, Suzail is the center of Azoun's nation and a hotbed of court intrigue and political dealings. Suzail is also the main headquarters of the War Wizards, a trained military unit of spellcasters under the titular control of the King's mage, Vangerdahast.

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Mini-series: Cities of the Realms
Shadowdale

Independent Dale

POPULATION: 5,000
MAJOR PRODUCTS: Agriculture, wagons
ARMED FORCES: 300 guardsmen
WHO RULES: Lord Mourngrym Amcathra (Warrior 6) and Lady Shaerl Rowanmantle (Rogue 6)
WHO REALLY RULES: Mourngrym, Shaerl, Elminster the Sage (Wizard 26+), the Knights of Myth Drannor
IN BRIEF: Shadowdale is typical of the Daleland communities that ring the Elven Forest. What sets it apart from its brethren is the large number of underground caverns beneath the town, and the presence of one of the most powerful mages in Faerun, Elminster.

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Mini-series: Cities of the Realms
Mulmaster

Independent City

POPULATION: 66,000 (est.)
MAJOR PRODUCTS: Arms, armor, ships, jewelry
ARMED FORCES: 6,000 soldiers
WHO RULES: Selfaril (Warrior 20), High Blade of Mulmaster
WHO REALLY RULES: The Blades, a ruling council of nobles
IN BRIEF: Mulmaster is a city of plotters, and its current ruler has held his position for eleven years by destroying all potential rivals. Magic use within the town is banned unless one is a member of the official "Brotherhood of the Cloak," a guild of mages supported by the ruling council.

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Mini-series: Artifacts
Eye of Vecna

DESCRIPTION: Vecna was a powerful archlich who was completely destroyed, except for his eye and left hand. The *Eye of Vecna* is said to glow in the same manner as that of a feral creature. It appears to be an agate until it is placed in an empty eye socket of a living character. Once pressed in, it instantly and irrevocably grafts itself into the head, and it cannot be removed or harmed without slaying the character. The alignment of the character immediately becomes neutral evil and may never change. The *Eye* bestows both infravision and ultravision to its host, and it holds numerous other powers as well (determined by the DM).

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Mini-series: Cities of the Realms
Zhentil Keep

Independent City-State

POPULATION: 86,000 (max.)
MAJOR PRODUCTS: Metal, weapons, armor, gems, coal, furs, and liquor
ARMED FORCES: 22,000 Zhentilar soldiers plus 16,000 mercenaries
WHO RULES: First Lord Chess (Warrior 3)
WHO REALLY RULES: Lord Manshoon (Wizard 19), the Zhentarim
IN BRIEF: The dark walls of Zhentil Keep conceal a still-darker heart. The city is the home base of the Zhentarim, an organization of evil mages and priests dedicated to dominating the Realms. Their dominion over Zhentil Keep is complete, marred only by internal rivalry between factions.

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Mini-series: Cities of the Realms
Tantras

Independent City

POPULATION: 86,000 (max.)
MAJOR PRODUCTS: Fish, crates, locks, hardware, carved wood
ARMED FORCES: 900 guards, 6,000 reserves
WHO RULES: The High Council
WHO REALLY RULES: Noble families within the High Council
IN BRIEF: Tantras was the site of a battle between rival gods during the Time of Troubles. The resulting desolation north of the city produced a "dead-magic" zone that is being settled by those who wish to avoid magic-users. Most of the townsmen care little for magic or gods, but concentrate on mercantile trade.

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Hand of Vecna



Ring of Winter



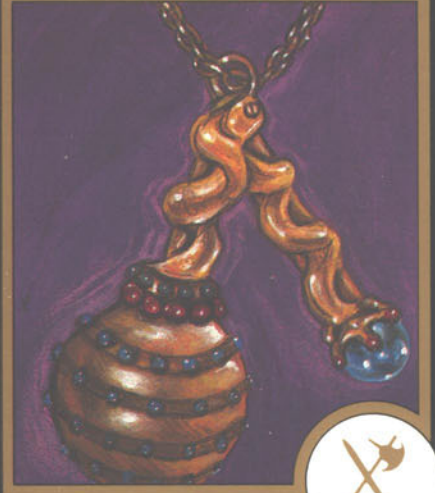
Heartwood Spear



Finder's Stone



Crown of Souls



Device of Time Journeying



Staff of Magius



Dragonlance



Garril Sotman





Mini-series: Artifacts Heartwood Spear

DESCRIPTION: The *Heartwood Spear* is a magical artifact from the halfling-infested jungles of the Ringing Mountains. The *spear* came from the very core of an ancient and unique oak tree, taken from its place of rest by Nok, a halfling chief and worthy character of Good alignment and true principles. The spear has many powers, including an incredible range and ability to strike its intended target, and the power to pierce even dragon armor. Nok gave the *Spear* to Rikus, Neeva, Sadira, and Agis, who used the artifact to slay Kalak, the sorcerer-king of Tyr (in the novel, *The Verdant Passage*).

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Mini-series: Artifacts Ring of Winter

DESCRIPTION: Mystery shrouds the true powers of this fabled artifact. The *Ring of Winter* is rumored to have the magical might to grant its wearer immortality, change its appearance at a mere thought, and even bring a new Ice Age down upon the Western Realms. Cyric (now God of Death), Kelemvor Lyonsbane, Princess Alusair, and Artus Cimber have hunted for the ring in recent years.

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Mini-series: Artifacts Hand of Vecna

DESCRIPTION: The arch-lich Vecna imbued his hand with wondrous and horrible powers, enabling it to persist long after his own destruction. The *Hand* appears to be mummified, blackened, and shriveled. If pressed to the stump of a forearm, it will instantly graft itself to the limb and become a functioning member with an 18/00 grip (no hit or damage bonus). The more often a character uses the powers of the *Hand*, the more his alignment turns to neutral evil and the less possible it becomes to chop off the member. The powers of the *Hand* are many and potent (determined by the DM).

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Mini-series: Artifacts Device of Time Journeying

DESCRIPTION: This device was created during the Age of Dreams. Since it is essential to the return of the person using it, it has several built-in safeguards: anyone stealing it feels a strong revulsion and puts it back and, if lost, the device makes its way back to its owner by any means necessary. The device originally only worked for one person, but it was changed to work with a 10'-radius area of effect by a remarkable Krynn gnome named Gnimsh.

To activate the device, a series of verses must be spoken while the device is manipulated (see *Dragonlance Adventures*, pp. 97-8).

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Mini-series: Artifacts Crown of Souls

DESCRIPTION: The *Crown of Souls* was created by the necromancer Dagian, after which his soul became entrapped in it. As each member of Dagian's family died, their souls were also entrapped, bolstering the power Dagian needed to escape. However, the *Crown* found its way into Ravenloft and the demiplane further trapped Dagian by rendering his last descendant immortal (a wight). Now Dagian hopes eternally that someone will destroy the wight so that he might finally have his freedom. In the meanwhile, the *Crown* is possessed of some potent magical powers (detailed in RA1, *Feast of Goblins*).

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Mini-series: Artifacts Finder's Stone

Description: This artifact was destroyed in the final battle against the evil god Moander. By holding this unique magical item and concentrating, any person could get it to emit a beacon of light indicating the quickest path to any object. Any member of the Wyvernsbur family could: peer into the *stone* to read knowledge stored within; cause the *stone* to cast an illusion of the bard FINDER Wyvernsbur, singing any of his songs; use the *stone* as a rechargeable wand, holding many spells, including *detect magic*, *continual light*, *dispel magic*, *fly*, *tongues* (permanent), and *teleport*.

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Garril Sotman 2nd-level Warrior

RACE: Human

ARMOR CLASS: 7

THACO: 18

MOVEMENT: 12

HIT POINTS: 12

ALIGNMENT: Chaotic neutral

EQUIPMENT: Padded armor, shield, light crossbow and quarrels

BACKGROUND: Garril is a down-on-his-luck mercenary. He has signed on with three outfits, each of which was wiped out in combat. Miraculously, Garril survived every time. Now, he has taken to drinking altogether too much. He wanders through the Shield Lands looking for work, but rarely finds it. He is eager to please, but tends to look out for himself before others.

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Mini-series: Artifacts Dragonlance

DESCRIPTION: The *dragonlances* were first created at the end of the early Dragon Wars. There are two types: mounted and footman's. Both are made of the same silvery metal. The best *dragonlances* are forged using two other artifacts: the *Silver Arm of Ergoth* and the *Hammer of Kharas*. Forging a lance with both of these artifacts adds a +4 to hit and damage to the weapon; using only one or the other affords only a +2 bonus to hit and damage.

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Mini-series: Artifacts Staff of Magius

DESCRIPTION: Magius was a wizard who aided Huma. His *Staff* eventually fell into Raistlin Majere's hands. It can be used only by wizards. Any new owner immediately knows that it functions as a *ring of protection +3*, *weapon +2* (1d8 damage), and can perform *feather fall* and *continual light* once per day. Prolonged use will reveal that, in the hands of a 6th- or higher-level wizard, the *Staff* doubles the duration of spells that influence light, air, and the mind. It also maintains spells that require concentration for one round after the wizard stops concentrating and adds 2 points of damage to every die of damage inflicted by a spell from the *Staff's* owner.

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Caysmal



Thyl Kealta



Willara



Blacker Crow



Erin Three-Toes



Zen



Kyate



Modeus Khan



Noj the Double-Edged



Willara

3rd / 1st-level Warrior/Illusionist

RACE: Gnome
ARMOR CLASS: 1
THACO: 18
MOVEMENT: 6
HIT POINTS: 13
ALIGNMENT: Neutral evil
EQUIPMENT: Splint mail, shield, mace, *gauntlets of ogre power*
BACKGROUND: Willara was captured as a youth and forced to serve the Malachite Throne. Rewarded for acts of evil and punished for doing good deeds, she came to be evil, herself. She is now the servitor and student of the evil mage Thartis. Though still young (for a gnome) and unskilled, someday Willara expects to be a name to remember.

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Thyl Kealta

9th-level Ranger

RACE: Elf
ARMOR CLASS: 3
THACO: 12
MOVEMENT: 12
HIT POINTS: 62
ALIGNMENT: Lawful neutral
EQUIPMENT: Elven chain mail, shield, dagger, *scimitar of speed*
BACKGROUND: Also named "Unicorn-friend," Thyl is a fearless champion of the forest. Early in his career, he was nearly killed by a bear. His vocal cords were permanently damaged, rendering him forever mute. He is very literate, however, and is skilled in the use of sign language. Thyl is a good friend and a dangerous enemy.

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Caysmal

14th-level Warrior

RACE: Dwarf
ARMOR CLASS: 3
THACO: 7
MOVEMENT: 6
HIT POINTS: 77
ALIGNMENT: Lawful good
EQUIPMENT: *Leather armor +5*, sling, *battle axe of sharpness*
BACKGROUND: Caysmal is named after a creature from the elemental plane of Earth who visited the clan and took refuge with it, hiding from an evil priest. Although she has never been in a real battle, she has trained all her life. The dwarf king has awarded her an axe that works like a *sword of sharpness*, for winning a sparring tournament.

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Zen

5th-level Bushi

RACE: Human
ARMOR CLASS: 8 (10 rear)
THACO: 16
MOVEMENT: 9
HIT POINTS: 38
ALIGNMENT: Lawful good
EQUIPMENT: Hara-ate, jingasa, naginata, shurikens, *Zen's banner*
BACKGROUND: Zen is a "peace bushi," meaning that she is prepared to fight, but will *always* employ diplomacy before battle. To that end, she has been given a special version of *Law's banner* (see card #390) by an ancient shukenja priest. Zen's disarming Cha (17) and high Int (15) have prevented much bloodshed.

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Erin Three-Toes

4th / 5th-level Warrior/Rogue

RACE: Halfling
ARMOR CLASS: 4
THACO: 17
MOVEMENT: 6
HIT POINTS: 19
ALIGNMENT: Chaotic evil
EQUIPMENT: Spiked leather armor, shield, short sword, *gloves of missile snaring*
BACKGROUND: Raised by her uncle to be a thief, Erin was as much a bully as a robber. During her first theft, she ended up fighting with a big human and lost two toes to his meat cleaver. Since then, she has vowed to be as good a fighter as a thief. Soon she will leave Elturel, her home, for the big city.

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Blacker Crow

7th-level Warrior

RACE: Human
ARMOR CLASS: 2
THACO: 14
MOVEMENT: 12
HIT POINTS: 55
ALIGNMENT: Chaotic good
EQUIPMENT: *Chain mail +3*, *long sword +3*
BACKGROUND: Blacker always yearned for glory, but he had difficulty distinguishing himself from other adventurers around him. Eventually, he adopted his black-and-red costume, which served to single him out in a crowd, sometimes earned him credit for exploits that weren't even his, and attracted a following of copy dressers.

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Noj the Double-Edged

16th-level Wizard

RACE: Elf
ARMOR CLASS: 8
THACO: 15
MOVEMENT: 12
HIT POINTS: 35
ALIGNMENT: Chaotic good
EQUIPMENT: *Bag of misplacing*, *shield -1*, *missile attractor*, *necklace of not-so-smart missiles*, *claw of magic exchange*, *bracers of brandishing*
BACKGROUND: Noj was cursed by his angry master, who cried "May thy life be forever double-edged!" when Noj accidentally dropped his master's prized *wand of lightning* into a pool of water elementals and electrocuted them. Noj has a knack for using cursed items successfully . . . sort of.

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Modeus Khan

10th-level Warrior

RACE: Human
ARMOR CLASS: 6
THACO: 11
MOVEMENT: 12
HIT POINTS: 82
ALIGNMENT: Neutral evil
EQUIPMENT: Animal hide armor, stone knife, bone club
BACKGROUND: Modeus Khan is a savage warrior, born on Taladas. He was expelled from his tribe when his conduct resulted in the death of three warriors. He then wandered alone, eventually reaching the city of Kristophan where he met a criminal named Devan Cory. Now, they (and six others) cause horror among the citizens of the great city.

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Kyate

11th-level Samurai

RACE: Half-elf
ARMOR CLASS: 6
THACO: 10
MOVEMENT: 12
HIT POINTS: 92
ALIGNMENT: Lawful evil
EQUIPMENT: Haramaki, haidate, *katana +3*, *wakizashi +2*
BACKGROUND: Kyate's lineage is questionable, but his fighting skills are so excellent that his master (his daimyo) forbids anyone to mention it. Those who have so much as hinted at the question have felt the wrath of Kyate's paired weapons, his daisho. Kyate's *katana* and *wakizashi* are called "the crimson rising" and "the black twilight," respectively.

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Ravenloft

Trading Cards



Katrina Von Brandthofen

FORGOTTEN REALMS

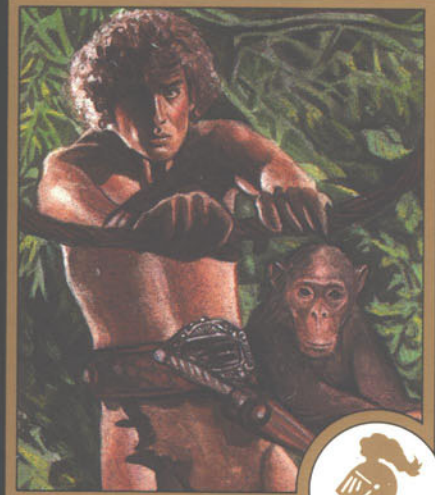
Trading Cards



Khenel Barony

Advanced Dungeons & Dragons™
2nd Edition

Trading Cards



Udo

FORGOTTEN REALMS

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Esu Kabloona

DragonLance™

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Desiree Dreamscape

SPELLJAMMER™

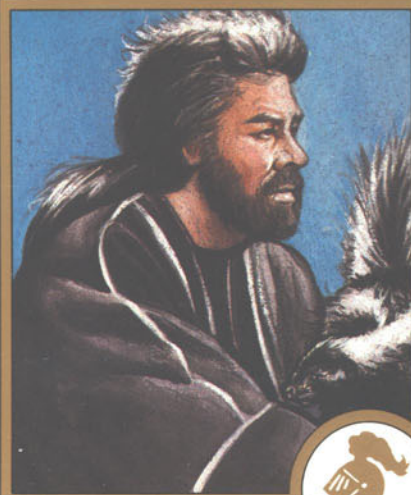
Trading Cards



Savion

Advanced Dungeons & Dragons™
2nd Edition

Trading Cards



Phugh "the Stinker"

DragonLance™

Trading Cards



Demi of Solamnia

GREYHAWK
ADVENTURES

Trading Cards



Stephie

Udo

3rd-level Abjurer

RACE: Human
ARMOR CLASS: 8
THACO: 20
MOVEMENT: 12
HIT POINTS: 4
ALIGNMENT: Chaotic good
EQUIPMENT: *Bracers of defense AC 8, belt of flying*
BACKGROUND: This abjurer has aided his tribe in battle by casting protection spells upon the brave warriors. He has the ability to move through jungle brush without leaving a trail (45%) or making a sound (65%). Unable to speak common, his language consists of clicks and other abstract mouth noises. His monkey familiar is his closest friend and is always within sight.

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Khenel Barony

18th-level Wizard

RACE: Human
ARMOR CLASS: 0
THACO: 15
MOVEMENT: 12
HIT POINTS: 45
ALIGNMENT: Lawful neutral
EQUIPMENT: Art book entitled *Soul d'Art, robe of protection AC 4, ring of feather falling, philosopher's egg*
BACKGROUND: Khenel, a mage always working to influence trends and change, views spelljamming as a major breakthrough for Toril. He has personally championed the technology as "necessary to the continued trade-worthiness of Waterdeep," his home town.

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Katrina Von Brandthofen

4th-level Diviner

RACE: Human
ARMOR CLASS: 8
THACO: 19
MOVEMENT: 12
HIT POINTS: 20
ALIGNMENT: Lawful neutral
EQUIPMENT: *Necklace of adaptation*
BACKGROUND: Katrina is Victor Mordeheim's niece by marriage. She is a hauntingly beautiful woman who wears clothing that accents her athletic figure. She has been looking for her aunt—her mother's twin sister—for years, hoping to find information regarding her past. She has failed to enlist the elusive Mordeheim's aid.

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Savion with the 11 Fingers

15th-level Invoker

RACE: Elf
ARMOR CLASS: 9
THACO: 16
MOVEMENT: 12
HIT POINTS: 41
ALIGNMENT: Lawful good
EQUIPMENT: *Medallion of ESP, air spores*
BACKGROUND: Savion has six fingers on his right hand—he claims that a *regeneration* spell went awry on him. A member of the Gauntlet Company in Realmspace, he has a knack for predicting the movements of slave traders.

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Desiree Dreamscape

12th-level Wizard

RACE: Half-elf
ARMOR CLASS: 4
THACO: 17
MOVEMENT: 12
HIT POINTS: 34
ALIGNMENT: Neutral
EQUIPMENT: *Wand of wonder, ring of protection +4, ring of invisibility*
BACKGROUND: Desiree is an Ansalon-born mage who now lives on Taladas. Wanted for criminally negligent use of magic, she was arrested and sentenced to fight in the Imperial Arena. There, she met another criminal named Devan Cory who helped her escape. She now wears a jeweled circlet on her brow to show her vassalage to Devan.

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Esu Kabloona

10th-level Wizard

RACE: Human
ARMOR CLASS: 7
THACO: 17
MOVEMENT: 12
HIT POINTS: 29
ALIGNMENT: Neutral good
EQUIPMENT: *Cloak of useful items, gloves of missile snaring, boots of the north*
BACKGROUND: Esu's given name comes from her southern birth. Her parents, missionaries of Sune, traveled north and died from exposure, so Esu was adopted by a native tribe. Recently, her wizard skills have improved so much that she has attracted a husky dog familiar.

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Stephie

1st-level Rogue

RACE: Half-elf
ARMOR CLASS: 8
THACO: 20
MOVEMENT: 12
HIT POINTS: 4
ALIGNMENT: Chaotic neutral
EQUIPMENT: Only her wits!
BACKGROUND: A small, child beggar, Stephie has a group of people who supply her with money on a regular basis. Her sweet smile and slightly matted hair make her an irresistible parasite that few can resist (successfully save vs. spell or act as if affected by a *charm* spell). Stephie has an 80% chance to successfully steal from one of her sponsors.

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Demi of Solamnia

8th-level Wizard

RACE: Human
ARMOR CLASS: 8
THACO: 18
MOVEMENT: 12
HIT POINTS: 24
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Stiletto +2, earring of protection +2*
BACKGROUND: In her 40's, Demi has seen and lived life. She has worked many jobs, been married, been a mother (three times), and she was bored by it all. She finally escaped her congenial husband and headed for Palanthus, where she joined a pirate ship as a sailor. Three years later, she has become first mate.

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Phugh "the Stinker"

21st-level Invoker

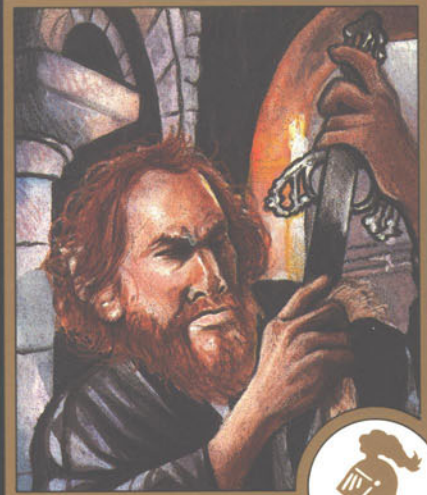
RACE: Human
ARMOR CLASS: 7
THACO: 14
MOVEMENT: 12
HIT POINTS: 41
ALIGNMENT: Chaotic good
EQUIPMENT: *Skunk familiar, wand of lightning, ring of three wishes*
BACKGROUND: Phugh destroyed his sense of smell as an apprentice, in an elaborate practical joke involving acid and sulphur, which earned him his nickname. Actually, the joke came off pretty well and it was even funnier the next time, when he could no longer smell the results. The good-natured Phugh has since made a long career of olfactory magic.

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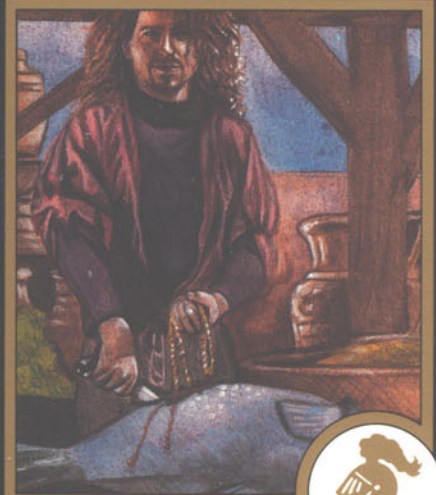
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Alakabon



Omar Zargoma



Coyenny the Shark



Benhi the Leech



Bartnel



Violet Dindower



Snythe Clobertin



Lepidius Tragemandes



Bright Gaelea



Coyenny the Shark

11th-level Rogue

RACE: Human (Doppelganger)
ARMOR CLASS: 7
THACO: 15
MOVEMENT: 12
HIT POINTS: 32
ALIGNMENT: Neutral
EQUIPMENT: *Amulet of nondetection, ring of protection +1, dagger +2, +3 versus Good-aligned creatures*
BACKGROUND: Coyenny the Shark actually has been dead for two years. A doppelganger killed the man and has taken over his fencing business. In his mid-30's, "Coyenny" is wanted for buying and selling stolen goods. He is immune to *sleep* and *charm* effects, and he possesses *ESP*.

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Omar Zargoma

13th-level Rogue

RACE: Gnome
ARMOR CLASS: 8
THACO: 14
MOVEMENT: 6
HIT POINTS: 30
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Short sword +3*
BACKGROUND: A rogue with a very strange, dark utility suit, Omar has proven his worth since his escape from the Imperial Arena. Devan Cory, a lifetime participant in the Imperial Arena, found Omar and his suit useful and interesting. Omar had all the tools necessary for a successful jail break, so Devan "allowed" the gnome to join the escape.

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Alakabon of the Legion

14th-level Bounty Hunter

RACE: Human
ARMOR CLASS: 7
THACO: 14
MOVEMENT: 12
HIT POINTS: 84
ALIGNMENT: Chaotic evil
EQUIPMENT: *Blinding powder, stiletto +2, scourge +1*
BACKGROUND: Alakabon is a renowned bounty hunter. Darkly beautiful, she can turn a man's head even if he knows who she is. As all her lovers have died, she is often called "the Black Widow." Her skintight leather bodysuit and sharkskin gloves accent her sultry and deadly reputation. Alakabon carries a magical *stiletto* that she calls "Eviscerator."

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Violet Dindower

10th-level Smuggler

RACE: Halfling
ARMOR CLASS: 3
THACO: 16
MOVEMENT: 6
HIT POINTS: 37
ALIGNMENT: Neutral evil
EQUIPMENT: *Short sword +1, leather armor +2, dust of disappearance (five packets)*
BACKGROUND: Violet grew tired of trying to make a living in Waterdeep, so when a spelljamming ship stopped for repairs, she jumped at the chance to sign on as cook. She loves work as a space smuggler—the money is sweet and the risks are just enough to keep life spicy.

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Bartnel "the Cripple"

12th-level Rogue

RACE: Dwarf
ARMOR CLASS: 5
THACO: 15
MOVEMENT: 6
HIT POINTS: 45
ALIGNMENT: Lawful evil
EQUIPMENT: *Leather armor*
BACKGROUND: Caught thieving from the minotaur populace of Kristophan, "the Cripple" was sentenced to life in prison since he played lame during the trial. Since his thief skills are so finely tuned, he found it easy to escape the prison barracks and fly to the catacombs in the Old City. In this necropolis, he met Devan Cory, a feared criminal, who accepted Bartnel into his fold.

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Benhi the Leech

8th-level Investigator Rogue

RACE: Gnome
ARMOR CLASS: 3
THACO: 17
MOVEMENT: 12
HIT POINTS: 40
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Diving rod, boots of speed, gloves of thievery, ring of protection +4, bag of holding, express ladder*
BACKGROUND: Benhi is a sly fox who steals from everyone as he investigates claims of theft. Working for the government, he is an expert in determining if the robbery was caused by someone on the inside or outside. All that he takes, himself, goes on his list of stolen articles.

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Bright Gaelea

9th-level Pacifist Priestess

RACE: Human
ARMOR CLASS: -10 (cursed)
THACO: None
MOVEMENT: 12
HIT POINTS: 56
ALIGNMENT: Lawful good
EQUIPMENT: *Pouch of coins*
BACKGROUND: Bright Gaelea is a beautiful, kind, and passive maiden. She harms no one and glides through the worst evils unharmed. She never takes the initiative and performs whatever action results in the greatest good. When the moon rises, however, she transforms into a highly evil, intelligent, and vengeful succubus. In the morning, Bright Gaelea remembers nothing.

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Lepidius Tragemandes

5th-level Swindler

RACE: Human
ARMOR CLASS: 7
THACO: 18
MOVEMENT: 12
HIT POINTS: 24
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Dice (loaded), cards (marked), blackjack (for emergencies)*
BACKGROUND: At any time, in the strangest of places, the caravan wagon of the hard-luck showman Lepidius might come jingling along. He is a self-styled impresario, orator, and medicine man who collects many an odd piece of information and sells it for whatever he can get. As a devout coward, he *never* goes on adventures (not willingly, anyway).

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Snythe Clobertin

7th-level Swashbuckler Rogue

RACE: Half-elf
ARMOR CLASS: 7
THACO: 15
MOVEMENT: 12
HIT POINTS: 28
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Rapier +2, boots of striding and springing, ring of protection +2*
BACKGROUND: Snythe, a baron's son, thought the noble gentry to be incredibly pompous, so he lived things up through a series of practical jokes—like replacing the portrait of the duke with one of a donkey at the painting's unveiling. His demeanor is foppish, yet gallant.

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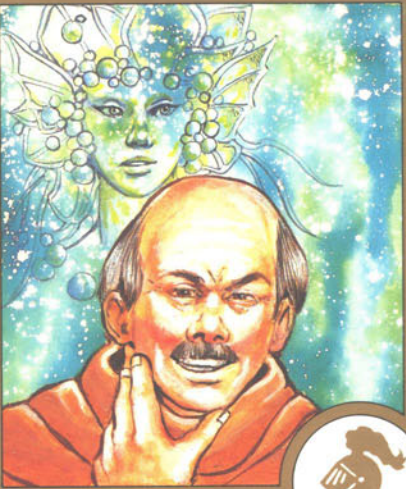
Valiss



Mithryl



Haedyll



Galfrey Kaarne



Celadae



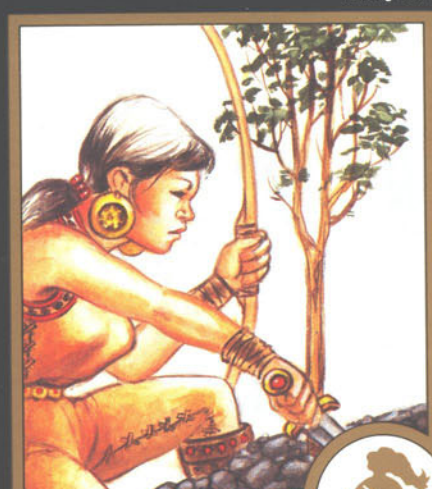
Irongrod



Ricciah Thicctoh



The Old Man



Trilliana





Haedyll

5th-level Priest of Eldath

RACE: Halfling

ARMOR CLASS: 10

THACO: 18

MOVEMENT: 6

HIT POINTS: 22

ALIGNMENT: Lawful neutral

EQUIPMENT: *Boots of levitation*

BACKGROUND: Haedyll's calm, peaceful demeanor fit him well as he lived within the safe confines of the Thorn Wood, but when he and a brother traveled to Silvermoon, his innocence was rewarded with death—his brother was slain on the Trollmoors. Haedyll is currently trying to raise enough funds to resurrect his brother and return to the safety of the South.

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Mithryl the Healer

7th-level Pacifist Priestess

RACE: Dwarf

ARMOR CLASS: 10

THACO: None

MOVEMENT: 6

HIT POINTS: 32

ALIGNMENT: Lawful good

EQUIPMENT: Holy symbol, *everbountiful soup kettle*

BACKGROUND: Mithryl feels a powerful affinity with nature, particularly with its maternal, nurturing aspects. She can't stand to see any creature in pain, so she heals the injured, tends to the sick, and mercifully puts the mortally wounded out of their misery. Mithryl is famous for her chicken soup, which seems to heal those who eat of it.

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Valiss of the Broken Arrow

4th-level Pacifist Priest

RACE: Elf

ARMOR CLASS: 9

THACO: None

MOVEMENT: 12

HIT POINTS: 20

ALIGNMENT: Lawful good

EQUIPMENT: None

BACKGROUND: Valiss is a student of the peace-bard, Leanon, who sang that love is the only answer to war. He is often scoffed at behind his back, referred to as "Mr. Moonbeam" and "Dr. Deadmeat," yet no one can laugh in his face—not even evil folk. The honesty in his eyes is so powerful that those who look into them are affected as if by *eyes of charming*.

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Irongrod

7th-level Priest

RACE: Dwarf

ARMOR CLASS: 2

THACO: 16

MOVEMENT: 6

HIT POINTS: 38

ALIGNMENT: Neutral good

EQUIPMENT: Banded mail, helm, shield, cape, *hammer +3, dwarven thrower*

BACKGROUND: When the half-orc Turrosh Mak of the Pomarj took the south-eastern Lortmils, he passed over the hidden dwarf mine of Oryn Deeps. Now, Irongrod and his folk live in secret, plotting to strike Mak's border guards and reclaim the Lortmils. Irongrod uses both priestly and warrior powers in battle.

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Celadae

7th-level Priest

RACE: Human

ARMOR CLASS: 1

THACO: 16

MOVEMENT: 6

HIT POINTS: 47

ALIGNMENT: Lawful good

EQUIPMENT: Plate armor, tabard, helm, shield, *mace +2*

BACKGROUND: A priest of Torm the True, Celadae grew in faithful devotion within the temple. When she reached age 20, Celadae had a vision of Torm calling her from the cloistered service in the temple to glorious service on the battle field. Celadae took her ceremonial armor into battle and since has become a powerful warrior-priest.

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Galfrey Kaarne

14th-level Priest of Mystra

RACE: Human

ARMOR CLASS: 8

THACO: 12

MOVEMENT: 12, Fl 18(B)

HIT POINTS: 29

ALIGNMENT: Lawful good

EQUIPMENT: *Ring of protection +2, cloak of reflection, winged boots*

BACKGROUND: Galfrey is an old friend and sometime advisor of the High Lady of Silvermoon. He travels across the North, keeping in close contact with Mystra's followers. His gentle wit, smile, and faith make him famous. Galfrey is always attempting new heights in prophetic clairvoyance.

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Trilliana

3rd-level Druid

RACE: Human

ARMOR CLASS: 7

THACO: 20

MOVEMENT: 12

HIT POINTS: 14

ALIGNMENT: True neutral

EQUIPMENT: *Long bow +1, Murdock's insect ward*

BACKGROUND: Trilliana is so much like an animal that she runs away when other humans approach and is generally ignored by other animals as if she were one of them. Her origins are unknown, but those who care to speculate usually fall back on the "raised-by-wolves" scenario. The source of her training in the druidic arts remains a mystery, too. She may be a student of the elements themselves.

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The Old Man

16th-level Polar Shaman

RACE: Human

ARMOR CLASS: 4

THACO: 10

MOVEMENT: 12

HIT POINTS: 81

ALIGNMENT: Chaotic good

EQUIPMENT: *Polar bear hide armor +2, necklace of adaptation*

BACKGROUND: The old man (no one knows his name or if he even has one) lives by the sea where he can hunt walrus, fish, and polar bear. It is said he is so ancient that the eldest of the local villagers remember him being old when they were quite young. Acerbic by day and laconic by night, the villagers believe that the old man is crazy.

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Riccih Thicctoh

17th-level Shaman

RACE: Human

ARMOR CLASS: 10

THACO: 10

MOVEMENT: 12

HIT POINTS: 67

ALIGNMENT: Chaotic neutral

EQUIPMENT: Only the skins on his back!

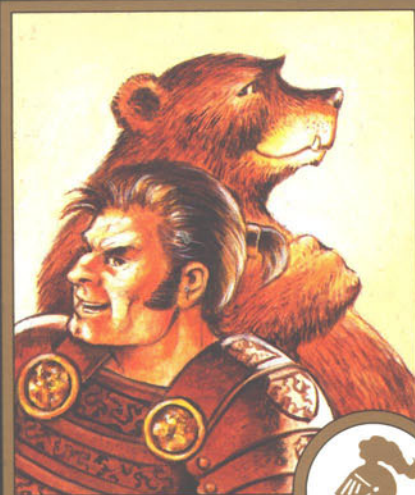
BACKGROUND: Riccih is a hermit who spends much of his time in the wilderness, often muttering to himself or playing a set of drums to keep away the lonely fears that accompany his hermitic lifestyle. Although he will not join an adventuring party, he will welcome such people into his camp for an unusual night of food, drink, and music.

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Sagus



Benson



Aldo Gladhand



Layla Necuurluf



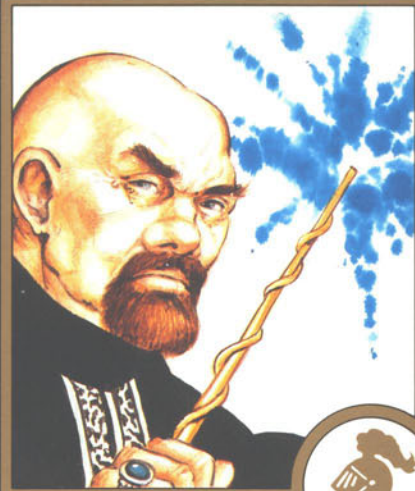
Martha Bigbones



Bilkon



Malrinth Alont



Nhar-del



Purity Valor



Aldo Gladhand
5th-level Priest

RACE: Halfling
ARMOR CLASS: 9
THACO: 18
MOVEMENT: 6
HIT POINTS: 22
ALIGNMENT: Neutral good
EQUIPMENT: Medallion of ESP, ring of fortitude (Wisdom)
BACKGROUND: Aldo's ring conveys a Wisdom score of 18 upon him, bolstering his spell capacity. He loves birds and he is considered to be an expert at imitating bird calls. Aldo is looking for a druid to befriend in the hope that he will learn such tricks as talking to animals and the ability to shape-change.

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Benson
6th-level Druid

RACE: Human
ARMOR CLASS: 4
THACO: 18
MOVEMENT: 12
HIT POINTS: 32
ALIGNMENT: True neutral
EQUIPMENT: Leather armor +2, shield +1
BACKGROUND: Benson used to be a circus performer and trained-bear wrestler until he became sensitized to the rights of animals by a ranger who kidnapped him and forced him to live in the forest for a month. Shortly thereafter, Benson freed his animals, became a druid, and began to travel the lands with his former wrestling partner, Muscles the Bear.

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Sagus
11th-level Druid

RACE: Human
ARMOR CLASS: 6
THACO: 14
MOVEMENT: 12
HIT POINTS: 71
ALIGNMENT: True neutral
EQUIPMENT: Ring of protection +4, robe of scintillating colors, scimitar +3
BACKGROUND: Sagus is a crusty old veteran, having gained all of his experience on the battlefield—unusual for a druid. He is a mercenary, hiring himself out to whichever side is more sympathetic to the ravages of war upon the natural environment. He is not a brilliant warrior, but his charisma is inspiring to the troops.

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Bilkon
18th-level Invoker

RACE: Human
ARMOR CLASS: 0
THACO: 15
MOVEMENT: 12
HIT POINTS: 52
ALIGNMENT: Chaotic good
EQUIPMENT: Ring of protection +3, staff of thunder & lightning, cloak of protection +4, silver dagger
BACKGROUND: Bilkon is among the most powerful forces for Good in Barovia. His reclusive nature, however, means that he seldom interferes with the evil around him. While adventurers can count on him for sanctuary, they are rarely able to interest him in taking an active hand to stop some threat or danger.

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Martha Bigbones (the Great)
7th-level Illusionist

RACE: Human
ARMOR CLASS: 4
THACO: 18
MOVEMENT: 9
HIT POINTS: 20
ALIGNMENT: Neutral
EQUIPMENT: Robe of blending, ring of human influence, ring of protection +5
BACKGROUND: Martha is not a small woman. She has tried repeatedly to lose the weight she carries. Failing that, she turned to illusion to mask her size, and she found that she had a remarkable talent for magic. Now she enjoys as much food as she wants. She delights in seeing the faces of her male companions as she gorges herself while remaining slim.

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Layla Necuurluf
3rd-level Druid

RACE: Half-elf
ARMOR CLASS: 9
THACO: 20
MOVEMENT: 12
HIT POINTS: 16
ALIGNMENT: True neutral
EQUIPMENT: Quarterstaff, ring of chameleon power
BACKGROUND: Layla has always lived in the forest and cannot really believe that there is anywhere else worth living. She taught herself the ways of the wood—she recalls no parent nor any other human contact. She cannot speak the common tongue, but seems to clearly understand nearly every forest creature. Those who see her almost always believe that she is a dryad or nymph.

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Purity Valor
14th-level Paladin

RACE: Human
ARMOR CLASS: 0
THACO: 7
MOVEMENT: 12
HIT POINTS: 77
ALIGNMENT: Lawful good
EQUIPMENT: Broad sword, shield, lance, plate mail of blinding +2
BACKGROUND: Raised an orphan in the temple of Pholtus, the novitiates christened her Purity Valor. She and her horse, Righteous Way, have won renown as fearless champions of Good. A dwarven king presented her and her horse with golden armor of blinding, which can emit a blinding flash of light once per day.

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Nhar-del
7th-level Necromancer

RACE: Human
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 12
HIT POINTS: 19
ALIGNMENT: Neutral evil
EQUIPMENT: Ring of affliction (necromancy), wand of fear
BACKGROUND: Nhar-del the Black sprang from the streets to become a respected necromancer of the Zhentarim. Early in his career, he was tricked into donning his cursed ring by a jilted lover. He takes perverse pleasure in killing, particularly if it is slow and painful. He wanders the Dalelands as an agent of the Zhentarim.

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Malrinth Alont
3rd-level Diviner

RACE: Half-elf
ARMOR CLASS: 8
THACO: 20
MOVEMENT: 12
HIT POINTS: 14
ALIGNMENT: Lawful good
EQUIPMENT: Ring of protection +2, dagger, spellbook
BACKGROUND: Malrinth is a resourceful wizard who specializes in informational magic, believing that knowledge is the key to success in any venture. She is strictly an academician at heart, but she has been known to take to the road when a mystery is presented that she cannot resolve in her study. Malrinth has an unusual fondness for the sea and all that pertains to it.

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Dragon Lance™
Trading Cards

Kyriel Alathar Pellinore

Ravenloft™
Trading Cards

Thaedran Meridian

Ravenloft™
Trading Cards

Knightengale

Advanced Dungeons & Dragons™
2nd Edition
Trading Cards

Doree & Boy Howdee

Advanced Dungeons & Dragons™
2nd Edition
Trading Cards

Halfling Warrior

Advanced Dungeons & Dragons™
2nd Edition
Trading Cards

Human Wizard

Advanced Dungeons & Dragons™
2nd Edition
Trading Cards

Elf Wizard

Advanced Dungeons & Dragons™
2nd Edition
Trading Cards

Gnome Warrior

Advanced Dungeons & Dragons™
2nd Edition
Trading Cards

Dwarf Warrior/Rogue

Knightengale
17th-level Paladin

RACE: Human
ARMOR CLASS: -3
THACO: 4
MOVEMENT: 6
HIT POINTS: 111
ALIGNMENT: Lawful good
EQUIPMENT: Full plate armor of blending +4, ferreniere of brilliance, sword +5, holy avenger
BACKGROUND: Knightengale is a self-appointed arch-nemesis of Gondegal of Falkovnia. She has pursued him from Cormyr, where he murdered most of her order in a failed bid for power. She tracked him into the Mists after he fled the battlefield and became a prisoner of Ravenloft with him.

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Thaedran Meridian
14th-level Fallen Paladin

RACE: Human
ARMOR CLASS: 3
THACO: 7
MOVEMENT: 12
HIT POINTS: 100
ALIGNMENT: Neutral evil
EQUIPMENT: Chain mail, scimitar, shield
BACKGROUND: Thaedran fell from grace when his father was killed for a crime he did not commit. Claiming his father's innocence on his honor, lawmakers turned a deaf ear, so he murdered them. He then turned himself over to the authorities, blood still on his hands, pleading guilty to murder. He later joined forces with Devan Cory.

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Kyriel Alathar Pellinore
16th-level Paladin

RACE: Human
ARMOR CLASS: -1
THACO: 5
MOVEMENT: 9
HIT POINTS: 112
ALIGNMENT: Lawful good
EQUIPMENT: Plate mail +2, shield +1, sword of enemy detection 60', ring of spell turning
BACKGROUND: Kyriel Alathar Pellinore, Son of Chiros Pellinore, Third Lord of Everlund, Proud Servant of Tyr is this man's full name. He and his fellows hunt the prevalent slavers near the Tears of Selune. His dented armor and nicked weapons show their age, but he never parts with them.

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Mini-series: Create Your Own

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

BACKGROUND: _____

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Mini-series: Create Your Own

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

BACKGROUND: _____

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Dame Doree and "Boy Howdee"

15th- and 1st-level Paladins

RACE: Humans
ARMOR CLASS: -2 and 10
THACO: 6 and 20
MOVEMENT: 6 and 12
HIT POINTS: 101 and 6
ALIGNMENT: Lawful good
EQUIPMENT: (Doree:) Full plate armor +3, long sword +3
BACKGROUND: Dame Doree, once the scourge of Evil, is fast approaching senility. She can rarely recall the name of her squire, Nat, but she stalks about her keep, shouting, "Boy howdee, boy howdee!", and the squire has taken to answering to that name to avoid embarrassing his mistress in front of visitors.

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Mini-series: Create Your Own

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

BACKGROUND: _____

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Mini-series: Create Your Own

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

BACKGROUND: _____

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Mini-series: Create Your Own

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

BACKGROUND: _____

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Elf Warrior/Wizard



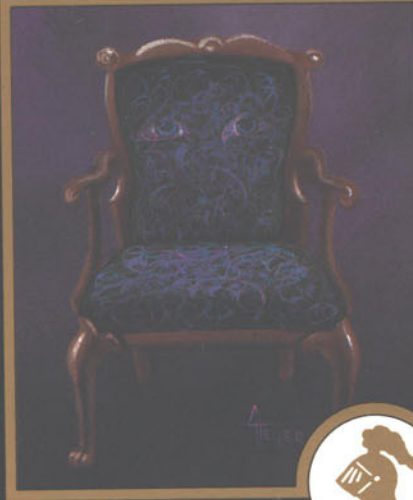
Gnome Priest/Illusionist



Halfling Warrior/Rogue



Warrior/Wizard/Priest



Malto



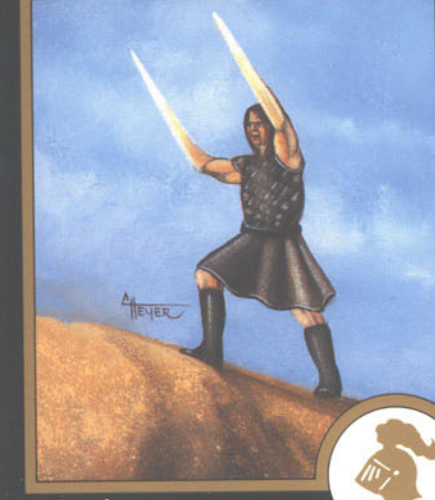
Vierna



Dido



Woltor



Endemian



Mini-series: Create Your Own

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

BACKGROUND: _____

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Mini-series: Create Your Own

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

BACKGROUND: _____

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Mini-series: Create Your Own

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

BACKGROUND: _____

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Vierna™

5th-level Psionicist

RACE: Human
 ARMOR CLASS: 10
 THACO: 18
 MOVEMENT: 12
 HIT POINTS: 27
 ALIGNMENT: Lawful neutral
 EQUIPMENT: *Potion of invisibility (4 doses), dagger of venom*
 BACKGROUND: Vierna lives in a polar cave complex that is heated by underground hot springs—the complex is large enough to house her entire clan. She learned her abilities from an aging psionicist who had fled persecution in warmer lands and was looking for a safe place to grow old and die. Together, they have psychoported all over the world.

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Malto™

12-level Psychometabolicist

RACE: Human
 ARMOR CLASS: 7
 THACO: 15
 MOVEMENT: 12
 HIT POINTS: 47
 ALIGNMENT: Lawful neutral
 EQUIPMENT: *Ring of protection +3, dust of mind dulling, mirror of retention*
 BACKGROUND: Malto is the son of a thieves' guildmaster who also was a master spy, so Malto grew up with a healthy respect for a good disguise. Having a keen intellect (Int 18), he comes by his psionic talent very easily, and he has used that talent to assume so many forms that he is sometimes called "the Everything Man."

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Mini-series: Create Your Own

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

BACKGROUND: _____

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Endemian™

16th-level Psychokineticist

RACE: Human
 ARMOR CLASS: 4
 THACO: 13
 MOVEMENT: 12
 HIT POINTS: 60
 ALIGNMENT: Lawful evil
 EQUIPMENT: *Padded armor, twin scimitars +2, ring of protection +4, dimensional mine*
 BACKGROUND: Endemian has learned a few unarmed martial arts techniques, but he renders them deadly by grafting his twin scimitars, "Edge and Point," to his arms. When he encounters an adversary, he shows off his moves with many-a blurred slash and sparking *cling* of the swords against each other, hoping to frighten his foe.

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Woltor™

7th-level Psionicist

RACE: Elf
 ARMOR CLASS: 4
 THACO: 17
 MOVEMENT: 12
 HIT POINTS: 37
 ALIGNMENT: Lawful good
 EQUIPMENT: *Short sword, leather armor +1, shield +1*
 BACKGROUND: Woltor is an amateur philosopher who postulates that "reality isn't in the mind unless the mind is in reality." In other words, the only way to be sure of an external reality is to physically manipulate it with his mind. Needless to say, psionics give Woltor a firm grasp on his world. He despises wizards—illusionists in particular—and calls them "mere tricksters."

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Dido™

8th/8th-level Thief/Psionicist

RACE: Halfling
 ARMOR CLASS: 6
 THACO: 17
 MOVEMENT: 6
 HIT POINTS: 43
 ALIGNMENT: Neutral
 EQUIPMENT: *Flatbox, ring of jumping*
 BACKGROUND: Dido saw an amazing contortionist performance when he was a child, and he believed that it was magic. While his thief friends developed their lock-picking skills, Dido remained convinced that he could do better by going around a lock than through it. Eventually, he discovered psionics and a way to make his theories work.

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SPELLJAMMER™

Trading Cards



Checklist



DARK SUN™

Trading Cards



Checklist



AL-QADIM™

Trading Cards



Checklist



DragonLance™

Trading Cards



Shadowperson



DragonLance™

Trading Cards



Thanoi



DragonLance™

Trading Cards



Tylor



DragonLance™

Trading Cards



Wichtlin



Ravenloft™

Trading Cards



Darkling



Ravenloft™

Trading Cards



Goblin





Trading Cards

361 Giant Squid
362 Stirge
363 Svirfneblin
364 Swanmay
365 Tarrasque
366 Tasloi
367 Thri-kreen
368 Troll
369 Zombie
370 Aurak
371 Baaz
372 Mist Dragon
373 Skulk
374 Dreamwraith
375 Grung
376 Gurik Cha'ahl
377 Knight Haunt
378 Kaluk
379 Mite
380 Necrophidius

381 Noj's Bag of Misplacing
382 Zwann's Irrigation Can
383 Wethilon's Time Bomb
384 Udo's Belt of Flying
385 Zellot's Quill of Law
386 Sim's Prism of Light Splitting
387 Goeri's Portable Canoe and Tackle Box
388 Myl's Mouse Chariot
389 Jo's Liquid Road
390 Zen's Banner
391 Samzinna's Globe of Putrifaction
392 Ellister's Dimensional Mine
393 Noj's Claw of Magic Exchange
394 Chandrasakar's Air Spores
395 Skie's and Nolte's Locks and Bolts
396 Waterdeep
397 Arabel
398 Berdusk
399 Hillsfar
400 Mulmaster



Trading Cards

401 Shadowdale
402 Suzail
403 Tantras
404 Zhentil Keep
405 Eye of Vecna
406 Hand of Vecna
407 Ring of Winter
408 Heartwood Spear
409 Finder's Stone
410 Crown of Souls
411 Device of Time Journeying
412 Staff of Magius
413 Dragonlance
414 Garril Sotman
415 Caysmal
416 Thyl Kealta
417 Willara
418 Blacker Crow
419 Erin Three-toes
420 Zen

421 Kyate
422 Modeus Khan
423 Noj the Double-Edged
424 Katrina von Brandthofen
425 Khanel Barony
426 Udo
427 Esu Kabloona
428 Desiree Dreamscape
429 Savion with the 11 Fingers
430 Phugh "the Stinker"
431 Demi of Solamnia
432 Stephanie
433 Alakabon of the Legion
434 Omar Zargoma
435 Coyenny the Shark
436 Benhi the Leech
437 Bartnel "the Cripple"
438 Violet Dindower
439 Snythe Clobertin
440 Lepidius Tragemandes



Trading Cards

441 Bright Gaelea
442 Valiss of the Broken Arrow
443 Mithryl the Healer
444 Haedyll
445 Gaffrey Kaarne
446 Celadae
447 Ironrod
448 Riccib Thicctoh
449 The Old Man
450 Trilliana
451 Sagus
452 Benson
453 Aldo Gladhand
454 Layla Necuurlluf
455 Martha Bigbones (the Great)
456 Bilkon
457 Malrinth Alont
458 Nhar-dei
459 Purity Valor
460 Kyriel Alathar Pellinore

461 Thaedran Meridian
462 Knightengale
463 Dame Doree and "Boy Howdee"
464 Male Halfling Warrior
465 Female Human Wizard
466 Male Elf Wizard
467 Male Gnome Warrior
468 Female Dwarf Warrior/Rogue
469 Male Elf Warrior/Wizard
470 Female Gnome Priest/Illusionist
471 Male Halfling Warrior/Rogue
472 Female Half-elf Warrior/Wizard/Priest
473 Malto
474 Vierna
475 Dido
476 Woltor
477 Endemian
478 Checklist: 361-400
479 Checklist: 401-440
480 Checklist: 441-480

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Trading Cards

Tylor™

ARMOR CLASS: -1
THACO: Variable
MOVEMENT: 15
HIT DICE: (5d10) + 5 (Adult)
ALIGNMENT: Variable
SIZE: G (86-102' long)
INTELLIGENCE: Very (11-12)
COMBAT: #AT 2; Dmg 1-10/1-20 (tail/bite); special attacks: magic
DESCRIPTION: Tylors are huge land dragons with no wings, usually the products of evil dragons mating with hatori. Although they possess powerful offensive spells, they love to attack their prey with bites and tail lashes. If the prey is getting away or proves too powerful, a tylor will move out of melee range and use its spells.

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Trading Cards

Thanoi (Walrus Man)

ARMOR CLASS: 4
THACO: 17
MOVEMENT: 9, Sw 15
HIT DICE: 4
ALIGNMENT: Lawful evil
SIZE: L (8' tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 2 or 1; Dmg 1-8/1-8 (tusks) or by weapon (+2 to damage)
DESCRIPTION: Thanoi are a bizarre blend of the human and walrus races. Because they are seldom in contact with other races, they are not used to fighting experienced combatants, but their immense strength adds a +2 bonus to their attack rolls. Some thanoi use *frostreavers*, which are *battle axes* +4 made of ice.

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Trading Cards

Shadowperson

ARMOR CLASS: 2
THACO: 17
MOVEMENT: 12, Fl 18(C)
HIT DICE: 3 + 1
ALIGNMENT: Neutral (good)
SIZE: M (5' tall)
INTELLIGENCE: Very (11-12)
COMBAT: #AT 1; Dmg 1-8 (shadowstaff)
DESCRIPTION: The shadowpeople are a race of mammals that lives underground in small, self-contained communities. They maintain two classes: counselors and warriors. Shadowpeople participate in a pre-battle ritual called the *mindweave*, which allows them to fight in perfect unison. Also, their innate *ESP* ability allows them to anticipate their enemy's moves.

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Trading Cards

Goblyn

ARMOR CLASS: 4
THACO: 13
MOVEMENT: 12
HIT DICE: 4 + 4
ALIGNMENT: Neutral evil
SIZE: M (4-6' tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 2 or 1; Dmg 1-6/1-6 or 2-12; special attacks: fear
DESCRIPTION: Goblyns are humans transformed by a powerful evil magical item. They strike at opponents' throats with their claws and, if they hit with both claws in a single attack, they then automatically bite their victims (usually in the face) on subsequent rounds. It is so frightening to observe that on-lookers must make a horror check.

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Trading Cards

Darkling

ARMOR CLASS: 8 (10)
THACO: 19
MOVEMENT: 12
HIT DICE: 2
ALIGNMENT: Chaotic evil
SIZE: M (6' tall)
INTELLIGENCE: Very (11-12)
COMBAT: #AT 1; Dmg 1-4 or by weapon; special attacks: poison
DESCRIPTION: The darkling is a Vistana who has been cast out from his people. He still clings to a portion of his power, including *foreseeing*, which allows him to automatically make all saving throws. He may also employ his *evil eye*, which causes his victims to save and attack at -2 unless they first successfully save vs. spell.

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Trading Cards

Wichtlin

ARMOR CLASS: 2
THACO: 15
MOVEMENT: 9
HIT DICE: 4 + 4
ALIGNMENT: Chaotic evil
SIZE: M (5' tall)
INTELLIGENCE: Semi- (2-4)
COMBAT: #AT 2; Dmg special
DESCRIPTION: Wichtlin are elven undead. Their left hand, barring a successful saving throw, causes paralysis for 2d4 rounds and their right hand similarly causes 2d6 points of poison damage. If it was a spellcaster in its previous life, a wichtlin retains its abilities at half its prior level. An elf killed by a wichtlin will become one, itself.

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Ravenloft Trading Cards

Bone Golem

Ravenloft Trading Cards

Shadow Fiend

DragonLance Trading Cards

Traag

DragonLance Trading Cards

Fire Minion

Spelljammer Trading Cards

Kasharin

Spelljammer Trading Cards

Aartuk Warrior

Spelljammer Trading Cards

Argos

Spelljammer Trading Cards

Blazoid

Spelljammer Trading Cards

Colossus



Traag™

ARMOR CLASS: 4
THACO: 17
MOVEMENT: 6
HIT DICE: 3
ALIGNMENT: Chaotic evil
SIZE: M (5'-6' tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 2 or 1; Dmg 1-6/1-6 or by weapon
DESCRIPTION: The traag draconians are among the first, failed attempts to create draconians. They are adept fighters with both their claws and with weapons. Once battle is joined, blood-lust seizes them and they gain a +1 on all saving throws vs. spells that cause fear. Upon death, they bubble into a puddle and rot away in one round.

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Shadow Fiend

ARMOR CLASS: 9, 5, or 1
THACO: 13
MOVEMENT: 12
HIT DICE: 7 + 3
ALIGNMENT: Chaotic evil
SIZE: M (6' tall)
INTELLIGENCE: Very (11-12)
COMBAT: #AT 3; Dmg 1-6/1-6/1-8; special attacks: *magic jar* once per week
DESCRIPTION: The shadow fiend is a dark and dangerous creature from the most dreaded of the lower planes. Its AC depends upon the amount of light in the area: in brightly lit areas (sunlight, *continual light*, etc.), its AC is 9; in the light of a lantern or *light* spell, its AC is 5; in dim or darkness, its AC is 1.

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Bone Golem

ARMOR CLASS: 0
THACO: 7
MOVEMENT: 12
HIT DICE: 14 (70 hp)
ALIGNMENT: Neutral
SIZE: M (6' tall)
INTELLIGENCE: Non- (0)
COMBAT: #AT 1; Dmg 3-24; special attacks: hideous laugh
DESCRIPTION: The bone golem attacks only with its claws. A failed saving throw vs. a *shatter* spell will yield double damage to the bone golem from weapon attacks. Once every three rounds, the golem can issue a hideous laugh, prompting both fear and horror checks. Failure of either means 2-12 rounds of paralysis, and failure of both means death.

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Aartuk Warrior™

ARMOR CLASS: 6
THACO: 19
MOVEMENT: 6
HIT DICE: 2 + 1
ALIGNMENT: Lawful evil
SIZE: M (6' tall)
INTELLIGENCE: Average (8-10)
COMBAT: #AT 1; Dmg 1-8
DESCRIPTION: The aartuk are small tribes of nomadic vegetables that view war as the ultimate form of art. Through the opening in their head, they spit a secretion which hardens upon contact with air and forms a rock-hard pellet with the range of a sling bullet. Also, they may spit forth their gooey tongue and drag an opponent to their bodies.

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Kasharin™

ARMOR CLASS: 6
THACO: 11
MOVEMENT: Fl 3(B)
HIT DICE: 10
ALIGNMENT: Neutral evil
SIZE: M (4-6' diameter)
INTELLIGENCE: High (13-14)
COMBAT: #AT 1; Dmg 2-12; special attacks: deathcharm eye
DESCRIPTION: The kasharin are those beholders who contracted the Blinding Rot disease, causing their eye stalks to wither and fall off, placing them in a state of living death. Their main form attack is their central eye, which casts a powerful (-4 to saving throws) *charm person/monster* or an equally powerful ray of death magic.

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Fire Minion

ARMOR CLASS: 3
THACO: 15
MOVEMENT: 12
HIT DICE: 6
ALIGNMENT: Lawful evil
SIZE: L (7'-9' tall)
INTELLIGENCE: Average to genius (11-18)
COMBAT: #AT 1; Dmg 2-12; special attacks: fire
DESCRIPTION: Fire minions are apparently from the elemental plane of Fire. Although they can assume any form they wish, the most common is that of a large humanoid with fangs and horns. They normally wield large swords, but also exude a fire aura, causing 1d6 points of damage to all within five feet unless some protection from fire is used.

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Colossus™

ARMOR CLASS: 10
THACO: 5
MOVEMENT: 48, Fl 24(E)
HIT DICE: 35
ALIGNMENT: Any chaotic
SIZE: G (60' tall)
INTELLIGENCE: Low to average (5-10)
COMBAT: #AT 1 every 2 rounds; Dmg 50-100 (or 5-10 hull points); special attacks: stunning clap
DESCRIPTION: These dim-witted giants are 60' tall and weigh 70 tons. When a colossus strikes an opponent, the victim must make a successful saving throw vs. death magic or die. Its clap requires a successful save vs. paralysis for all within 60' or they are stunned for 1d3 rounds.

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Blazoid™

ARMOR CLASS: 7
THACO: 5
MOVEMENT: Fl 36(B) (or SR 1)
HIT DICE: 15
ALIGNMENT: Chaotic neutral
SIZE: G (30' diameter)
INTELLIGENCE: Very (11-12)
COMBAT: #AT 1; Dmg 8-48; special attacks: firetouch
DESCRIPTION: Blazoids resemble small comets of creamy white flame. They usually ignore passing spelljammer ships, except when they want a ride through the phlogiston or a meal. They attack by ramming into their target.

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Argos™

ARMOR CLASS: 0
THACO: 5-6 HD: 15; 7-8 HD: 13; 9-10 HD: 11
MOVEMENT: 9 Fl 3(B)
HIT DICE: 5-10
ALIGNMENT: Neutral evil
SIZE: L-G (2' per HD)
INTELLIGENCE: Low to high (5-14)
COMBAT: #AT 3 per victim; Dmg 1-4 per hit; special attacks: magic-wielding eyes
DESCRIPTION: Argos are found in the same regions of wildspace as the baleful beholder nations. One can attack with one-to-three weapons or items, or it can enfold a victim in a pseudopod and attack with 1d3 mouths.

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SPELLJAMMER™

Trading Cards



Focoid



SPELLJAMMER™

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Hadozee



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Slinker



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Trading Cards



Wryback



SPELLJAMMER™

Trading Cards



Zard



FORGOTTEN REALMS™

Trading Cards

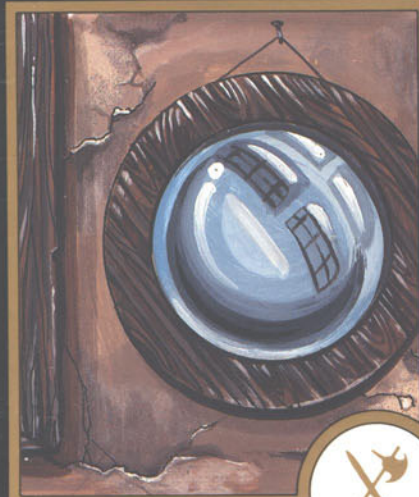


Magical Retort



Advanced Dungeons & Dragons™
2nd Edition

Trading Cards



Magical Mirror



Advanced Dungeons & Dragons™
2nd Edition

Trading Cards



Magical Lens



Advanced Dungeons & Dragons™
2nd Edition

Trading Cards



Magical Glass





Slinker™

ARMOR CLASS: 7

THACO: 20

MOVEMENT: 15

HIT DICE: 1/2

ALIGNMENT: Neutral

SIZE: T (8" long)

INTELLIGENCE: Animal (1)

COMBAT: #AT 1; Dmg 1

DESCRIPTION: Slinkers are nearly helpless in any sort of fight with a human-sized creature, and almost always flee upon sight of any larger creature. If cornered or otherwise forced to fight, slinkers will charge the nearest opponent and swarm over him, attempting to burrow under his armor.

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Hadozee™

ARMOR CLASS: 6

THACO: 17

MOVEMENT: 12

HIT DICE: 3

ALIGNMENT: Neutral

SIZE: M (7' tall)

INTELLIGENCE: Average (8-10)

COMBAT: #AT 1; Dmg 1-8 (weapon)

DESCRIPTION: Called "deck apes," hadozees are born warriors. They can glide through the air, moving one foot forward for every foot of lost altitude. In addition, they have learned to use the gravity plane of spelljamming ships to their advantage; if they can't find a safe spot on the deck to land, they soar past the ship and maneuver around to come in on the other side.

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Focoid™

ARMOR CLASS: 0

THACO: 13

MOVEMENT: 24

HIT DICE: 6 + 3

ALIGNMENT: Neutral

SIZE: L (9' long)

INTELLIGENCE: Average (8-10)

COMBAT: #AT 3; Dmg 1-12/1-12/1-12

DESCRIPTION: Focoids are a severe navigational hazard near the brighter stars of the Known Sphere. Their only means of attack is to position themselves between a bright light source and their target, then focus light through their lens-shaped body sections. Because they are so hard to see, all missile attacks against a focoid suffer a -3 to the attack roll.

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Khenel's Philosopher's Egg

XP VALUE: 1,000

DESCRIPTION: Khenel (card #425) has always looked upon magic as a means to wealth, but not through such "dangerous yet mundane" methods as adventuring. He prefers the treacherous world of power brokering. Trade and politics are his sword and shield. Recently, Khenel engineered a political take-over of a thieves' guild, solely because he knew that the guild had come into the possession of a philosopher's egg. Now that he has the retort, he will finish his preparations of a philosopher stone, and then use it to "revitalize the economy." In other words, he's going to be filthy rich.

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Zard™

ARMOR CLASS: 8

THACO: 19

MOVEMENT: 2, Fl 18(C)

HIT DICE: 1 + 1

ALIGNMENT: Nil

SIZE: S (1 1/2' long)

INTELLIGENCE: Animal (1)

COMBAT: #AT 1; Dmg 1-2

DESCRIPTION: Zards are not malicious, but attacks by zard swarms have been cited as malicious acts of gods in a number of systems. After a zard swarm has located a target, it follows until impact occurs. At that time, the swarm breaks up, the zards cling to whatever they hit.

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Wryback™

ARMOR CLASS: 5

THACO: 17

MOVEMENT: 15

HIT DICE: 3

ALIGNMENT: Chaotic evil

SIZE: S (3' tall)

INTELLIGENCE: Low (5-7)

COMBAT: #AT 2; Dmg 1-3/1-3

DESCRIPTION: Wrybacks are malicious little humanoid creatures that live by scavenging and stealing. They fight with their claws, preferring stealth and backbiting to direct attack. Their opponents suffer a -3 penalty to surprise rolls and can detect them only 50% of the time, even when looking for them.

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Joal's Glass of Preserved Words

XP VALUE: 3,000

DESCRIPTION: Joal is an archeologist-rogue who adventures solely for the purpose of discovering ancient civilizations. He has recovered a few artifacts and numerous magical items in his many quests. His *glass of preserved words* makes illegible written words readable. He has also paid a wizard to enchant the glass with a *permanent comprehend languages* spell so that he can translate the various cryptic scrawls that he discovers in his searches. Joal's *glass* has aided him in many treasure hunts and is well worth the 10,000 gp he invested in its enchantment.

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Evelyn's Lens of Speedreading

XP VALUE: 800

DESCRIPTION: This *lens* performs the same function as any other *lens of speedreading*—it triples reading speed. However, Evelyn has imbued her *lens* with another power: it contains a built-in *comprehend languages* spell that can be invoked once per day. The *lens* will not read magic without the accompanying spell, but it will decipher codes and improve illegible writing. The *lens* will also detect explosive runes, but if the reader passes over them at triple speed, they will explode; he must stop reading as soon as he detects them in order to avoid setting them off.

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Malto's Mirror of Retention

XP VALUE: 1,700

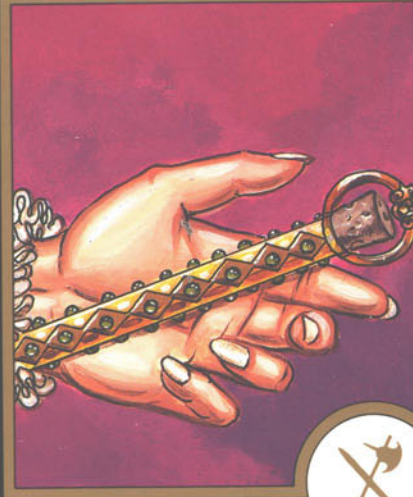
DESCRIPTION: Malto (card #473) inherited this magical mirror from his father. The *mirror* records all events of the past 24 hours that occurred in the room where it hangs, after its command word is spoken. By rotating the *mirror* clockwise, Malto can "fast-forward" the recording; a counter-clockwise twist "rewinds" it and a horizontal tip "pauses" the recording. Furthermore, by placing a piece of parchment over a still-shot of the recording and invoking the clairsentient science, *object reading*, Malto can transfer a copy of the image in the mirror onto the parchment.

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Magical Kettle



Magical Powder



Magical Powder



Magical Dust



Magic Identifier



Magical Box



Magical Cap



Magical Gloves



Magical Fur



Dypshez's Powder of the Black Veil

XP VALUE: 1,500

DESCRIPTION: This sooty, black powder causes temporary blindness to all who fail their saving throw vs. spell. While so affected, a character suffers a -4 penalty to attack rolls and his AC, and he suffers a -2 penalty to initiative rolls. Saving throws are made every round until all affected characters succeed in their roll. At that point, due to the illusionist Dypshez's magical enhancements, affected characters will only be able to see nonliving objects for two further rounds, as if everyone in the area had been rendered magically invisible.

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Purwuvok's Powder of the Hero's Heart

XP VALUE: 1,000

DESCRIPTION: This dull red powder instills bravery in its area of effect—affected creatures gain a morale bonus of +2 and become immune to magical fear for 5d4 rounds. Purwuvok also has learned to "tune" his powder to an alignment of his choosing (usually his own) so that his enemies will not enjoy its benefits, should he choose to deploy the powder in battle.

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Mithryl's Everbountiful Soup Kettle

XP VALUE: 2,000

DESCRIPTION: Mithryl (card #443) remains in such excellent standing with her god that a delicious bowl of chicken soup from her magical kettle actually has the powers of a *cure serious wounds* spell (2d8 + 1 hp). If Mithryl prays for grace over the soup, there is a 50% chance that it will act as a *cure disease* spell as well. Any lawfully good-aligned character may use the two-gallon kettle with similar results, but the DM must judge whether or not the character is in particularly good standing with his god (or the kettle's special powers won't work).

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Dido's Flatbox

XP VALUE: 5,500

DESCRIPTION: Dido's (card #475) flatbox is set with an obsidian chip on its lid that is very hard to see. The chip has been imbued with an anti-magic shell with a radius of 5'. Because of the chip, Dido can carry his flatbox in a bag of holding or he can magically teleport without it exploding. However, the box is not protected against psionic extradimensional travel. Since most of Dido's rivals are psionists, he feels fairly safe with his storage container.

Externally, the flatbox is 3' x 2' x 2", but its interior is about six feet deep.

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Nefradina's Improved Identifier

XP VALUE: 2,000

DESCRIPTION: This magic-identifying kit has been upgraded to eliminate some of the inaccuracy of the original. There is no longer a chance that the substance to be identified will be mistaken for something it is not; the magical component either will or will not be perceived. The drawback is that the kit is able to successfully identify less often. Rolling 1d100, a result of 01-70 indicates that a vital chemical needed to make the identification is missing from the kit. The DM should modify the roll by +2% per level of experience of the character using the kit. A typical kit can be used 1d10 + 40 times. A single test requires 1d4 + 1 turns.

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Malto's Dust of Mind Dulling

XP VALUE: 1,500

DESCRIPTION: Malto (card #473) is known as "the Everything Man" because he changes form so easily and frequently. His special *dust of mind dulling* not only slows the ability of wizards and priests to cast spells, but it has the additional effect of a *forget* spell. Malto blows the dust into the air and then changes form—as the dust spreads through the area, all characters who fail a saving throw vs. spell will forget about Malto's shapechange and lose track of him. Even those spellcasters who successfully save will still be slowed in their casting, giving Malto time to react if need be.

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Zambi's Fur of Warmth

XP VALUE: 8,000

DESCRIPTION: Zambi is a hierophant druid who has been traveling the elemental planes for years, now. Recently, she found her way into the para-elemental plane of Ice, where she charmed a native beast and then sacrificed it amidst many more charm incantations. As a result, the pelt she took from the beast is not only a functioning fur of warmth, protecting her from natural cold damage and halving damage from cold-based attacks, but with it she can summon and control Water and Ice elementals (22nd level) once per day. Unhappily, creatures from the elemental planes of Fire and Magma are attracted to the fur and gain +2 bonuses to their attack rolls against its wearer.

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Reglar's Gloves of Freedom From Magic

XP VALUE: 5,000

DESCRIPTION: Through further research and experimentation with magic, Reglar created a pair of gloves that improves upon the principles upon which his original gloves of freedom work—the gloves of freedom from magic operate as a *dispel magic* spell (12th level). By rolling a successful hit against unwilling opponents or merely touching willing ones, the gloves' power is released. The wearer must specifically name the effect he is attempting to negate.

The gloves can be used three times per day. They do not protect the wearer from any spells directed against him.

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Cursed School Cap

XP VALUE: —

DESCRIPTION: At first, this school cap appears to be even better than others—the wearer gains a +4 bonus to all saving throws against spells of one particular school of magic (roll 1d8: 1 = abjuration, 2 = conjuration/summoning, 3 = greater divination, 4 = enchantment/charm, 5 = illusion, 6 = invocation/evocation, 7 = necromancy, 8 = alteration). Furthermore, specialists of the designated school do not inflict a -1 penalty on the wearer against their specialist spells. However, the wearer suffers a -4 penalty to saving throws against spells of all other schools. The cap cannot be removed until a *remove curse* spell is cast.

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SPRINTHAMMER™

Trading Cards



Bracers



GREYHAWK™
ADVENTURES

Trading Cards

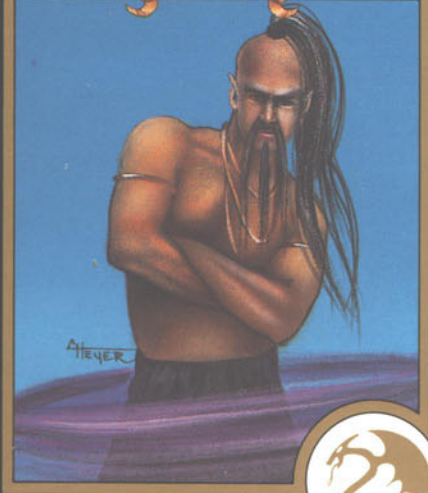


Magical Talisman



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Trading Cards



Djinni



Al-Qadim™
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Dao



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Efreeti



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Trading Cards

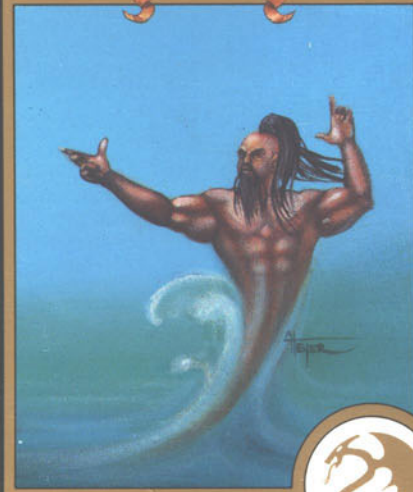


Janni



Al-Qadim™
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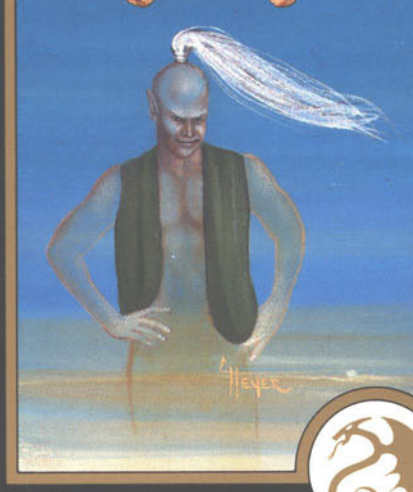


Marid



Al-Qadim™
CAMPAIGN

Trading Cards



Air Gen



Al-Qadim™
CAMPAIGN

Trading Cards



Fire Gen





Trading Cards

**Mini-series: Genies
Djinni™**

ARMOR CLASS: 4
THACO: 13
MOVEMENT: 9, Fl 24 (A)
HIT DICE: 7 + 3
ALIGNMENT: Chaotic good
SIZE: L (10'1/2' tall)
INTELLIGENCE: Average to high (8-14)
COMBAT: #AT 1; Dmg 2-16; special attacks: djinni whirlwind, magic
DESCRIPTION: Djinn are genies from the elemental plane of Air. Among their magical abilities, they can create a cone-shaped whirlwind as large as 10' x 30' x 70', killing creatures with less than 2 HD and inflicting 2d6 points of damage upon others.

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Trading Cards

**Hwesta's Talisman
of Memorization**

XP VALUE: 1,000
DESCRIPTION: Hwesta (card #709) is a native of Greyhawk, but he and his companions found themselves banished across the planes to Toril by a powerful wizard who was incensed by Hwesta's theft of his *talisman of memorization*. Half of these amulets affect memorization of spells only of levels 1-5, and Hwesta has not risen to a level where he can use 6th-level spells, so he doesn't know if this one affects the memorization of 6th-through 8th-level spells yet. Nevertheless, Hwesta is betting that only losing an amulet that affects memorization of spells of levels 1-8 would make a wizard that mad.

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Trading Cards

**Noj's Bracers
of Brandishing**

XP VALUE: 3,000
DESCRIPTION: The nature of Noj's (card #423) *bracers* has been warped by his *claw of magic exchange* (card #393) so that the *bracers* apparently have a 60'-radius area of effect. Should Noj use a charged item (rod, wand, staff), the number of charges spent is chaotically altered by 1d10-5, crumbling to dust those items whose charge counts fall to zero or less while actually recharging others. But thanks to Noj's magical claw (and his generally double-edged life), anyone who uses their own charged item within 60' of Noj will experience the same effects.

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Trading Cards

**Mini-series: Genies
Janni™**

ARMOR CLASS: 2 (5)
THACO: 13
MOVEMENT: 12, Fl 30(A)
HIT DICE: 6 + 2
ALIGNMENT: Neutral (good)
SIZE: M (6'-7' tall)
INTELLIGENCE: Very to exceptional (11-16)
COMBAT: #AT 1; Dmg by weapon + Str bonus; special attacks: spell-like powers
DESCRIPTION: Jann are formed out of all four basic elements, and they are the weakest of the genies. They usually wear chain mail and wield scimitars. Their Strength ranges from 18/01 to 18/00 (females, 17 to 18/50).

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**Mini-series: Genies
Efreeti™**

ARMOR CLASS: 2
THACO: 11
MOVEMENT: 9, Fl 24 (A)
HIT DICE: 10
ALIGNMENT: Neutral (lawful evil)
SIZE: L (12' tall)
INTELLIGENCE: Very (11-12)
COMBAT: #AT 1; Dmg 3-24; special attacks: magic
DESCRIPTION: Efreet are genies from the elemental plane of Fire. They are natural enemies of djinn and will attack them on sight. If captured, they can be forced to serve for a maximum of 1,001 days or they can be made to grant three wishes.

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**Mini-series: Genies
Dao™**

ARMOR CLASS: 3
THACO: 11
MOVEMENT: 9, Fl 15(B), Br 6
HIT DICE: 8 + 3
ALIGNMENT: Neutral evil
SIZE: L (8'-11' tall)
INTELLIGENCE: Low to very (5-12)
COMBAT: #AT 1; Dmg 3-18; special attacks: spell-like powers
DESCRIPTION: Dao are genies from the elemental plane of Earth, who love to come to the Prime Material plane to advance the cause of evil. They are not harmed by earth-based/affecting spells, but holy water has double normal effects upon these monsters.

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**Mini-series: Genies
Fire Gen (Efreetikin)™**

ARMOR CLASS: 5
THACO: Variable
MOVEMENT: 9
HIT DICE: Variable
ALIGNMENT: Neutral (Lawful evil)
SIZE: T (8"-12" tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 1; Dmg 1-6; special attacks: produce flame
DESCRIPTION: Fire gens are hyperkinetic: getting one to sit still is impossible. Like other gens, they avoid combat, but fire gens can *produce flame* at will and generally do unless prevented by their sha'ir. They are malicious and judgmental.

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**Mini-series: Genies
Air Gen (Djinnling)**

ARMOR CLASS: 5
THACO: Variable
MOVEMENT: 9, Fl 12(B)
HIT DICE: Variable
ALIGNMENT: Neutral (Lawful good)
SIZE: T (8"-12" tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 1; Dmg 1-6
DESCRIPTION: A djinnling is an elemental familiar from the plane of Air. Sometimes called *wind gen*, it seeks through its native plane for the magic that its sha'ir needs in order to cast his spells. Air gens can fly, and they will avoid combat if at all possible, usually hiding behind their sha'ir during combat.

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**Mini-series: Genies
Marid™**

ARMOR CLASS: 0
THACO: 9
MOVEMENT: 9, Fl 15(B), Sw 24
HIT DICE: 13
ALIGNMENT: Chaotic
SIZE: H (18' tall)
INTELLIGENCE: High to genius (13-18)
COMBAT: #AT 1; Dmg 8-32; special attacks: magic
DESCRIPTION: Marids are genies from the elemental plane of Water. They are the most powerful of all genies, performing magic as 26th-level wizards. They can always create water in a jet up to 60 yards long, causing 1d6 points of damage.

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Al-Qadim
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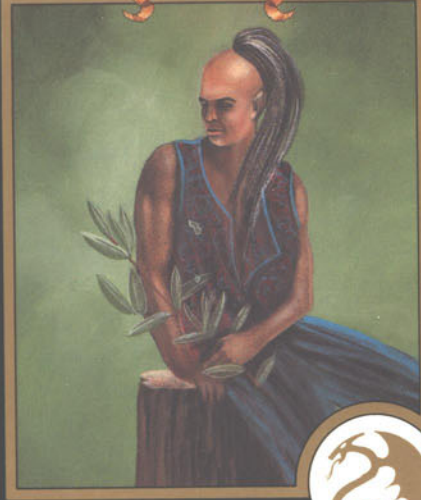
Water Gen



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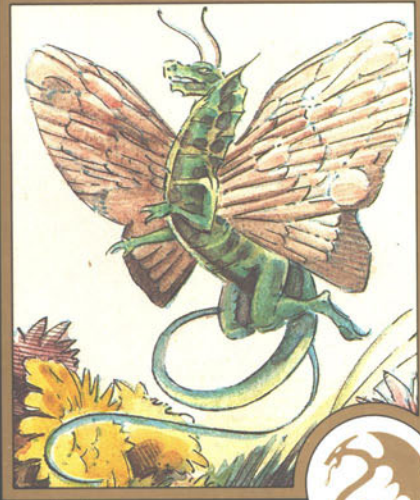


Earth Gen



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Faerie Dragon



GREYHAWK
ADVENTURES

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Greyhawk Dragon



GREYHAWK
ADVENTURES

Trading
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Cloud Dragon



DragonLance

Trading
Cards



Kodragon



DragonLance

Trading
Cards



Astral Dragon



SPELLJAMMER

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Sun Dragon



SPELLJAMMER

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Moon Dragon





Mini-series: Dragons Faerie Dragon

ARMOR CLASS: 5 (1 when invisible)
THACO: 17
MOVEMENT: 6, Fl 24(A)
HIT DICE: 7-8 hp (juvenile)
ALIGNMENT: Chaotic good
SIZE: T (1-1 1/2' long)
INTELLIGENCE: Genius (17-18)
COMBAT: #AT 1; Dmg 1-2; special attacks: breath weapon, spells
DESCRIPTION: The faerie dragon attacks as a 4-HD monster, becomes invisible at will, and has a two-foot diameter breath weapon of euphoria gas (victims failing saving throws wander in a state of bliss for 3d4 rounds, unable to attack, suffering -2 to AC).

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Mini-series: Genies Earth Gen (Daolani)™

ARMOR CLASS: 5
THACO: Variable
MOVEMENT: 9
HIT DICE: Variable
ALIGNMENT: Neutral (Chaotic evil)
SIZE: T (8"-12" tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 1; Dmg 2-12
DESCRIPTION: Also called a *sand gen*, a daolani travels to the elemental plane of Earth to fetch magic for its sha'ir. It is tactless and direct; it simply tells what it knows, and it has little sympathy for anyone in trouble. It thinks of itself first and is not shy about asking its master for that which it wants.

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Mini-series: Genies Water Gen (Maridan)™

ARMOR CLASS: 5
THACO: Variable
MOVEMENT: 9, Sw 12
HIT DICE: Variable
ALIGNMENT: Neutral (Chaotic good)
SIZE: T (8"-12" tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 1; Dmg 1-6
DESCRIPTION: Water gen travel to their native plane in search of magic for their sha'ir, whom they serve willingly. They are capricious and playful. Their feelings are hurt easily when their attempts at pranks and playfulness are rebuffed, and they are likely to make or break friendships easily.

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Mini-series: Dragons Kodragon

ARMOR CLASS: 5
THACO: 15
MOVEMENT: 6, Fl 24(A)
HIT DICE: 5
ALIGNMENT: Neutral (good)
SIZE: S (3' wingspan)
INTELLIGENCE: Exceptional (15-16)
COMBAT: #AT 3; Dmg 1-2/1-2/1-6; special attacks: breath weapon
DESCRIPTION: The kodragon, about the size of a small house cat, lives on the Astral plane. It has two breath weapons, both 10' in diameter: one shrinks victims to 5% of their actual size and the other reverses the shrinking effect. Kodragons can teleport without error, but prefer flying.

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Mini-series: Dragons Cloud Dragon

ARMOR CLASS: 3 (hatchling)
THACO: 6
MOVEMENT: 6, 39(C), Jp 3
HIT DICE: 8
ALIGNMENT: Neutral
SIZE: H-G (15'-32' long)
INTELLIGENCE: Genius (17-18)
COMBAT: #AT 3 + special; Dmg 1-10/1-10/3-36; special attacks: breath weapon, spells
DESCRIPTION: Cloud dragons are very reclusive. They usually avoid combat by taking cloud form. In combat, they use their icy 140' x 30' x 30' breath weapon and cast *solid fog* and other spells to confuse and defeat their adversaries.

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Mini-series: Dragons Greyhawk Dragon

ARMOR CLASS: -2 (adult)
THACO: 1
MOVEMENT: 6, Fl 39(C), Jp 3
HIT DICE: 16
ALIGNMENT: Neutral
SIZE: G (124'-146' long)
INTELLIGENCE: Supra-genius (19-20)
COMBAT: #AT 3 + special; Dmg 1-10/1-10/3-30; special attacks: breath weapon, magic
DESCRIPTION: Greyhawk dragons love cities and the company of humans. They favor repartee over combat, but can breathe poison gas (-2 penalty to saving throws) or use magic. They can polymorph five times per day.

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Mini-series: Dragons Moon Dragon

ARMOR CLASS: 0 (old)
THACO: 4
MOVEMENT: 12, Fl 18(C)
HIT DICE: 13
ALIGNMENT: Variable (evil)
SIZE: G (146'-164' long)
INTELLIGENCE: High (13-14)
COMBAT: #AT 3 + special; Dmg 1-4/1-4/2-20; special attacks: breath weapon, magic
DESCRIPTION: Moon dragons exclusively inhabit caves of moons. Their coloring changes from white to black to white over 30 days while their alignment shifts. Their icy breath weapons entomb victims in ice.

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Mini-series: Dragons Sun Dragon

ARMOR CLASS: 2 (young)
THACO: 8
MOVEMENT: 12, 36(C)
HIT DICE: 8
ALIGNMENT: Any good
SIZE: G (47'-61' long)
INTELLIGENCE: Exceptional (15-16)
COMBAT: #AT 3 + special; Dmg 1-10/1-10/3-24; special attacks: breath weapon, magic
DESCRIPTION: The benevolent sun dragons live on the surface of suns. They have little interest in combat, but can "spit" fireballs (240' range, blast radius of 5' per age level; optional delay of up to 10 rounds) and use spells.

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Mini-series: Dragons Astral Dragon

ARMOR CLASS: 5
THACO: 17
MOVEMENT: 6, Fl 18(C)
HIT DICE: 3
ALIGNMENT: Neutral
SIZE: M (5' long)
INTELLIGENCE: Genius (17-18)
COMBAT: #AT 3; Dmg 1-4/1-4/2-12
DESCRIPTION: "Astral dragon" is a general term for a race of ancient golden dragons to whom all Krynn dragons trace a common ancestry. As immortals, they instantly regain all lost hp, but they can be killed by *power word, kill*, *wish*, or similar spells. Mated pairs gain the abilities of a 35th-level priest and 95% magic resistance.

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Radiant Dragon



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Draco Hydra



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Trading Cards



Human Warrior



Advanced Dungeons & Dragons™
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Trading Cards



Dwarf Warrior



Advanced Dungeons & Dragons™
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Trading Cards



Half-elf Warrior



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Trading Cards

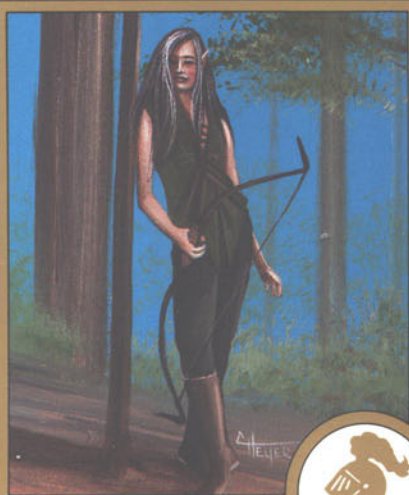


Gnome Warrior



Advanced Dungeons & Dragons™
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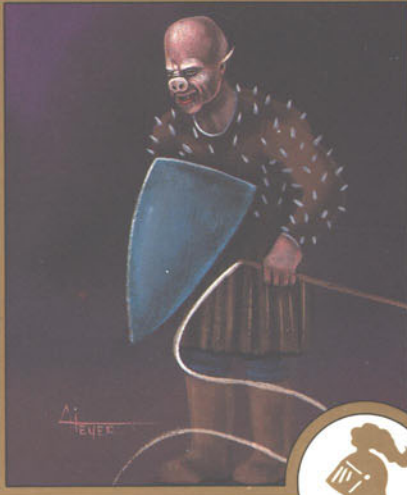


Elf Warrior



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Half-orc Warrior



Advanced Dungeons & Dragons™
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Trading Cards



Halfling Warrior



Mini-series: Create Your Own

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

BACKGROUND: _____

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**Mini-series: Dragons
Dracohydra**

ARMOR CLASS: -1 (mature adult)
THACO: 2
MOVEMENT: 6, Fl 21(D)
HIT DICE: 15
ALIGNMENT: Chaotic evil
SIZE: G (113'-134' long)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 4-7; Dmg 1-8/1-8/2-16×2-5 (heads); special attacks: breath weapon (1d2 + 1/level), magic
DESCRIPTION: Dracohydras are of unknown origin. They spit concentrated acid in a 3'×40' straight line. Half of their hit points are in their bodies while the rest are divided evenly between the heads.

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**Mini-series: Dragons
Radiant Dragon**

ARMOR CLASS: -6 (wyrm)
THACO: -2
MOVEMENT: 12, Fl 48(B)
HIT DICE: 15
ALIGNMENT: Any
SIZE: G (902'-1,100' long)
INTELLIGENCE: Exceptional (15)
COMBAT: #AT 3 + special; Dmg 2-20/2-20/4-40; special attacks: breath weapon (2d12 + 1/level), magic
DESCRIPTION: Also called "star dragons," radiant dragons rarely flee from battle, but they do give opponents the chance to run or beg forgiveness.

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Mini-series: Create Your Own

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

BACKGROUND: _____

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Mini-series: Create Your Own

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

BACKGROUND: _____

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Mini-series: Create Your Own

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

BACKGROUND: _____

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Mini-series: Create Your Own

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

BACKGROUND: _____

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Mini-series: Create Your Own

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

BACKGROUND: _____

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Mini-series: Create Your Own

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

BACKGROUND: _____

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Dwarf Warrior



Advanced Dungeons & Dragons™
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Trading Cards



Human Barbarian



GREYHAWK
ADVENTURES

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"Pyros" Silverbane



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Shur



GREYHAWK
ADVENTURES

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Saskan



Ravenloft

Trading Cards

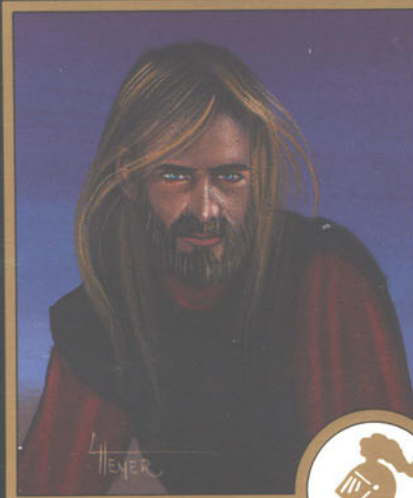


Nhalvaen



DragonLance™

Trading Cards



Runjoye



SPELLJAMMER™

Trading Cards

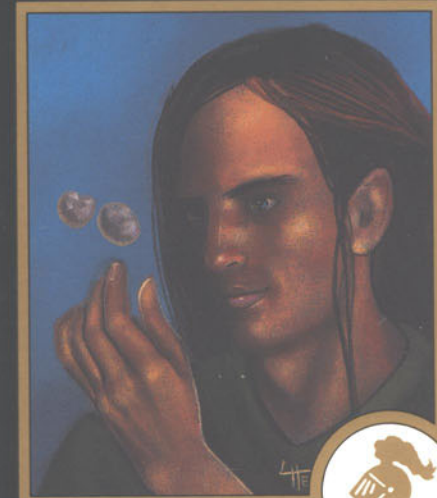


Danelesty



FORGOTTEN REALMS

Trading Cards



Thogaf





Trading Cards

"Pyros" Silverbane

10th-level Wizard

RACE: Human
ARMOR CLASS: -1
THACO: 17
MOVEMENT: 12
HIT POINTS: 38
ALIGNMENT: Neutral good
EQUIPMENT: *Bracers of defense AC 2, dagger +2, figurine of wondrous power*
BACKGROUND: Pyros is obsessed with fire-based magic. Whenever he casts such a spell or witnesses a spectacular application of the same cast by another wizard, he is usually unable to take any action in the following round because he simply stares at the spell effect in awe. Pyros carries no coin but platinum (because of its high melting point).

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Trading Cards

Mini-series: Create Your Own

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

BACKGROUND: _____

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Trading Cards

Mini-series: Create Your Own

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

BACKGROUND: _____

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Trading Cards

Nhalvaen™

7th-level Illusionist

RACE: Elf
ARMOR CLASS: 8
THACO: 18
MOVEMENT: 12
HIT POINTS: 17
ALIGNMENT: Neutral evil
EQUIPMENT: *Cloak of displacement, wand of magic missiles, harp of charming*
BACKGROUND: Nhalvaen wanders the woodlands of Kartakass with her fox familiar and takes great joy in hindering lost travelers by presenting illusions of progress while leading her victims deeper into the forest. Nhalvaen then gleefully abandons her victims to die in the blackest parts of the woods.

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Trading Cards

Saskan

3rd-level Mage

RACE: Human
ARMOR CLASS: 8
THACO: 20
MOVEMENT: 12
HIT POINTS: 7
ALIGNMENT: Chaotic neutral
EQUIPMENT: None
BACKGROUND: Saskan has spent his entire life in the Elven Friend Orphanage of Greyhawk. Befriended by the wizard-adventurer, Thayr, Saskan has quietly learned some rudimentary magical spells. As a street urchin wandering the streets of the city, Saskan takes delight in unleashing spells on unsuspecting citizens, then picking up what they drop in their flight.

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Trading Cards

Shur

17th-level Mage

RACE: Human
ARMOR CLASS: 6
THACO: 15
MOVEMENT: 12
HIT POINTS: 31
ALIGNMENT: Neutral good
EQUIPMENT: *Cloak of protection +4, ring of mind shielding, gem of insight*
BACKGROUND: Shur has appointed herself a protector of the wilderness. She is appalled by random acts of violence directed against, among other things, the mighty trees. She uses her magical abilities to detect those who would commit such evil, then takes steps to thwart their plans.

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Trading Cards

Thogaf™

6th-level Wizard

RACE: Human
ARMOR CLASS: 8
THACO: 19
MOVEMENT: 12
HIT POINTS: 23
ALIGNMENT: Neutral good
EQUIPMENT: *Dusty rose ioun stone (+1 protection), deep red ioun stone (+1 dexterity)*
BACKGROUND: While imprisoned in the dungeons beneath the Fortress of the Five Vultures in Calaunt, Thogaf was chained next to the ancient wizard Yrlamar. Without his spellbooks, Yrlamar couldn't escape, but he did teach young Thogaf much of the wizardly arts.

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Trading Cards

Danelesty™

5th-level Wizard

RACE: Human
ARMOR CLASS: 10
THACO: 19
MOVEMENT: 12
HIT POINTS: 13
ALIGNMENT: Neutral good
EQUIPMENT: *Amulet of proof against detection and location*
BACKGROUND: The attractive Danelesty has never had trouble finding a position on the many ships of wildspace. Her ambitions are many: to sail to the different crystal spheres, to improve her spell casting, to eventually secure a vessel for herself.

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Trading Cards

Runjoye™

12th-level Invoker

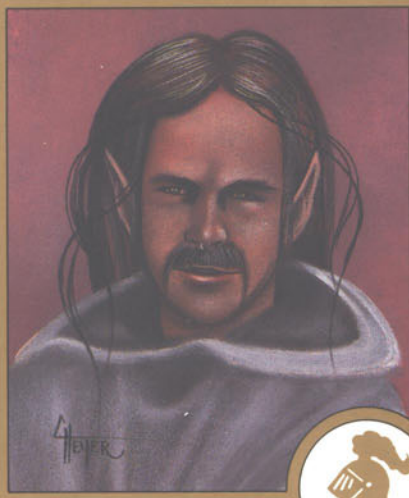
RACE: Human
ARMOR CLASS: 10
THACO: 17
MOVEMENT: 12
HIT POINTS: 23
ALIGNMENT: Lawful neutral
EQUIPMENT: *Winged boots, rod of security, ring of feather falling*
BACKGROUND: Runjoye has traveled as far as the minotaur realms of Taladas and even to the angelic cities of the elemental plane of Air. His incredible mind is a notebook filled with tales of great courage and bittersweet love, all of which he will happily recount for no more than a meal or a place to sleep.

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GREYHAWK
ADVENTURES

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Stobon



DragonLance™

Trading Cards



Jessie



SPELLJAMMER™

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Lipoec



FORGOTTEN REALMS

Trading Cards

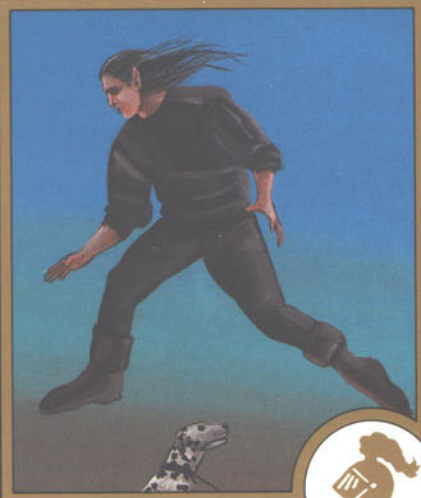


Lortej Thul



FORGOTTEN REALMS

Trading Cards



Voluril Ocing



FORGOTTEN REALMS

Trading Cards



Kyrie



GREYHAWK
ADVENTURES

Trading Cards



Wethilion



FORGOTTEN REALMS

Trading Cards



Dappledref



SPELLJAMMER™

Trading Cards



Jobinov





Lipoec™ 7th-level Rogue

RACE: Human
ARMOR CLASS: 8
THACO: 17
MOVEMENT: 12
HIT POINTS: 28
ALIGNMENT: Chaotic neutral
EQUIPMENT: Club
BACKGROUND: Lipoec's foul stench precedes him wherever he goes. A sword and thief for hire, Lipoec's lack of tact has gotten him into trouble more than once—showing his face at the Rock of Bral will earn him a lengthy stint in irons for certain. When he cannot find more adventurous work,

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Jessie™ 8th-level Wizard

RACE: Half-elf
ARMOR CLASS: 10
THACO: 18
MOVEMENT: 12
HIT POINTS: 19
ALIGNMENT: Neutral good
EQUIPMENT: *Boots of varied tracks, robe of blending*
BACKGROUND: Jessie is the child of simple farm folk, and she has lived her entire life in northern Palanthus. She is incredibly ignorant of the evils that exist beyond her rather sheltered life. Until those evils invade her life, she will flit delightfully through the glens and fields of her rural home, entertaining children with her magic.

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Stobon™ 12th-level Wizard

RACE: Half-elf
ARMOR CLASS: 10
THACO: 17
MOVEMENT: 12
HIT POINTS: 23
ALIGNMENT: Lawful good
EQUIPMENT: *Girdle of many pouches, staff of power, ring of sustenance*
BACKGROUND: Stobon of Gnarley Wood is a legend among his elven brethren. His father, a human mercenary, won his mother's love with eloquence and grace; that is, before his assassination by old enemies from Keoland. In his adventuring days, Stobon explored Zagig's ancient dungeon—his knowledge of it is quite extensive.

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Kyrie™ 15th-level Rogue

RACE: Human
ARMOR CLASS: 2
THACO: 13
MOVEMENT: 12
HIT POINTS: 48
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Leather armor +3, cloak of displacement, short sword +2*
BACKGROUND: A hero among rogues, Kyrie is a lone adventurer. She's stolen from the greatest caravans and richest nobles of the Heartlands. Her greatest exploits have been at Undermountain, where few dare descend alone. Five years ago, Kyrie dropped out of sight—rumor has it that she fell in love with a sailor of Saerloon.

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Voluril Ocing™ 9th-level Rogue

RACE: Elf
ARMOR CLASS: 7
THACO: 16
MOVEMENT: 12
HIT POINTS: 35
ALIGNMENT: Chaotic good
EQUIPMENT: Black cloth outfit
BACKGROUND: While the Harpers and War Wizards keep Marsember's streets free of outright thieving companies, skilled individuals can slip through their fingers. Voluril leads a double life—upright merchant by day, jewel thief by night. Voluril's reputation as the "Black Bandit" is well earned since he preys on the wealthy, leaving behind a small black doll after each caper.

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Lortej Thul™

11th-level Troubleshooter

RACE: Halfling
ARMOR CLASS: 7
THACO: 15
MOVEMENT: 6
HIT POINTS: 32
ALIGNMENT: Chaotic neutral
EQUIPMENT: Leather armor, dagger
BACKGROUND: Lortej began his thieving career in the streets of Tantras, but his reputation outweighed his talents and he was forced to flee. He has now found work with Burdan Hlathiman, Lord High Advisor of Scornubel. Lortej is called upon to "investigate" local trouble spots. He knows every lock in Scornubel Hall, and he has an eye for every halfling lady in the city.

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Jobinov™ 13th-level Bounty Hunter

RACE: Halfling
ARMOR CLASS: 8
THACO: 14
MOVEMENT: 6
HIT POINTS: 43
ALIGNMENT: Neutral
EQUIPMENT: Lasso
BACKGROUND: After running away from his boyhood home at the tender age of 32, Jobinov was captured and enslaved by neogi renegades. Once he escaped, he never thought of being a groundling again. Later, he mastered the use of the lasso after spending time with Tuigan warriors from the world of Toril.

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Dappledref™ 2nd-level Beggar Rogue

RACE: Human
ARMOR CLASS: 10
THACO: 20
MOVEMENT: 12
HIT POINTS: 7
ALIGNMENT: Chaotic neutral
EQUIPMENT: Rags, tin cup
BACKGROUND: Dappledref has no particular desire to mug his victims—he prefers that they bring their money to him. His favorite scheme is posing as a blind man. Others include posing as a cleric for a new god and selling bogus potions. The return on these schemes is rarely high, but Dappledref isn't out to get rich—he just hates working for a living.

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Wethilion™ 10th-level Rogue

RACE: Gnome
ARMOR CLASS: 6
THACO: 16
MOVEMENT: 6
HIT POINTS: 33
ALIGNMENT: Chaotic neutral
EQUIPMENT: A lifetime of inventions
BACKGROUND: Wethilion is a gnome with a penchant for two separate pursuits: assassination and invention. For instance, when assigned to poison a radical soothsayer, Wethilion built a complicated device into the clock tower of his keep—when the clock ticked to the right hour, it dripped a bit of poison into the soothsayer's afternoon tea, right on time.

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SPELLHAMMER™

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Thiawskeen



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Trading Cards

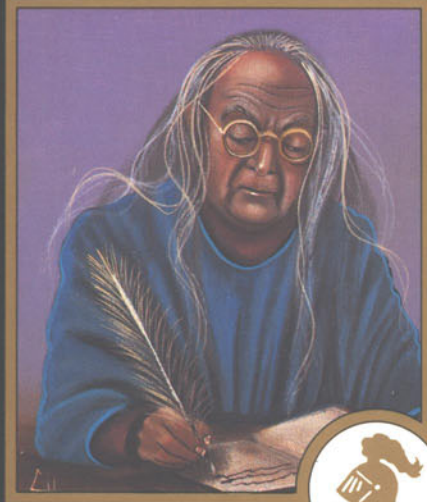


Jadethread



FORGOTTEN REALMS

Trading Cards



Haroistem



GREYHAWK
ADVENTURES

Trading Cards

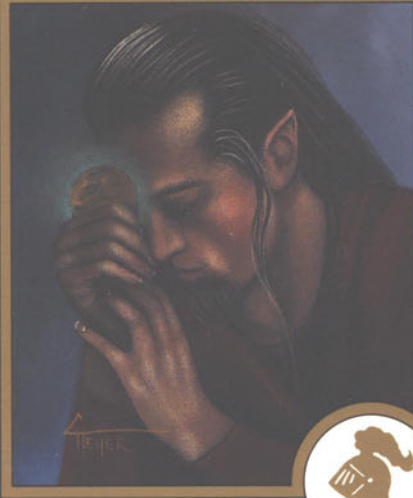


Kekond



GREYHAWK
ADVENTURES

Trading Cards

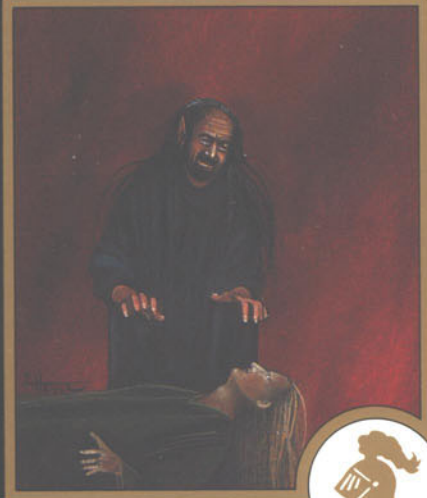


Lecitalma



GREYHAWK
ADVENTURES

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Snorpocis



FORGOTTEN REALMS

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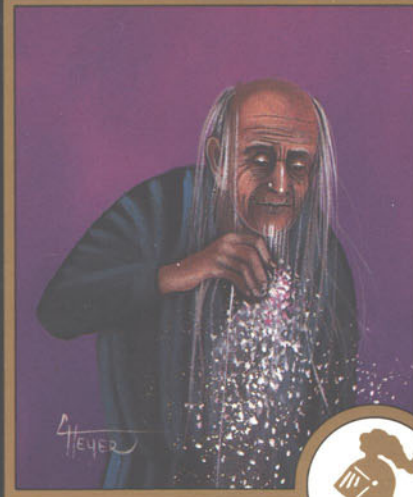


Rumeltocey



FORGOTTEN REALMS

Trading Cards



Wesclodat



FORGOTTEN REALMS

Trading Cards



Thear





Haroistem™

17th-level Scholarly Priest

RACE: Human
ARMOR CLASS: 10
THACO: 10
MOVEMENT: 12
HIT POINTS: 56
ALIGNMENT: Lawful good
EQUIPMENT: *Dust of illusion, Keoghtom's ointment, phylactery of faithfulness, lens of detection*
BACKGROUND: Haroistem is now semi-retired. Having turned in his more brightly colored robes, he is now a scholar for the faith of the god Lathander, documenting the activities of the important Morninglords and Dawn Priests.

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Jadethread™

14th-level Rogue

RACE: Human
ARMOR CLASS: 8
THACO: 14
MOVEMENT: 12
HIT POINTS: 39
ALIGNMENT: Chaotic good
EQUIPMENT: *Rope of climbing*
BACKGROUND: Hard-to-obtain treasures are Jadethread's specialty. Were it not for his taste for parties and women, Jadethread's fortune would have piled up years ago. For now, the city watch will only occasionally need come to the aid of a nobleman screaming for assistance, his valuables missing, clutching a strand of green thread left in their place.

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Thiawskeen™

12th-level Rogue

RACE: Half-elf
ARMOR CLASS: 7
THACO: 15
MOVEMENT: 12
HIT POINTS: 40
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Gem of seeing, Bucknard's everfull purse*
BACKGROUND: Thiawskeen the Buccaneer, famed in song and story, is as clever as she is beautiful. Thiawskeen moves from ship to ship, bringing along her winning tactics and unique fighting prowess. Uninterested in marriage, she has turned down proposals from many spacefarers.

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Snorpocis™

10th-level Priest

RACE: Half-elf
ARMOR CLASS: 6
THACO: 14
MOVEMENT: 12
HIT POINTS: 61
ALIGNMENT: Chaotic evil
EQUIPMENT: *Cloak of protection +4, mace +3*
BACKGROUND: Snorpocis is a cleric of the demi-god Iuz. He is as cold-blooded and hateful as his deity, ready to destroy for sheer pleasure. Shunned from the few places he's tried to settle, Snorpocis is always on the move. His superiors often call upon him for special duties, such as the destruction of villages devoted to other gods.

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Lecitalma™

8th-level Priest

RACE: Half-elf
ARMOR CLASS: 3
THACO: 16
MOVEMENT: 12
HIT POINTS: 50
ALIGNMENT: Neutral good
EQUIPMENT: *Lucern hammer +2, splint mail +1*
BACKGROUND: Lecitalma is a cleric of the lesser deity Fharlanghn. After his induction into the order, Lecitalma set out for the adventuring life. He has led his own brotherhood, the Liberators, for three years until recently, when most of the others were slain in an undead ambush near the Nyr Dyv. He blames himself for this tragedy and now wanders alone.

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Kekond™

4th-level Priest

RACE: Human
ARMOR CLASS: 10
THACO: 18
MOVEMENT: 12
HIT POINTS: 16
ALIGNMENT: Lawful good
EQUIPMENT: *Tunic, holy symbol*
BACKGROUND: Kekond is a fairly novice cleric of the lesser deity Pholtus, and her clumsiness has made her the laughing-stock of the order. The higher clerics recognize her potential and encourage her, but even the most faithful cover their faces when Kekond prepares to cast a spell. Her devotion is true, her accuracy isn't.

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Thear™

8th-level Priest

RACE: Dwarf
ARMOR CLASS: 2
THACO: 16
MOVEMENT: 6
HIT POINTS: 56
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Plate mail +1, warhammer +3*
BACKGROUND: Thear is a cleric of Tempus, Lord of Battles. As such, he is given to a rage that turns him into a savage warrior. That reputation precedes him down the streets of Shadowdale, where those who know him give him wide berth. Thear wants a warhorse, but ponies are too bony and horses are too large.

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Wesclodat the Aged™

18th-level Priest

RACE: Human
ARMOR CLASS: 10
THACO: 10
MOVEMENT: 12
HIT POINTS: 46
ALIGNMENT: Neutral good
EQUIPMENT: *Robe of blending*
BACKGROUND: Wesclodat is a cleric of De-neir, Lord of All Glyphs and Images. His origins are unclear. Some of the elders say that Wesclodat was originally a cleric of another god, but he switched when the two gods agreed on a trade—he won't confirm or deny this story. Despite his advanced age, Wesclodat maintains a regular schedule.

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Rumeltocey™

9th-level Priest

RACE: Human
ARMOR CLASS: 9
THACO: 16
MOVEMENT: 12
HIT POINTS: 36
ALIGNMENT: Neutral good
EQUIPMENT: *Flail +1, shield +1*
BACKGROUND: Rumeltocey is a cleric of Milil. Her beautiful singing voice is renowned throughout the land, and her talents gain invitations to meet with the elite of many cities. She has, at times, traveled with bards who also follow Milil. Lately, though, Rumeltocey has struggled with her faith, uncertain of her true commitment.

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GREYHAWK
ADVENTURES

Trading Cards



Ginese



GREYHAWK
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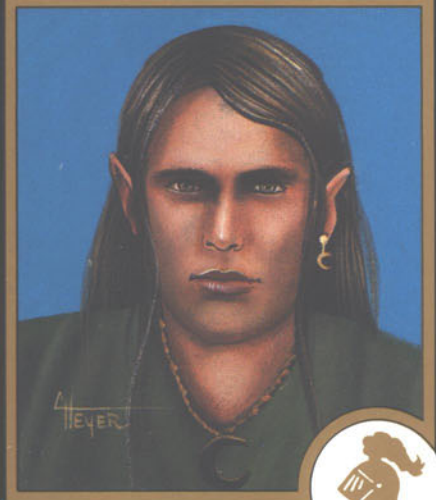


Dovanalo



FORGOTTEN REALMS

Trading
Cards



Mistletan



Advanced Dungeons & Dragons™
2nd Edition

Trading Cards



Liana



FORGOTTEN REALMS

Trading
Cards



Mantiera



FORGOTTEN REALMS

Trading
Cards



Manawabe



GREYHAWK
ADVENTURES

Trading Cards

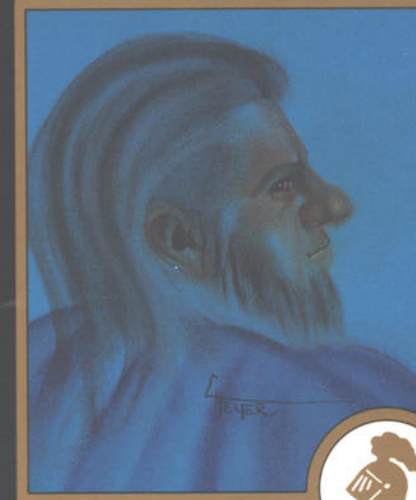


Logan



DragonLance™

Trading
Cards



Grindlethorpe



Ravenloft

Trading
Cards



Burganet





Mistletan™ 8th-level Druid

RACE: Half-elf
ARMOR CLASS: 10
THACO: 16
MOVEMENT: 12
HIT POINTS: 36
ALIGNMENT: True neutral
EQUIPMENT: *Wand of flame extinguishing, medallion of ESP*
BACKGROUND: Mistletan is the only druid in his area of the Border Forest, to the south and east of the Sword of Anauroch. He is ever vigilant against incursions of the Zhentarim (hunting for food) and the Laertis (hunting for people for food).

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Dovanalo™ 6th-level Priest

RACE: Elf
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 12
HIT POINTS: 24
ALIGNMENT: Lawful neutral
EQUIPMENT: *Bracers of defense AC 6*
BACKGROUND: Dovanalo is a cleric of the lesser deity St. Cuthbert. A part of the Star Order, she dedicates herself to policing doctrinal purity among St. Cuthbert's followers. She rarely interferes directly, but has on occasion dealt out justice with her own hand. She is much more comfortable cheering weary followers with songs of her own creation.

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Ginsese™ 5th-level Priest

RACE: Half-orc
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 12
HIT POINTS: 25
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Studded leather, mace, shield*
BACKGROUND: Ginsese is a cleric of the lesser deity Ralishaz, the Unlooked For. She was born human, but was cursed by a wicked adversary—to change back would kill her. Delighted by games of chance, she travels from tavern to tavern with cards and dice. Those who accept her bets also face a litany of scripture.

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Manawabe™ 10th-level Druid

RACE: Human
ARMOR CLASS: 7
THACO: 14
MOVEMENT: 12
HIT POINTS: 43
ALIGNMENT: True neutral
EQUIPMENT: *Spear +2, dagger +4*
BACKGROUND: Manawabe's high Dexterity (17) gives him an Armor Class bonus. As a druid in the Jungles of Chult, he has vast experience in dealing with unusual plants and creatures, and he would make a fine guide for any party interested in exploring, but not destroying, the jungle.

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Mantiera™ 7th-level Druid

RACE: Human
ARMOR CLASS: 7
THACO: 16
MOVEMENT: 12
HIT POINTS: 30
ALIGNMENT: True neutral
EQUIPMENT: *Medallion of thought projection*
BACKGROUND: Mantiera's high Dexterity (17) gives her an Armor Class bonus. Her preferred form, when not in her human body, is that of a sleek seal. She is happiest when swimming alone (or in the company of a seal family she has befriended), enjoying the feel of the water on her fur.

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Liana™ 4th-level Druid

RACE: Human
ARMOR CLASS: 5
THACO: 18
MOVEMENT: 12
HIT POINTS: 15
ALIGNMENT: True neutral
EQUIPMENT: *Bracers of defense AC 5*
BACKGROUND: Liana has become an expert in the use of body paint for camouflage, using it to simulate the light and shade patterns cast by the trees of her rain forest homeland. She is a sworn enemy of poachers, setting traps to subdue them in order to remove them from the area. She will rarely face them in combat, but will blend in and out of shadows, leading them into her traps.

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Burganet™ 11th-level Abjurer

RACE: Human
ARMOR CLASS: 4
THACO: 17
MOVEMENT: 12
HIT POINTS: 22
ALIGNMENT: Lawful good
EQUIPMENT: *Ring of protection +6*
BACKGROUND: Burganet began as an evil wizard who plotted to sever a piece of Barovia and establish his own domain. While Strahd von Zarovich was impressed with the mage's ambition, he remained obliged to drive Burganet completely insane. A blithering idiot for five years, his alignment shifted through the ministrations of a young woman.

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Grindlethorpe™ 15th-level Illusionist

RACE: Gnome
ARMOR CLASS: 8
THACO: 16
MOVEMENT: 6
HIT POINTS: 62
ALIGNMENT: Chaotic good
EQUIPMENT: *Staff of the magi*
BACKGROUND: Grindlethorpe is the most respected gnome illusionist on Krynn. Some attribute this to his possession of the *staff of the magi*, which makes most folks give him a wide berth, if not their respect. He is famous for dull, unending lectures on the rise of gnome culture. His Dexterity of 16 gives him an Armor Class bonus.

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Logan™ 18th-level Druid

RACE: Human
ARMOR CLASS: 8
THACO: 10
MOVEMENT: 12
HIT POINTS: 87
ALIGNMENT: True neutral
EQUIPMENT: *Lucern hammer +1*
BACKGROUND: Logan's high Dexterity (16) gives her an Armor Class bonus. She is a hermitic hierophant druid, having abdicated the Grand Druid position years ago. She lives in a remote area of the Grandwood Forest and she is visited quarterly by a selected druid, seeking the answer to a single question.

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Usteria



Lachesis



Atropos



Amuro



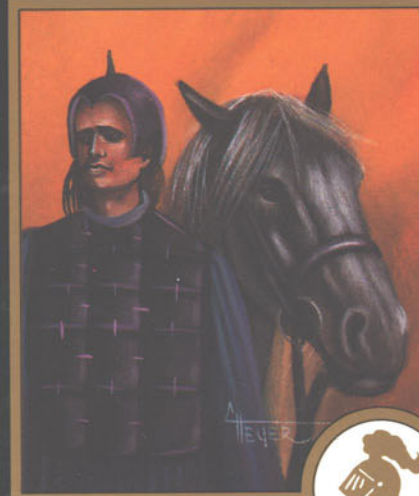
Sharna



Keinen



Clotho



Randers



Thalessa



Atropos™

11th-level Enchanter

RACE: Elf
ARMOR CLASS: 10
THACO: 17
MOVEMENT: 12
HIT POINTS: 26
ALIGNMENT: Neutral evil
EQUIPMENT: *Staff of withering*
BACKGROUND: Atropos's great beauty and charming personality belie her evil tendencies. Her *staff*, however, leaves no doubt as to her alignment or her intentions toward those she dislikes. She always attempts to make three strikes on each target, so as to damage, age, and wither them.

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Lachesis™

15th-level Conjurer

RACE: Human
ARMOR CLASS: 8
THACO: 16
MOVEMENT: 12
HIT POINTS: 42
ALIGNMENT: Chaotic good
EQUIPMENT: *Medallion of ESP, wand of conjuration*
BACKGROUND: Lachesis's Dexterity of 16 gives her an Armor Class bonus. She is not shy, and she tries to be the flashiest dresser in the room. Her favorite tactic in battle is to call up a *curtain of blackness* with her *wand*, use her *medallion* to locate her enemies, and take advantage of the situation as she sees fit.

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Usteria™

10th-level Transmuter

RACE: Half-elf
ARMOR CLASS: 6
THACO: 17
MOVEMENT: 12
HIT POINTS: 22
ALIGNMENT: Neutral good
EQUIPMENT: *Bracelet of free action, ring of protection +4, rod of passage*
BACKGROUND: Usteria's *bracelet* is actually a *ring of free action* on which an *enlarge* spell was cast so that the gold dragon who gave it to her could wear it. This gift was presented after Usteria rescued the dragon from an extra-planar prison. Usteria visits the dragon once every twenty years, at the dragon's request.

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Keinen™

9th-level Paladin

RACE: Human
ARMOR CLASS: 3
THACO: 12
MOVEMENT: 9
HIT POINTS: 60
ALIGNMENT: Lawful good
EQUIPMENT: *Banded mail, lance, shield, warhorse with chain barding*
BACKGROUND: Keinen serves the faith of Torm, in the city of Waterdeep. His goal is to become the leader of the temple there, but in his heart he knows he is not cut out for the priestly life. Weapons and armor are in his blood, and becoming a paladin is the compromise he has chosen for his happiness.

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Sharna™

13th-level Paladin

RACE: Human
ARMOR CLASS: 4
THACO: 8
MOVEMENT: 12
HIT POINTS: 69
ALIGNMENT: Lawful good
EQUIPMENT: *Chain mail, long sword of sharpness, gauntlets of ogre power, shield*
BACKGROUND: As a paladin of Helm, Sharna is about to be sent to Maztica to help in the conversion of the natives. A diminutive woman, her size belies her strength, which is augmented by her *gauntlets of ogre power*. This dichotomy has helped her bring more than one "tough guy" to the light of Helm.

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Amuro™

12th-level Paladin

RACE: Human
ARMOR CLASS: 0
THACO: 9
MOVEMENT: 6
HIT POINTS: 79
ALIGNMENT: Lawful good
EQUIPMENT: *Full plate, helm, shield, broad sword +5, holy avenger*
BACKGROUND: Amuro is part of a "missionary team" sent out by his church to establish new parishes in the outlands. His gem-encrusted armor appeals to brash young men in search of adventure, who otherwise might never dream of serving in any spiritual capacity, but Amuro remains ignorant of this.

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Thalessa™

5th-level Psionicist

RACE: Halfling
ARMOR CLASS: 10
THACO: 18
MOVEMENT: 6
HIT POINTS: 16
ALIGNMENT: Neutral evil
EQUIPMENT: *Short sword*
BACKGROUND: Thalessa is useful on market day, when she is hired to control rowdy animals belonging to her farming community. She was an aspiring thief before her psionic talents manifested, and her evil tendencies surface when she's among throngs of shoppers. Authorities have not yet made the connection between many unsolved assaults and Thalessa's presence.

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Randers™

19th-level Paladin

RACE: Human
ARMOR CLASS: 1
THACO: 2
MOVEMENT: 6
HIT POINTS: 97
ALIGNMENT: Lawful good
EQUIPMENT: *Full plate, gauntlets, two-handed sword +5, holy avenger, medallion of ESP, horse with barding*
BACKGROUND: Randers is a holy warrior in the finest sense of the term. He believes wholly in his faith and is unshakable in battle. He was awarded his *holy avenger* after defeating a horde of fiends who had overtaken a temple outpost.

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Clotho™

8th-level Paladin

RACE: Human
ARMOR CLASS: 3
THACO: 13
MOVEMENT: 6
HIT POINTS: 50
ALIGNMENT: Lawful good
EQUIPMENT: *Splint mail, helm, gauntlets of swimming and climbing, sabre, shield*
BACKGROUND: Clotho has never turned down a quest from her temple. She has no personal aspirations, but wants only to serve her faith in the best way possible. She gives *all* her money to her church (not merely the 90% required) and donates everything else she can to the poor and needy.

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RARE CARD

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Locke

Advanced Dungeons & Dragons™ 2nd Edition Trading Cards

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Stonewright

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Burtlessar

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Trader Bob

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Goffer



Pysander™

15th-level Psionicist

RACE: Human
ARMOR CLASS: 10
THACO: 13
MOVEMENT: 12
HIT POINTS: 46
ALIGNMENT: Lawful evil
EQUIPMENT: Dagger
BACKGROUND: Pysander is a rogue psionicist, on the run from authorities in several crystal spheres. The manifestation of her powers have caused her to undergo a marked personality and alignment shift as she realized the havoc she could cause single-handedly.

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Stonewright™

8th-level Psionicist

RACE: Dwarf
ARMOR CLASS: 10
THACO: 17
MOVEMENT: 6
HIT POINTS: 31
ALIGNMENT: Neutral good
EQUIPMENT: Short sword
BACKGROUND: Stonewright was cast out from his clan when it was discovered he had psionic powers. The elders felt this was an ill omen and banished him before he could prove his value to them. Yet Stonewright will never starve—he makes a living changing plain metal items into gold, for sale in faraway places. He claims that the items were crafted by his clan, but only to cover his shame at being an outcast.

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Locke™

10th-level Psionicist

RACE: Human
ARMOR CLASS: 5
THACO: 16
MOVEMENT: 12
HIT POINTS: 29
ALIGNMENT: Neutral
EQUIPMENT: Bracers of defense AC 5, medallion of thought projection
BACKGROUND: Locke enjoys surprising people with his powers. He is always on the move, only staying long enough in one place to earn a few coins as an entertainer. He has made many friends across the land and no enemies. If anyone knew that he can mentally cast *suggestion* with his *medallion*, they'd understand why.

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Nonakaniumi™

15th-level Wizard

RACE: Half-elf
ARMOR CLASS: 6
THACO: 16
MOVEMENT: 12
HIT POINTS: 36
ALIGNMENT: Neutral good
EQUIPMENT: Medallion of ESP, ring of elemental command (water), staff of curing, wand of wonder
BACKGROUND: Nonakaniumi ("in the ocean") was given his unusual name by a Kozakuran wizard who remarked on his affinity for water. The half-elf has studied the Eastern disciplines and spent much of his private time swimming. His high Dex (18) grants him an AC bonus.

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RARE CARD

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Theras™

8th-level Druid

RACE: Half-elf
ARMOR CLASS: 4
THACO: 16
MOVEMENT: 12
HIT POINTS: 41
ALIGNMENT: True neutral
EQUIPMENT: Leather armor +3, hornblade scimitar +5, shield
BACKGROUND: Theras is the illegitimate son of a prince. He was deeply resented by his half-brother, who persecuted him by burning the forests where he lived. Theras fled the lands, but returned in a decade to exact cold revenge: he caused the foliage of the new forest to seize and strangle his brother on the day of his ascension to the throne.

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Posaydal™

6th-level Psionicist

RACE: Half-elf
ARMOR CLASS: 10
THACO: 18
MOVEMENT: 12
HIT POINTS: 16
ALIGNMENT: Neutral evil
EQUIPMENT: Dagger
BACKGROUND: Posaydal often works in tandem with a wizard specializing in flame-scraying. Her ability to cause flame to leap far into the air is much valued, but she uses it as often for evil purposes (as simple as burning someone's dinner or as complex as torching a village) as not.

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Goffer™

3rd/4th-level Illusionist/Rogue

RACE: Gnome
ARMOR CLASS: 4
THACO: 19
MOVEMENT: 6
HIT POINTS: 16
ALIGNMENT: Neutral good
EQUIPMENT: Ring of protection +1, wand of metal and mineral detection
BACKGROUND: Mischievous Goffer is always in search of a new magic trick. He is fascinated by all trickery, whether magic or sleight-of-hand. He always means well, but his constant bragging is annoying. He usually resorts to insults in battle, leaving swordplay to his friend, Orson (card #56).

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Trader Bob™

11th-level Warrior

RACE: Human
ARMOR CLASS: -2
THACO: 10
MOVEMENT: 6
HIT POINTS: 82
ALIGNMENT: Lawful neutral
EQUIPMENT: Plate mail +2, shield +2, battle axe +2
BACKGROUND: Bob began adventuring at an early age, so he decided to retire at an early age, too. Now, he owns equipment shops all over the Realms. No matter how far from civilization one gets, Trader Bob often owns a shop there. His prices are higher than normal, especially at the distant outposts.

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Burtelessar™

10th/6th-level Warrior/Rogue

RACE: Human
ARMOR CLASS: 7
THACO: 10
MOVEMENT: 12
HIT POINTS: 75
ALIGNMENT: Chaotic neutral
EQUIPMENT: Long sword, dagger
BACKGROUND: Burtelessar's rapacious manner has led him into the roguish ways, partially as a means of self-preservation. His lively personality landed him in hot water more than once as a fighter and, tiring of battling his way out of tight spots, he chose to learn the ways of stealth and silence. His comrades are continually amazed at how quickly he can go from being the life of the party to an unheard church mouse.

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FORGOTTEN REALMS Trading Cards

Silmarien Silverleaf

GREYHAWK ADVENTURES Trading Cards

Solus

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Blade

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Checklist

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Checklist

SPELLJAMMER Trading Cards

Checklist

Ravenloft Trading Cards

Broken One

Ravenloft Trading Cards

Doom Guard

Ravenloft Trading Cards

Ghoul Lord



Blade™

5th/5th-level Warrior/Rogue

RACE: Wood elf

ARMOR CLASS: 1

THACO: 16

MOVEMENT: 12

HIT POINTS: 36

ALIGNMENT: Chaotic neutral

EQUIPMENT: Thieves' tools, rib bone and obsidian dagger, caltrops, bracers of defense AC 7, ring of protection +2, cloak of protection +1

BACKGROUND: Blade began his career as a fighter, but his brother was an assassin with extensive knowledge of poisons, which he taught to Blade. Blade became an assassin, too, but soon tired of evil company and abandoned his party.

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Solus of the Dim Forest™

9th/10th-level Warrior/Wizard

RACE: Grey elf

ARMOR CLASS: 3

THACO: 9 (with girdle)

MOVEMENT: 12

HIT POINTS: 63

ALIGNMENT: Chaotic neutral

EQUIPMENT: Elven chain mail +1, long sword +3, girdle of (stone) giant strength, ring of wizardry

BACKGROUND: Solus was born a slave in the Kingdom of Iuz. He escaped to the Dim Forest, where native elves took him in and trained him. Since then, he has attained notoriety as the slayer of a dragon. Today, he lives in semi-retirement with his familiar, Hobart, on Flotsam Island, in the Hold of the Sea Princes.

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Silmarien Silverleaf™

7th/8th-level Ranger/Wizard

RACE: Grey elf

ARMOR CLASS: 2

THACO: 11 (with gauntlets)

MOVEMENT: 12

HIT POINTS: 51

ALIGNMENT: Chaotic good

EQUIPMENT: Chain mail +1, long sword +2, giant slayer, gauntlets of ogre power, girdle of many pouches

BACKGROUND: Silmarien hails from the hidden realm of Synnoria, in the Moonshae Islands. She has wandered to and across the mainland in search of male elves, who she hopes will return with her to Synnoria to help enlarge the dwindling population.

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Trading Cards

561 Haroistem
562 Kekond
563 Lecitalma
564 Snorpocis
565 Rumeltocey
566 Wesclodat the Aged
567 Thear
568 Ginese
569 Dovanalo
570 Mistlelan
571 Liana
572 Mantiera
573 Manawabe
574 Logan
575 Grindlethorpe
576 Burganet
577 Usteria
578 Lachesis
579 Atropos
580 Amuro

581 Sharna
582 Keinen
583 Clotho
584 Randers
585 Thalessa
586 Locke
587 Stonewright
588 Pysander
589 Posaydal
590 Theras
591 Nonakaniumi
592 Burtelessar
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595 Silmarien Silverleaf
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597 Blade
598 Checklist: 481-520
599 Checklist: 521-560
600 Checklist: 561-600

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Trading Cards

521 Djinling
522 Efreetikin
523 Maridan
524 Daolani
525 Faerie Dragon
526 Greyhawk Dragon
527 Cloud Dragon
528 Kodragon
529 Astral Dragon
530 Sun Dragon
531 Moon Dragon
532 Radiant Dragon
533 Dracohydra
534 Female Human Warrior
535 Male Dwarf Warrior
536 Female Half-elf Warrior
537 Male Gnome Warrior
538 Female Elf Warrior
539 Male Half-orc Warrior
540 Male Halfling Warrior

541 Female Dwarf Warrior
542 Male Human Barbarian
543 "Pyros" Silverbane
544 Shur
545 Saskan
546 Nhalvaen
547 Runjoye
548 Danelesty
549 Thogaf
550 Stobon
551 Jessie
552 Lipoec
553 Lortej Thul
554 Voluril Ocing
555 Kyrie
556 Wethillon
557 Dappledef
558 Jobinov
559 Thiawskeen
560 Jadethread

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Trading Cards

481 Shadowperson
482 Thanoi (Walrus Man)
483 Tylor
484 Wichtlin
485 Darkling
486 Goblyn
487 Bone Golem
488 Shadow Fiend
489 Traag
490 Fire Minion
491 Kasharin
492 Aartuk Warrior
493 Argos
494 Blazozoid
495 Colossus
496 Focoid
497 Hadozee
498 Slinker
499 Wryback
500 Zard
501 Khene's Philosopher's Egg
502 Malto's Mirror of Retention
503 Evelyn's Lens of Speed Reading

504 Joal's Glass of Preserved Words
505 Mithry's Everbountiful Soup
Kettle
506 Purwuvok's Powder of the Hero's
Heart
507 Dypshez's Powder of the Black
Veil
508 Malto's Dust of Mind Dulling
509 Nefradina's Improved Identifier
510 Dido's Flatbox
511 Cursed School Cap
512 Reglar's Gloves of Freedom From
Magic
513 Zambi's Fur of Warmth
514 Noj's Bracers of Brandishing
515 Hwesta's Talisman of
Memorization
516 Djinni
517 Dao
518 Efreeti
519 Janni
520 Mand

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Trading Cards

Ghoul Lord

ARMOR CLASS: 4

THACO: 15

MOVEMENT: 15

HIT DICE: 6

ALIGNMENT: Chaotic evil

SIZE: M (6' tall)

INTELLIGENCE: High (13-14)

COMBAT: #AT 3; Dmg 1-6/1-6/1-10; special attacks: paralysis, rotting disease

DESCRIPTION: Those hit by a ghoullord's claws must successfully save vs. paralysis or be immobilized for 1d6+6 rounds. Those bitten must likewise save vs. poison or be stricken with a rotting disease, losing 1d10 hp and 1 point from their Con and Cha each day, turning them into a ghast.

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Trading Cards

Doom Guard

ARMOR CLASS: 2

THACO: 15

MOVEMENT: 9

HIT DICE: 5

ALIGNMENT: Neutral

SIZE: M (6' tall)

INTELLIGENCE: Low (5-7)

COMBAT: #AT 1; Dmg 1-8 (weapon)

DESCRIPTION: Originally nothing more than a suit of armor, the doom guard is an animated creature similar in nature to a golem. They are limited to one or two rudimentary orders, such as "stay in this room and kill anyone who enters but me." They simply move toward their instructed target and strike with their weapons.

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Trading Cards

Broken One

ARMOR CLASS: 7 (10)

THACO: 17

MOVEMENT: 9

HIT DICE: 3

ALIGNMENT: Neutral evil

SIZE: M (4'-7' tall)

INTELLIGENCE: Low (5-7)

COMBAT: #AT 1; Dmg 1-6 or by weapon

DESCRIPTION: Broken ones are the tragic survivors of scientific and magical experiments gone awry. While they were once human, their beings have become forever altered by the shock of this event. Many broken ones have keen abilities which are derived from their animal half.

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Ravenloft

Trading Cards

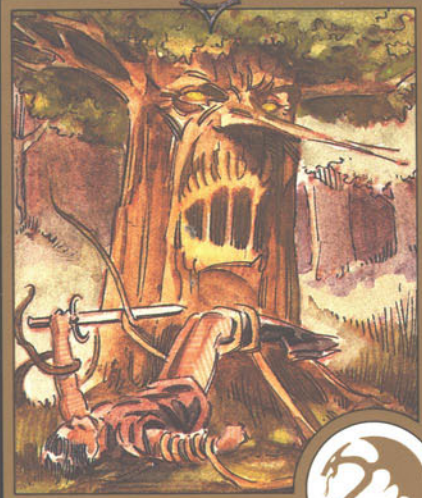


Assassin Imp



Ravenloft

Trading Cards



Quickwood



Ravenloft

Trading Cards



Reaver



Advanced Dungeons & Dragons 2nd Edition

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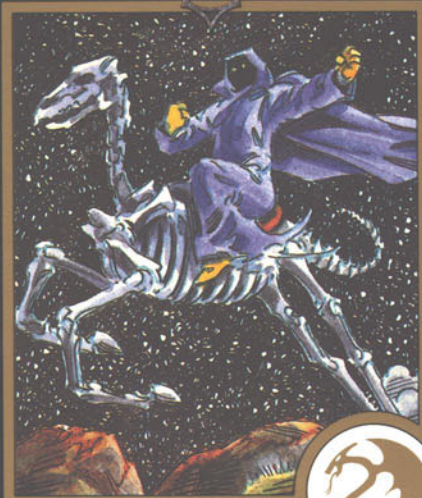


Adamantite Dragon



Ravenloft

Trading Cards



Strahd's Skeletal Steed



Ravenloft

Trading Cards



Wolfwere



Advanced Dungeons & Dragons 2nd Edition

Trading Cards



Nightmare



Spelljammer

Trading Cards



Astereater



Spelljammer

Trading Cards



Chattur





Trading Cards

Reaver

ARMOR CLASS: 4
THACO: 15
MOVEMENT: 6, Sw 18
HIT DICE: 4 + 3
ALIGNMENT: Chaotic evil
SIZE: M (7' tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 3; Dmg 2-12/2-12/2-8; special attacks: grapple
DESCRIPTION: Reavers live beneath the waves on Ravenloft's western shore. If it hits successfully with both claws, a reaver grabs its victim and rakes him against its razor-sharp scales for 1d6 points of damage on each successive round (roll 3d6 against the victim's Str to break free).

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Quickwood

ARMOR CLASS: 5
THACO: 5-6 HD: 15; 7-8 HD: 13; 9-10 HD: 11
MOVEMENT: 1 (3 for roots)
HIT DICE: 5-10
ALIGNMENT: Neutral
SIZE: L (12'+)
INTELLIGENCE: Very (11-12)
COMBAT: #AT 1d6 + 12 and mouth; Dmg nil and 3-12
DESCRIPTION: This tree appears to be an oak, although close inspection reveals that it has a visage that resembles a distorted human face. Its roots can seize victims up to 90' away and drag them to its maw. Plant-affecting spells work against a quickwood, but most others do not.

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Assassin Imp

ARMOR CLASS: 0
THACO: 17
MOVEMENT: 6, Fl 18(B)
HIT DICE: 3
ALIGNMENT: Lawful evil
SIZE: T (1' tall)
INTELLIGENCE: Very (11-12)
COMBAT: #AT 1; Dmg 1-4
DESCRIPTION: When the assassin imp attacks a target that has not detected it, it imposes a -3 to the target's surprise roll. A failed saving throw against poison means that the victim falls catatonic, as if affected by a *feign death* spell. Usually, the imp will arrange for the victim's friends to discover that they have buried their friend alive after it is too late to help him.

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Trading Cards

Greater Wolfwere

ARMOR CLASS: 2
THACO: 11
MOVEMENT: 18
HIT DICE: 8 + 2
ALIGNMENT: Neutral evil
SIZE: M-L (4'-9' tall)
INTELLIGENCE: Exceptional (15-16)
COMBAT: #AT 1, 2, or 3; Dmg 2-16, 2-12/weapon + 6, or 1-6/1-6/2-12
DESCRIPTION: These creatures can assume three forms: in their natural shape, that of a dire wolf, they attack with their jaws; in a half-wolf/half-humanoid shape, they attack with two claws and a bite; in humanoid form, they use a bard-like ability to cause *lethargy* with a song, and then strike with a weapon.

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Strahd's Skeletal Steed

ARMOR CLASS: 7
THACO: 17
MOVEMENT: 18
HIT DICE: 3 + 1
ALIGNMENT: Neutral
SIZE: L (8' tall)
INTELLIGENCE: Non-(0)
COMBAT: #AT 3; Dmg 1-6/1-6/1-4; special attacks: noxious breath
DESCRIPTION: Strahd's skeletal steeds are magically animated undead horses. They attack with forehooves and a bite. On the second round of combat, they can breathe a 5' x 5' noxious cloud, requiring a successful save vs. breath weapon or be frozen for 2d4 rounds.

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Adamantite Dragon

ARMOR CLASS: -10 (Wyrm)
THACO: 5
MOVEMENT: 15, Fl 42(C)
HIT DICE: 28
ALIGNMENT: Neutral good
SIZE: G (254-381' long)
INTELLIGENCE: Genius (17-18)
COMBAT: #AT 3; Dmg 1-12/1-12/6-48; special attacks: breath weapon
DESCRIPTION: Adamantite dragons are perhaps the mightiest of dragonkind. Due to their taste for battle, they may use extra attack forms, such as a wing buffet or foot stomp, but they have two breath weapons. The first is a 110' long cone of flame and the second is a *time stop* spell of equal size. Adamantite dragons also have numerous spell-like abilities.

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Chattur

ARMOR CLASS: 7
THACO: 20
MOVEMENT: 12
HIT DICE: 1 - 1
ALIGNMENT: Chaotic good
SIZE: S (1'-2' tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 1; Dmg 1-4 or by weapon
DESCRIPTION: Chattur exhibit traits of both primates and rodents. They attempt to trip opponents, wrap them in nets or rope, or otherwise harass them during combat, and they are ingenious at making the most of opportunities. After some training, large chattur can be trained to use short swords, javelins, or crossbows.

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Trading Cards

Astereater

ARMOR CLASS: -2
THACO: 13
MOVEMENT: Fl 3(B)
HIT DICE: 8
ALIGNMENT: Lawful evil
SIZE: L (8'-12' diameter)
INTELLIGENCE: Low to average (5-10)
COMBAT: #AT 1; Dmg 2-8; special attacks: swallow whole
DESCRIPTION: Though technically a beholder-kin, the astereater has none of the intelligence or magic of its cousins. When its eye and mouth are shut, it is impervious to almost all attacks. If its hit roll exceeds the number necessary to hit by 5, the astereater has swallowed its victim whole.

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Trading Cards

Nightmare

ARMOR CLASS: -4
THACO: 15
MOVEMENT: 15, Fl 36(C)
HIT DICE: 6 + 6
ALIGNMENT: Neutral evil
SIZE: L (6' at shoulder)
INTELLIGENCE: Very (11-12)
COMBAT: #AT 3; Dmg 5-10/5-10/2-8; special attacks: burning hooves
DESCRIPTION: Nightmares are the servitor steeds of many lower planar creatures. They hate Material life. Nightmares have vicious fangs and burning hooves with which to attack opponents. The excitement of battle causes them to emit a noxious vapor cloud, forcing those within 10' to successfully save vs. paralyzation or suffer a -2 penalty on all attack and damage rolls.

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SPELLJAMMER™

Trading Cards



Esthetic



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Gravislayer



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Jammer Leech



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Trading Cards



Plasman



GREYHAWK
ADVENTURES™

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Grell



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Hook Horror



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Taer



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Sea Zombie



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Magical Scarab





Jammer Leech

ARMOR CLASS: 3
THACO: 17
MOVEMENT: 1
HIT DICE: 3
ALIGNMENT: Neutral
SIZE: S (1' high)
INTELLIGENCE: Semi-(2-4)
COMBAT: #AT 1; Dmg 1-4; special attacks: magic
DESCRIPTION: Jammer leeches are unwittingly attracted by the spellcasters who power ships through wildspace. For every ten days it is attached to the hull of a ship, the leech draws one random spell from the mind of the pilot (up to four) and can then cast that spell against any attacker.

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Gravislayer

ARMOR CLASS: 0
THACO: 13
MOVEMENT: 24
HIT DICE: 8 + 1
ALIGNMENT: Neutral evil
SIZE: M (6' diameter)
INTELLIGENCE: Semi-(2-4)
COMBAT: #AT 0; special attacks: gravity slam
DESCRIPTION: The gravislayer is a navigational hazard that has the ability to change gravity. It can turn any object within 150 yards into a powerful gravity source. The amount of damage incurred by affected ships depends upon the size of the "gravitized" object.

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Esthetic

ARMOR CLASS: 0
THACO: 5
MOVEMENT: Fl 50(B)
HIT DICE: 20-100 hull points
ALIGNMENT: Neutral
SIZE: G
INTELLIGENCE: None (symbiont)
COMBAT: #AT 2 special attacks: *jammerscream* and grappling
DESCRIPTION: This biological, symbiotic creation of the Reigar is used as a ship. The *jammerscream* affects one spelljammer, neutralizing navigational energy flow. It can also grapple an opponent, drive a boarding spear into it, and inject a digestive enzyme, causing 2d12 points of damage per round.

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Hook Horror

ARMOR CLASS: 3
THACO: 15
MOVEMENT: 9
HIT DICE: 5
ALIGNMENT: Neutral
SIZE: L (9' tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 3; Dmg 1-8/1-8/2-12
DESCRIPTION: Hook horrors are subterranean creatures who have acute hearing and are surprised only on a roll of 1. During each round of combat, they swing with both hooks; if they hit with both, they automatically hit with their beak. Until at least one hook is dislodged, they inflict 2d6 points of damage each round. They are natural climbers, due to their hook-hands.

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Grell

ARMOR CLASS: 4
THACO: 15
MOVEMENT: Fl 12(D)
HIT DICE: 5
ALIGNMENT: Neutral evil
SIZE: M (5' diameter)
INTELLIGENCE: Average (8-10)
COMBAT: #AT 11; Dmg 1-4 (x 10)/1-6; special attacks: paralyzation
DESCRIPTION: The grell is an underground-dwelling, levitating jellyfish. It usually floats overhead and drops on victims (-3 to opponents' surprise rolls). For each tentacle that hits, the victim must roll a saving throw vs. paralyzation (with a +4 bonus). Once its prey is still, the grell floats away with it and devours it.

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Plasman

ARMOR CLASS: 2
THACO: 9
MOVEMENT: 9, Fl 12(C)
HIT DICE: 12
ALIGNMENT: Chaotic evil
SIZE: H (12' tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 1; Dmg 2-16 or 3-18; special attacks: heat blast
DESCRIPTION: Plasmen are peculiar constructs of deranged wizards, conjured simultaneously from the elemental planes of Fire and Earth. Its normal attack is a punch with its flaming fist. If it spends a round not attacking, it can concentrate its internal fires into a blast of heat which can scorch victims up to 20' away.

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Benson's Scarab of Uncertain Friendship

XP VALUE: 1,000
DESCRIPTION: When Benson (card #452) became a druid, he went through a period of intense remorse for his former life as an animal trainer and circus performer. Self-recrimination quickly turned to a form of vigilantism wherein Benson hunted anyone who attempted to control animals in any way. A sympathetic wizard repaid Benson for saving her familiar by creating a *scarab of uncertainty* for him, but its nature was warped by Benson's intense aura: when anyone casts *monster summoning* or a similar spell, the *scarab* makes the summoned creature turn on the caster, rather than mistake Benson for the summoner.

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Sea Zombie

ARMOR CLASS: 7
THACO: 15
MOVEMENT: 6, Sw 12
HIT DICE: 5
ALIGNMENT: Chaotic evil
SIZE: M (6' tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 1; Dmg 1-10; special attacks: stench, disease, spell use
DESCRIPTION: Sea zombies are free-willed, animated corpses of humans who died at sea. They stink so badly that anyone within 20' must successfully save vs. poison or be nauseated for 2d4 rounds (-1 to attacks, +1 to AC). Sea zombies carry weapons typical to sailors, yet laden with bacteria, so a hit creates a 10% chance of imparting a disease.

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Taer

ARMOR CLASS: 4
THACO: 17
MOVEMENT: 18
HIT DICE: 3 + 6
ALIGNMENT: Neutral
SIZE: M (6' 1/2' tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 3 or 1; Dmg 1-6/1-4/1-4 or weapon +3; special attacks: odor
DESCRIPTION: Taer are shaggy humanoids that live in cold mountain regions. In combat, most taer employ a kick/punch/bite, but a few wield weapons. Their pores excrete a substance that coats their fur and keeps them warm, but anyone within 10' must successfully save vs. breath weapon or be nauseated for 1d4+1 rounds (-2 to hit, -1 to damage).

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Magical Necklace



Magical Medallion



Magical Amulet



Magical Manual



Magical Wand



Magical Rod



Magical Ring



Magical Ring



Magical Aromatic Oil



Amulet of Perpetual Youth and Inexperience

XP VALUE: —

DESCRIPTION: This *amulet* glows continuously with a faint, blue light and conveys immunity to aging for 5d6 years, just as an *amulet of perpetual youth*.

Once donned, however, it cannot be removed without the aid of a *remove curse* spell or similar magical means, until its magic has expired. Furthermore, the wearer will not accumulate any experience points whatsoever until the *amulet* is removed. He should not be advised of this by the DM until the curse is broken—he should continue to believe that he is gaining experience (unless he attempts to advance a level while wearing the cursed item).

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Pax's Medallion of Spell Exchange

XP VALUE: 3,000

DESCRIPTION: Pax is a scholarly wizard who studied under Mordenkainen and couldn't resist tampering with every spell he learned. His *medallion* is one of his triumphs. Pax manipulated the *Mordenkainen's lucubration* spell until he got it to allow an even spell-for-spell trade, and then he imbued a medallion with the unique ability. For instance, if Pax is carrying a *fireball* spell and he decides that he'd rather have a *lightning bolt*, then he activates his *medallion* and makes the exchange. He can do so once per day, with spells of 1st, 2nd, or 3rd level.

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Marv's Necklace of Memory Displacement

XP VALUE: —

DESCRIPTION: If magically identified, this brass necklace will appear to be a *necklace of memory enhancement*. In fact, it is a cursed object. When Marv's *necklace* is worn, all events of the last seven days apparently come back to the wearer with remarkable clarity, but they are colored by the wearer's subconscious desires. The memory of an event that took place on the previous day will be altered only slightly, but by the seventh day, the memory will be radically inaccurate. The wearer, however, will recall the event as if it had just happened, and he will remain absolutely certain that the memory is accurate.

RARE CARD

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Bample's Rod of Distortion

XP VALUE: 6,000

DESCRIPTION: Bample found this *rod* and discovered its properties, and then he improved upon them. Like a standard *rod of distortion*, a roll of 16-19 on 1d20 will cause all rods, wands, and staves within 20' to not function during the round it is used. A roll of twenty will cause these devices to backfire and inflict full damage upon their users.

Unlike the normal *rod of distortion*, though, Bample's *rod* deflects the effects of others' rods, staves, and wands on a roll of 5-15 on the d20 roll. (A roll of 1-5 produces no results.) Deflected effects may still affect those around the *rod's* owner.

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Orgel's Wand of Earth Passage

XP VALUE: 6,000

DESCRIPTION: Orgel's *wand* is basically the same as a *wand of corridors*: it allows its user to clear short corridors through the elemental plane of Earth and the quasi-elemental plane of Minerals. One charge clears a 10' × 10' × 50' path through either plane. The *wand* does not effect living creatures, so it cannot be used to attack an Earth elemental, for example. Orgel's *wand* has an additional ability, though. The expenditure of two charges will open a portal to the ethereal plane, allowing the user and his comrades to exit the planes of Earth and Minerals.

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Manual of Dogmatic Methods

XP VALUE: —

DESCRIPTION: This silver-bound, gem-studded book has the power to provide advice on any action that its owner might consider taking. He need only open to any page, and he will find a list of actions, most of them highly ritualistic, to insure the success of any action.

The owner will immediately form a dependence upon the book, and he will refer to it before taking even the most mundane actions. The book will recommend extremely time-consuming operations.

Furthermore, the owner will not share his book with anyone and will fight to keep it. A *remove curse* spell, or similar magic, is required to neutralize its effects.

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Jannis's Aroma of Nightmares

XP VALUE: 300

DESCRIPTION: All creatures who come within 5' of the wearer are put to sleep for 1d4 + 4 rounds. While sleeping, the victims experience life-like nightmares about being violently killed by the wearer of the oil. Upon waking, the victims must roll successful saving throws vs. paralyzation or act as if affected by a *fear* spell at the sight of the wearer. Even if the saving throw is successful, the victim is still frightened, so he fights with a -2 penalty to hit and a +2 bonus to damage, due to the surging adrenaline in his system.

One application of the oil lasts for 3d4 rounds.

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Rockee's Ring of Bureaucratic Wizardry

XP VALUE: —

DESCRIPTION: Rockee attempted to magically alter the nature of this *ring*, and he succeeded—sort of. Now, when the *ring's* wearer casts a spell, a sheaf of paper and a pen still appear, but the wizard only needs to fill out *one* set of forms explaining the details of the spell and its usage, not three. However, upon completion of the form, it disappears and the wizard must wait 1d4 rounds for it to be "approved." Thereafter, the spell goes off, and 1 point is added to each hit die of damage inflicted by the spell.

A *remove curse* spell is still required to take off the *ring*.

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Ring of Reversion

XP VALUE: 3,500

DESCRIPTION: With this *ring*, the wearer can force a shapeshifter or polymorphed creature to revert to its true form. The *ring* can also reverse the transpossession of psyches, *magic jar* spells, and similar effects (the affected creature's body must be within 50 miles).

If a creature does not want the transpossession to be reversed, it will feel great fear in the presence of the *ring*. Conversely, a creature that wants the exchange to occur will feel great hope in its presence.

The *ring* must touch the body in question to function. There is no saving throw.

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FORGOTTEN REALMS

Trading Cards



Magical Aromatic Oil



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Magical Aromatic Oil



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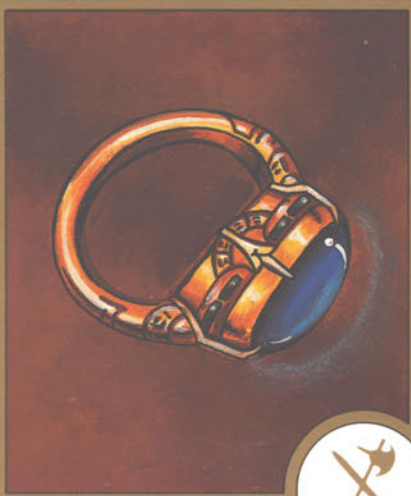


Magical Aromatic Oil



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Magical Ring



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Magical Pick



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Cat Familiar



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Crow Familiar



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Hawk Familiar



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Owl Familiar



The Bard's Aphrodisiac Inspiration

XP VALUE: 200

DESCRIPTION: This aromatic oil is a derivative of *Starella's aphrodisiac*. Lady Elorelei (card #234) managed to "lure" a high-level wizard into engineering this special formula for her, which she wears as a perfume at certain social functions.

When creatures of similar race and opposite sex inhale the *oil* and fail a saving throw vs. spell, they begin to spout love poetry, making up verses if they don't know any by heart. By doing so, they are making a public declaration of love for the wearer, although they are not necessarily affected as if by a *charm spell*. (Elorelei's motives are those of political blackmail.)

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Maybel's Insect Charm

XP VALUE: 400

DESCRIPTION: Maybel, a druid, mixed honey and a few other natural sugars with *Murdock's insect ward*, and she came up with an oil that both repels and attracts insects at the same time. Insectoid creatures may not come within 5' of the wearer during its 1d3 + 1 hour duration of effect, but they will seek its wearer out from miles around and then circle him, just outside the warding perimeter. This allows Maybel to cast various control-type spells and it also acts as a combat barrier—the insects will attack anyone who attempts to cross it. Insectoid creatures with Intelligences of 5 or more are allowed a saving throw vs. spell to ignore the *oil's* effect.

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Reptilla's Curdled Death

XP VALUE: 750

DESCRIPTION: Reptilla (card #729) needs live subjects for her experiments, so she magically diluted her *curdled death* so that it would only cause a victim who failed his saving throw vs. spell to fall into a catatonic state for 2d10 rounds, rather than die. The evil wizard also changed the *oil's* formula so that it can be applied to rock faces along the path near her home. When the sun shines on the stone and warms its surface, the *oil's* effects are activated (the air temperature must be at least 70°). Because of its less potent form, *Reptilla's curdled death* lasts for 1d3 turns. It affects all creatures who pass within 5'.

RARE CARD

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Mini-series: Familiars Cat

ARMOR CLASS: 6

THACO: 20

MOVEMENT: 15

HIT POINTS: 2-4 + 1/wizard level

ALIGNMENT: As wizard

COMBAT: #AT 2; Dmg 1-2/1-2

DESCRIPTION: Wizards with a familiar gain +1 to surprise rolls. The wizard and familiar share an empathic link with a one-mile range. If separated from the wizard, a familiar loses 1 hp per day and dies when it reaches 0 hp. Should the familiar die, the wizard must make a successful system shock check or die, too—even if he survives, he loses 1 point of Con. A cat familiar conveys excellent night vision and superior hearing upon a mage.

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Cursed Pick of Earth Parting

XP VALUE: —

DESCRIPTION: This item functions almost exactly like the uncursed item of the same name: it allows the wielder to cut through elemental Earth at a rate of 10' × 10' × 60' per round. The wall surfaces are clean and the excavated rubble magically disappears.

Unfortunately, the user will discover, after six rounds, that he has consistently varied his digging direction by 1° per foot, resulting in a 360(DM) turn and a circular tunnel.

Furthermore, any dwarf who uses the *pick* will find that his natural mining abilities (detect grades and slopes, etc.) are lost until a *remove curse* spell is cast upon him.

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Nuggin's Cursed Ring of Armoring

XP VALUE: —

DESCRIPTION: Nuggin the Transmuter wanted to improve the efficiency of this *ring of armoring*, and he used a suit of magical plate armor as a component in the re-enchantment of the item. Unfortunately, his calculations were incorrect and he ended up creating a cursed item instead.

Now, when the wearer casts any spell that enhances AC, such as *shield* or *armor*, a suit of jointless plate armor (AC 3) appears on the caster and remains for 1d6 rounds. During this time, the wizard cannot move or cast any spells.

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Mini-series: Familiars Owl

ARMOR CLASS: 5

THACO: 19

MOVEMENT: 1, Fl 27(D)

HIT POINTS: 1-8 + 1/wizard level

ALIGNMENT: As wizard

COMBAT: #AT 3; Dmg 1-2/1-2/1; special attacks: swoop, surprise

DESCRIPTION: Wizards with a familiar gain +1 to surprise rolls. The wizard and familiar share an empathic link with a one-mile range. If separated from the wizard, a familiar loses 1 hp per day and dies when it reaches 0 hp. Should the familiar die, the wizard must make a successful system shock check or die, too—even if he survives, he loses 1 point of Con. An owl familiar conveys superior hearing and night vision.

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Mini-series: Familiars Hawk

ARMOR CLASS: 6

THACO: 19

MOVEMENT: Fl 33(B)

HIT POINTS: 1-8 + 1/wizard level

ALIGNMENT: As wizard

COMBAT: #AT 3; Dmg 1-2/1-2/1

DESCRIPTION: Wizards with a familiar gain +1 to surprise rolls. The wizard and familiar share an empathic link with a one-mile range. If separated from the wizard, a familiar loses 1 hp per day and dies when it reaches 0 hp. Should the familiar die, the wizard must make a successful system shock check or die, too—even if he survives, he loses 1 point of Con. A hawk familiar conveys very superior vision upon a mage.

RARE CARD

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Mini-series: Familiars Crow

ARMOR CLASS: 9

THACO: 20

MOVEMENT: 3, Fl 15(B)

HIT POINTS: 2-4 + 1/wizard level

ALIGNMENT: As wizard

COMBAT: #AT 1; Dmg 1-2

DESCRIPTION: Wizards with a familiar gain +1 to surprise rolls. The wizard and familiar share an empathic link with a one-mile range. If separated from the wizard, a familiar loses 1 hp per day and dies when it reaches 0 hp. Should the familiar die, the wizard must make a successful system shock check or die, too—even if he survives, he loses 1 point of Con. A crow familiar conveys excellent vision upon its owner.

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Toad Familiar



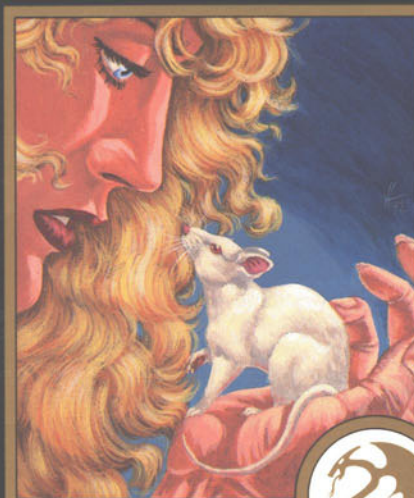
Weasel Familiar



Snake Familiar



Ferret Familiar



Mouse Familiar



Mummy



Skeleton



Odem



Wight



Mini-series: Familiars
Snake (Constrictor)

ARMOR CLASS: 6
THACO: 17
MOVEMENT: 9
HIT DICE: 3 + 2 (+ 1 hp/wizard level)
ALIGNMENT: As wizard
COMBAT: #AT 2; Dmg 1/1-3; special attacks: constriction
DESCRIPTION: Wizards with a familiar gain +1 to surprise rolls. The wizard and familiar share an empathic link with a one-mile range. If separated from the wizard, a familiar loses 1 hp per day and dies when it reaches 0 hp. Should the familiar die, the wizard must make a successful system shock check or die, too—even if he survives, he loses 1 point of Con. A snake familiar conveys infravision upon its owner.

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Mini-series: Familiars
Weasel

ARMOR CLASS: 6
THACO: 20
MOVEMENT: 15
HIT POINTS: 1-8 + 1/wizard level
ALIGNMENT: As wizard
COMBAT: #AT 1; Dmg 1
DESCRIPTION: Wizards with a familiar gain +1 to surprise rolls. The wizard and familiar share an empathic link with a one-mile range. If separated from the wizard, a familiar loses 1 hp per day and dies when it reaches 0 hp. Should the familiar die, the wizard must make a successful system shock check or die, too—even if he survives, he loses 1 point of Con. A weasel familiar conveys superior hearing and very superior olfactory power upon a wizard.

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Mini-series: Familiars
Toad

ARMOR CLASS: 10
THACO: 20
MOVEMENT: 1
HIT POINTS: 2-4 + 1/wizard level
ALIGNMENT: As wizard
COMBAT: #AT nil; Dmg nil
DESCRIPTION: Wizards with a familiar gain +1 to surprise rolls. The wizard and familiar share an empathic link with a one-mile range. If separated from the wizard, a familiar loses 1 hp per day and dies when it reaches 0 hp. Should the familiar die, the wizard must make a successful system shock check or die, too—even if he survives, he loses 1 point of Con. A toad familiar conveys wide-angle vision upon a wizard.

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Trading Cards

Mini-series: Undead
Greater Mummy

ARMOR CLASS: 2
THACO: 11
MOVEMENT: 9
HIT DICE: 8 + 3
ALIGNMENT: Lawful evil
SIZE: M (6' tall)
INTELLIGENCE: Genius (17-18)
COMBAT: #AT 1; Dmg 3-18; special attacks: fear aura, disease
DESCRIPTION: Also known as *Anhktepot's Children*, greater mummies are a powerful form of undead created when a high-level lawful evil priest of certain religions is mummified and charged with the guarding of a burial place. They retain the magic abilities that they possessed in life.

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Mini-series: Familiars
Mouse

ARMOR CLASS: 7
THACO: 20
MOVEMENT: 15, Br 1/2
HIT POINTS: 2-4 + 1/wizard level
ALIGNMENT: As wizard
COMBAT: #AT nil; Dmg nil
DESCRIPTION: Wizards with a familiar gain +1 to surprise rolls. The wizard and familiar share an empathic link with a one-mile range. If separated from the wizard, a familiar loses 1 hp per day and dies when it reaches 0 hp. Should the familiar die, the wizard must make a successful system shock check or die, too—even if he survives, he loses 1 point of Con. A mouse familiar conveys silent movement upon its owner.

RARE CARD

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Mini-series: Familiars
Ferret

ARMOR CLASS: 6
THACO: 20
MOVEMENT: 15
HIT POINTS: 1-8 + 1/wizard level
ALIGNMENT: As wizard
COMBAT: #AT 1; Dmg 1
DESCRIPTION: Wizards with a familiar gain +1 to surprise rolls. The wizard and familiar share an empathic link with a one-mile range. If separated from the wizard, a familiar loses 1 hp per day and dies when it reaches 0 hp. Should the familiar die, the wizard must make a successful system shock check or die, too—even if he survives, he loses 1 point of Con. A ferret familiar conveys superior hearing and olfactory senses upon its wizard.

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Trading Cards

Mini-series: Undead
Wight

ARMOR CLASS: 5
THACO: 15
MOVEMENT: 12
HIT DICE: 4 + 3
ALIGNMENT: Lawful evil
SIZE: M (4'-7' tall)
INTELLIGENCE: Average (8-10)
COMBAT: #AT 1; Dmg 1-4; special attacks: energy drain
DESCRIPTION: Wights typically inhabit barrow mounds and catacombs. They can be hit only by silver or magical weapons. Any character hit by a wight loses one experience level. Persons slain by a wight will rise as one, themselves, under the direct control of the wight who slayed them.

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Trading Cards

Mini-series: Undead
Odem

ARMOR CLASS: N/A
THACO: N/A
MOVEMENT: 9
HIT DICE: N/A
ALIGNMENT: Chaotic evil
SIZE: N/A
INTELLIGENCE: Very (13-14)
COMBAT: #AT 1; Dmg nil; special attacks: possession
DESCRIPTION: An odem is an undead spirit that moves into living bodies and takes control of them. It is invisible, does not fight, and is immune to physical attack. The possessed victim remains aware of everything the odem does, but is helpless to stop it.

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Trading Cards

Mini-series: Undead
Skeleton

ARMOR CLASS: 7
THACO: 19
MOVEMENT: 12
HIT DICE: 1
ALIGNMENT: Neutral
SIZE: M (6' tall)
INTELLIGENCE: Non-(0)
COMBAT: #AT 1; Dmg 1-6 (weapon)
DESCRIPTION: All skeletons are magically animated undead monsters, created as guardians or warriors by powerful evil wizards and priests. Edged weapons only inflict half-damage, and cold-based attacks do no damage at all. Holy water inflicts 2-8 points of damage per vial when striking a skeleton.

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Ravenloft Trading Cards

Wraith

Ravenloft Trading Cards

Geist

Ravenloft Trading Cards

Shadow

Ravenloft Trading Cards

Ghost

Ravenloft Trading Cards

Lich

DARK SUN Trading Cards

Azhul

DARK SUN Trading Cards

Anavias

DARK SUN Trading Cards

Chivald

DARK SUN Trading Cards

Vaerhirmana



Trading Cards

Mini-series: Undead Shadow

ARMOR CLASS: 7
THACO: 17
MOVEMENT: 12
HIT DICE: 3 + 3
ALIGNMENT: Chaotic evil
SIZE: M (6' tall)
INTELLIGENCE: Low (5-7)
COMBAT: #AT 1; Dmg 2-5; special attacks: strength drain
DESCRIPTION: Shadows are undead creatures. In addition to inflicting damage, they drain 1 point of Strength from a victim with a chilling touch. Lost Strength will return in 2-8 turns, but a victim reduced to 0 Strength or hit points will die and become a shadow as well.

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Trading Cards

Mini-series: Undead Geist

ARMOR CLASS: 10
THACO: Nil
MOVEMENT: Fl 12
HIT DICE: Nil
ALIGNMENT: Varies
SIZE: M (6' tall)
INTELLIGENCE: Varies
COMBAT: #AT none; Dmg nil; special attacks: sight causes panic
DESCRIPTION: A geist is an undead spirit of a person that is relatively harmless, appearing as a transparent image of that person at death (including his mortal wounds, if any).

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Trading Cards

Mini-series: Undead Wraith

ARMOR CLASS: 4
THACO: 15
MOVEMENT: 12, Fl 24(B)
HIT DICE: 5 + 3
ALIGNMENT: Lawful evil
SIZE: M (6' tall)
INTELLIGENCE: Very (11-12)
COMBAT: #AT 1; Dmg 1-6; special attacks: energy drain
DESCRIPTION: The wraith is an evil undead spirit of a powerful human that seeks to absorb human life energy. Any person touched by a wraith loses one experience level. They can be hit only with silver and enchanted weapons. Holy water inflicts 2-8 points of damage upon striking a wraith.

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Trading Cards

**Mini-series: Road to Urik Azhul the Hasty™
5th-level Fighter**

RACE: Half-giant
ARMOR CLASS: 6
THACO: 13
MOVEMENT: 15
HIT POINTS: 61
ALIGNMENT: Lawful good
EQUIPMENT: Braxat hide armor, bone-studded gauntlet, obsidian two-handed sword
BACKGROUND: Azhul was born near the Ringing Mountains, but moved to Tyr to become a soldier-guard in the service of King Kalak. He achieved the rank of sergeant in the City Watch.

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Trading Cards

Mini-series: Undead Lich

ARMOR CLASS: 0
THACO: 10
MOVEMENT: 6
HIT DICE: 11 +
ALIGNMENT: Any
SIZE: M (6' tall)
INTELLIGENCE: Supra-genius (19-20)
COMBAT: #AT 1; Dmg 1-10; special attacks: fear aura, magic
DESCRIPTION: The lich is a wizard or priest of at least 18th level who has embraced living death in order to amass powers otherwise unavailable to it. Destroying a lich requires not only defeating it in battle, but finding and destroying its phylactery.

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Trading Cards

Mini-series: Undead Ghost

ARMOR CLASS: 0 (8)
THACO: 11
MOVEMENT: 9
HIT DICE: 10
ALIGNMENT: Lawful evil
SIZE: M (5'-6' tall)
INTELLIGENCE: High (13-14)
COMBAT: #AT 1; Dmg age 10-40 years
DESCRIPTION: Ghosts are the spirits of humans who were either so evil or whose deaths were so traumatic that they have been cursed with undead status. The mere sight of one requires a successful save vs. spell or the victim ages 10 years and flees in panic.

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Trading Cards

Mini-series: Road to Urik Vaerhirmana™

3rd/3rd-level Fighter/Preserver
RACE: Half-elf
ARMOR CLASS: 6
THACO: 16
MOVEMENT: 12
HIT POINTS: 22
ALIGNMENT: Chaotic good
EQUIPMENT: Shield, javelin, spellbook, short bow
BACKGROUND: Vaerhirmana has known prejudice all her life, and she hoped to escape it by traveling to Tyr. Upon arrival, she was promptly enslaved by templars and put to work, building the King's ziggurat. Through wit and wisdom, she survived the fall of Kalak.

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Trading Cards

Mini-series: Road to Urik Chivald™

4th/4th-level Cleric/Psionist
RACE: Halfling
ARMOR CLASS: 4
THACO: 19
MOVEMENT: 6
HIT POINTS: 25
ALIGNMENT: Neutral good
EQUIPMENT: Leather armor, bone spear, bag of carved casting sticks
BACKGROUND: Chivald committed a minor act of impropriety, whereupon his chief supplied him with equipment and sent him to "seek wisdom in the lands of men." He finds the people beyond his home to be rude and difficult to fathom, but he is determined to learn.

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Trading Cards


**Mini-series: Road to Urik Anavias of the Split Rock™
5th-level Psionist**

RACE: Human
ARMOR CLASS: 4
THACO: 18
MOVEMENT: 12
HIT POINTS: 17
ALIGNMENT: Lawful neutral
EQUIPMENT: Leather armor, bone dagger, bone spear
BACKGROUND: Anavias began her studies of the Way when she was 12 years old. She was subsequently sent into the wilderness by her master and then captured and sent to the slave pits of Tyr. There, she made new friends and became a leader of Tyr after the fall of the evil King Kalak.


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DARK SUN™ Trading Cards



T'kkyl



DARK SUN™ Trading Cards



Herminard




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Quick Wenzel



DARK SUN™ Trading Cards



Dlasva



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Captain Kazhal




FORGOTTEN REALMS Trading Cards




Esmerelda



GREYHAWK ADVENTURES Trading Cards



Barnabas



FORGOTTEN REALMS Trading Cards



Kishiria



FORGOTTEN REALMS Trading Cards



Zenobia





Trading Cards

Mini-series: Road to Urik
Quick Wenzel™
 7th-level Gladiator

RACE: Human
ARMOR CLASS: 1
THACO: 14
MOVEMENT: 12
HIT POINTS: 44
ALIGNMENT: Chaotic good
EQUIPMENT: Mekillot hide armor, bone rings and hide straps, bone impalers
BACKGROUND: Wenzel is a powerful and cunning man. He unconsciously favors his left side to hide the scar tissue on his right cheek. Prior to battle, Wenzel will attempt to use his psionic wild talents on his adversary in order to tip the balance in his favor.

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Trading Cards

Mini-series: Road to Urik
Herminard the Eloquent™
 6th-level Bard

RACE: Human
ARMOR CLASS: 4
THACO: 19
MOVEMENT: 12
HIT POINTS: 26
ALIGNMENT: Neutral evil
EQUIPMENT: Leather armor, bone wrist razor, thieves' tools
BACKGROUND: Herminard is from Balic. He sought a patron to support his talents in Tyr, but found himself a resident of the slave pits instead. After the fall of King Kalak, he waited out the political fireworks to see who would come out on top.

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Trading Cards

Mini-series: Road to Urik
T'kkyl™
 5th-level Gladiator

RACE: Thri-kreen
ARMOR CLASS: 1
THACO: 16
MOVEMENT: 18
HIT POINTS: 44
ALIGNMENT: Lawful neutral
EQUIPMENT: Crystalline *chatkcha*, obsidian *gythka*
BACKGROUND: T'kkyl's excellent Dex (19) accounts for his low AC. He is native to the stony ground of the Tablelands. He was captured and enslaved by men, and then he was forced to work on King Kalak's ziggurat.

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Trading Cards

Esmeralda
 7th-level Warrior

RACE: Elf
ARMOR CLASS: 3
THACO: 14
MOVEMENT: 12
HIT POINTS: 48
ALIGNMENT: Lawful neutral
EQUIPMENT: *Elven chain mail*, long sword, shield, barbed dart blow gun
BACKGROUND: Purportedly a descendant of one of the famed Knights of Myth Drannor, Esmeralda is a proud beauty. She is careful (most of the time) to not let her ancestry color her opinions of newer adventurers. She is hesitant to join any party wishing to explore the fabled ruins, feeling that they are best left undisturbed.

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Trading Cards

Mini-series: Road to Urik
Captain Kazhal™
 10th-level Fighter

RACE: Human
ARMOR CLASS: 10
THACO: 10
MOVEMENT: 12
HIT POINTS: 70
ALIGNMENT: Lawful neutral
EQUIPMENT: *Crystal ball*
BACKGROUND: Kazhal is the leader of a large merchant caravan. He has given up the life of the mercenary swordsman to assume those administrative duties which have made him considerably more wealthy than the average warrior. He is fairly polite with strangers, but is a strict adherent to the Merchant Code.

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Trading Cards

Mini-series: Road to Urik
Dlasva™
 7th-level Psionicist

RACE: Half-elf
ARMOR CLASS: 9
THACO: 17
MOVEMENT: 12
HIT POINTS: 31
ALIGNMENT: Neutral good
EQUIPMENT: Steel knife, various trade goods
BACKGROUND: Dlasva is the silent, watchful type. He is a senior merchant of the Uinjum house, headquartered in Raam. He is currently traveling with a merchant caravan. He uses his psionic talents to influence his customers into dealing fairly with him.

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Trading Cards

Zenobia™
 6th-level Warrior

RACE: Dwarf
ARMOR CLASS: 5
THACO: 15
MOVEMENT: 6
HIT POINTS: 42
ALIGNMENT: Lawful good
EQUIPMENT: Chain mail, *gauntlets of ogre power*
BACKGROUND: Zenobia is originally from Greyhawk, but she and her companions angered a powerful evil mage and he sent them to the Forgotten Realms. Now Zenobia quests for the forces of goodness with the secondary intent of gaining enough power to return home. Because of her magically endowed Strength, she fights with a heavy war hammer in each hand.

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Trading Cards

Kishiria™
 4th-level Warrior

RACE: Human
ARMOR CLASS: 7
THACO: 17
MOVEMENT: 12
HIT POINTS: 26
ALIGNMENT: Neutral evil
EQUIPMENT: Plate breast plate, claymore sword
BACKGROUND: An agent in the employ of the Red Wizards of Thay, Kishiria is making a name for herself in the southern area of the Inner Sea. Her skill with a claymore sword is becoming legendary; stories are already told of how she beheaded three men with a single stroke in the heat of a battle.

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Trading Cards

Barnabas™
 10th-level Warrior

RACE: Human
ARMOR CLASS: 10
THACO: 11
MOVEMENT: 12
HIT POINTS: 54
ALIGNMENT: Neutral good
EQUIPMENT: *Sabre +5*
BACKGROUND: A simple fighter from Furryondy, Barnabas loves a good battle. He also loves good food, drink, and companionship. His sabre's sheath and the baldric from which it hangs are presents from a noblewoman for whom Barnabas once did a tremendous favor—one which he will not discuss with anyone.

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SPRINTHAMMER™

Trading Cards

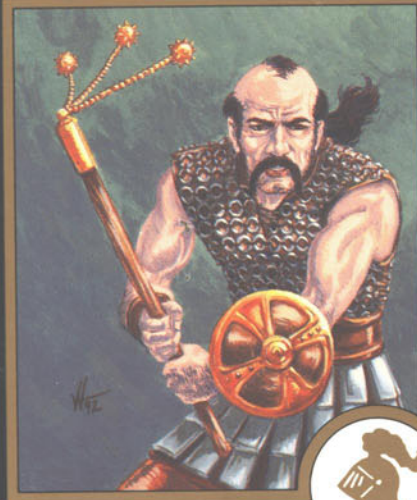


Chandrasakar



GREYHAWK™
ADVENTURES

Trading Cards



Gratillonius



DRAGONLANCE™

Trading Cards



Glitterback



Al-Qadim™
CAMPAIGN

Trading Cards



Jamid abd-Balduro



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Kramer Haldus



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Malfea Magekiller



FORGOTTEN REALMS™

Trading Cards



Crennon Centime



Advanced Dungeons & Dragons™
2nd Edition

Trading Cards

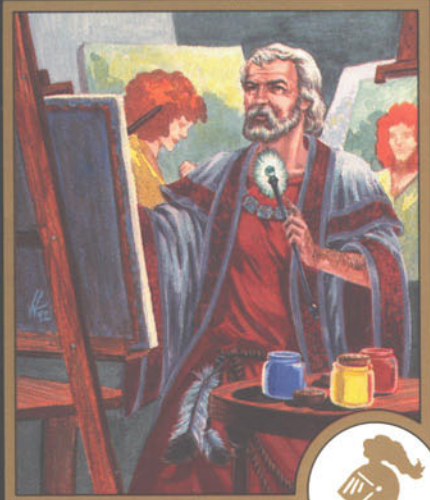


Rigolio Margolondez



FORGOTTEN REALMS™

Trading Cards



Ternan Foxx





Glitterback™ 6th-level Warrior

RACE: Hylar (mountain dwarf)
ARMOR CLASS: 0
THACO: 14
MOVEMENT: 6
HIT POINTS: 51
ALIGNMENT: Lawful neutral
EQUIPMENT: Gold plate mail +1, gold shield +1, gold war hammer +1, +2 vs. trolls
BACKGROUND: Glitterback is the popular name for Egan Montanaro. As a young miner in the central Khalkist Mountains, he located one of the richest veins of gold in his clan's history. Egan had his share fashioned into the special armor and weapon shown.

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Gratillonius™ 20th-level Warrior

RACE: Human
ARMOR CLASS: 7
THACO: 1
MOVEMENT: 12
HIT POINTS: 116
ALIGNMENT: Neutral good
EQUIPMENT: Ring, mail shirt, splint skirt, footman's flail, shield
BACKGROUND: Gratillonius has made his living as a mercenary in the Bandit Kingdoms, fighting the unruly crowds. He has had ample opportunity to hone his skills in this area and has settled on the three-headed footman's flail as his preferred weapon (the satisfying "thunk" of a well-connected hit on a bandit's skull pleases him immensely).

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Chandrasakar™ 15th-level Warrior

RACE: Elf
ARMOR CLASS: 3
THACO: 6
MOVEMENT: 12
HIT POINTS: 70
ALIGNMENT: Lawful neutral
EQUIPMENT: Elven chain mail, long sword, shield
BACKGROUND: Chandrasakar received his unusual name while sailing with a crew of Reigar in the wildspace between the spheres of Toril and Krynn. What he did to so impress the Reigar, let alone persuade them to take him with them, no one can imagine (and he's not telling).

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Malfea Magekiller™ 3rd-level Wizard

RACE: Human
ARMOR CLASS: 9
THACO: 20
MOVEMENT: 12
HIT POINTS: 8
ALIGNMENT: Chaotic neutral
EQUIPMENT: Wand of illusion
BACKGROUND: At the age of 12, Malfea was apprenticed to Jacop the Groaner, a prominent mage from the Wild Coast. Jacop overlooked Malfea's abrasiveness because she displayed tremendous natural talent. But the greedy Malfea eventually murdered Jacop. Friends of the slain mage uncovered the deed and the desperate apprentice fled to the jungles of the south.

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Kramer Haldus 4th-level Cavalier

RACE: Human
ARMOR CLASS: 0
THACO: 17
MOVEMENT: 6
HIT POINTS: 33
ALIGNMENT: Neutral good
EQUIPMENT: Heavy war horse
BACKGROUND: Kramer is the second son of a wealthy matriarcal family in Perrenland. Both of his parents were cavaliers (his mother was the more renowned), and Kramer could think of nothing more honorable than to follow in his parents' footsteps. Kramer is a serious person, often seeming angry when he isn't, which makes him all the more intimidating on the battle field.

RARE CARD

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Jamid abd-Balduro 4th-level Warrior

RACE: Elf
ARMOR CLASS: 4
THACO: 16
MOVEMENT: 12
HIT POINTS: 38
ALIGNMENT: Neutral good
EQUIPMENT: Dragonscale armor, scimitar of wyrm-slaying
BACKGROUND: Jamid spent her life traveling with the caravan of her father, Balduro, across the desolate areas of the Land of Fate. But when Balduro discovered that she loved a human worker in the caravan, he flew into a rage and killed the man. Fearing for her own safety, Jamid killed her bodyguard and fled the camp, never to return.

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Ternen Foxx 9th-level Illusionist

RACE: Human
ARMOR CLASS: 10
THACO: 18
MOVEMENT: 12
HIT POINTS: 20
ALIGNMENT: Neutral good
EQUIPMENT: Wand of illusion, Nolzur's marvelous pigments
BACKGROUND: Ternen has a studio in Tethyr. He showed a great talent for the arcane arts as a child, but remained more interested in artistic forms of expression. Under pressure from family members to pursue magic, he combined the two arts. Now he paints portraits that depict more than an instant of time and carves statues that move.

RARE CARD

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Rigolio Margolondez™ 9th-level Priest

RACE: Elf
ARMOR CLASS: 5
THACO: 18
MOVEMENT: 12
HIT POINTS: 30
ALIGNMENT: Lawful evil
EQUIPMENT: Staff of the serpent (adder), amulet of the planes, bracers of defense AC 5
BACKGROUND: The family of Margolondez is politically very powerful in the central kingdoms of the elves. But Rigolio, the second son of a popular senator, disdained the family's heritage and turned to the study of dark sorcery. He is still a dominant figure in his family's affairs, but he is feared by all, including his friends.

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Crennon Centime 12th-level Wizard

RACE: Human
ARMOR CLASS: 2
THACO: 17
MOVEMENT: 12
HIT POINTS: 35
ALIGNMENT: Neutral
EQUIPMENT: Bracers of defense AC 2, Bucknard's everfull purse, wand of metal and mineral detection, eyes of minute seeing
BACKGROUND: Crennon was an Amnish jeweler who only dabbled in magic until he developed what he called "money magic"—greed is truth to him. Crennon hopes to develop a fireball-like spell that explodes in a shower of coins.

RARE CARD

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FORGOTTEN REALMS

Trading Cards



Barrom Quiverleaf

Advanced Dungeons & Dragons™
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Trading Cards



Viscountess El'abith

Ravenloft

Trading Cards



Master Elias Sturn

SPELLJAMMER™

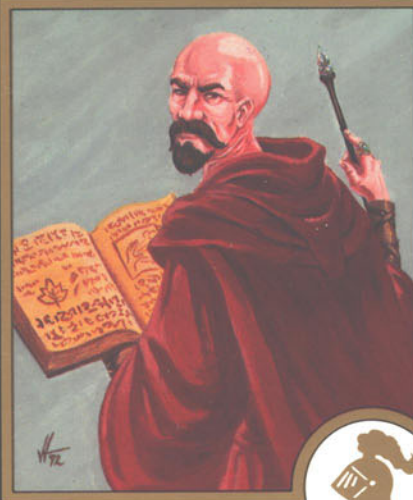
Trading Cards



Belonda Artes

FORGOTTEN REALMS

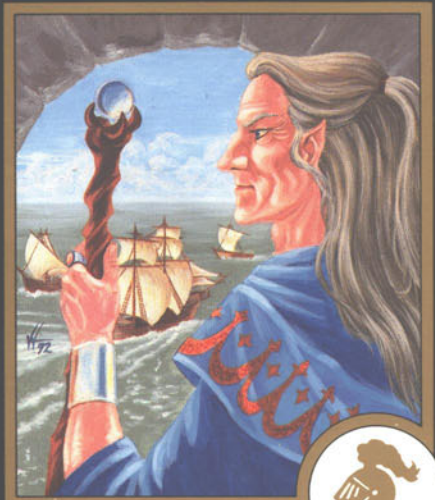
Trading Cards



Belathin of Thay

FORGOTTEN REALMS

Trading Cards



Archadamius Luciard

Advanced Dungeons & Dragons™
2nd Edition

Trading Cards



Nikham Penderbolt

GREYHAWK
ADVENTURES

Trading Cards



Jallin/Teela

Advanced Dungeons & Dragons™
2nd Edition

Trading Cards



Elana Darrel



Master Elias Sturn™

11th-level Abjurer

RACE: Human
ARMOR CLASS: 7
THACO: 17
MOVEMENT: 12
HIT POINTS: 31
ALIGNMENT: Chaotic good
EQUIPMENT: *Ring of human influence*
BACKGROUND: Sturn is not a native of the Demiplane of Dread, but he has been there so long that few can tell. He realized very quickly that getting away would be almost impossible and made adjustment the primary concern. In the intervening years he has learned much about the demiplane, and he spends his time locating and aiding newcomers.

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Viscountess El'abith™

15th-level Wizard

RACE: Elf
ARMOR CLASS: 4
THACO: 16
MOVEMENT: 12
HIT POINTS: 46
ALIGNMENT: Neutral evil
EQUIPMENT: *Manual of golems, staff of command, bracers of defense AC 4*
BACKGROUND: El'abith married into her viscounty at a young age. Her husband was a wicked ruler who gradually twisted the impressionable elf and taught her his dark and sorcerous skills. When he was killed in battle, his title passed to her. She now rules her domain ruthlessly. Her subjects abide this stoically while a band of rebels grows steadily outside her notice.

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Barrom Quiverleaf™

7th-level Wizard

RACE: Half-elf
ARMOR CLASS: 7
THACO: 18
MOVEMENT: 12, Fl 15(B)
HIT POINTS: 19
ALIGNMENT: Lawful good
EQUIPMENT: *Cloak of the bat, ring of sustenance, boots of elvenkind*
BACKGROUND: Many people attribute Barrom's restlessness to his half-elf heritage, but in fact he is seeking something very real. His magical ring was given to him by a mysterious woman who promised that if he could find her again, she would reward him with knowledge and longevity.

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Archadamius Luciard™

11th-level Wizard

RACE: Elf
ARMOR CLASS: 2
THACO: 17
MOVEMENT: 12
HIT POINTS: 26
ALIGNMENT: Lawful neutral
EQUIPMENT: *Bracers of defense AC 4, ring of protection +1, staff of power*
BACKGROUND: Archadamius runs a small shipping company in Westgate and maintains shipping contracts with several noble families there. His business is quite successful, which finances his magical training and experimentation. Archadamius is also quietly establishing political clout with his customers.

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Belathin of Thay™

9th-level Red Wizard of Thay

RACE: Human
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 12
HIT POINTS: 30
ALIGNMENT: Neutral evil
EQUIPMENT: *Bracers of defense AC 8, ring of protection +2, wand of petrification*
BACKGROUND: After growing up in the cutthroat world of the Red Wizards, Belathin decided that he must leave Thay in order to gain power. Therefore, he traveled to Suzail with a group of companions that he manipulates with clever words and powerful *charm* spells.

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RARE CARD

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Belonda Artes™

3rd-level Wizard

RACE: Human
ARMOR CLASS: 10
THACO: 20
MOVEMENT: 12
HIT POINTS: 7
ALIGNMENT: Lawful good
EQUIPMENT: *Shiner, a tradesman class spelljammer*
BACKGROUND: Belonda was born and raised in Wildspace—she has never called any planet "home." She inherited the *Shiner* from her father, who departed several years ago in search of the *Spelljammer* itself. She has now joined that search.

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Elana Darvel™

12th-level Fence

RACE: Human
ARMOR CLASS: 9
THACO: 15
MOVEMENT: 12
HIT POINTS: 50
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Lens of valuation, potion of perception, brooch of number numbing*
BACKGROUND: Elana has spent many years building a reputation as an art critic and dealer in exotic goods—she has come a long way from her childhood in the streets. A person may find many interesting objects for sale in her shop, including many valuables that were securely locked away in that same person's vault.

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Jallin/Teela™

4th-level Rogue

RACE: Human
ARMOR CLASS: 8
THACO: 19
MOVEMENT: 12
HIT POINTS: 14
ALIGNMENT: Lawful neutral
EQUIPMENT: *Short sword +1*
BACKGROUND: The man, Jallin, is a thief who specializes in gems, but he is actually not a man at all. "He" is Teela, the daughter of a noble family from the Hold of the Sea Princes. She ran away from home, sailing to Greyhawk aboard one of her father's ships, and joined the thieves' guild. She is posing as a male so that she'll be harder to find. So far, she's been successful.

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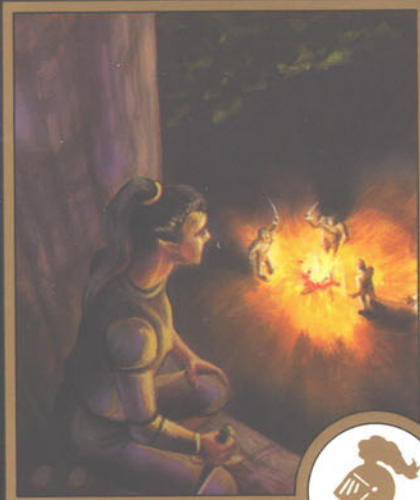
Nikham Penderbolt™

12th-level Cat Burglar

RACE: Halfling
ARMOR CLASS: 7
THACO: 15
MOVEMENT: 6
HIT POINTS: 42
ALIGNMENT: Neutral good
EQUIPMENT: *Thieves' tools, housebreaker's harness, shadowcloak, Tallin's tight-rope*
BACKGROUND: Nik's friends often brag (he's too humble to do so, himself) that Nik has climbed everything over 10' tall in the shire from whence he comes. While this may be an exaggeration, Nik can find fingerholds that elude most other climbers, and he has used this skill to scale and enter many buildings.

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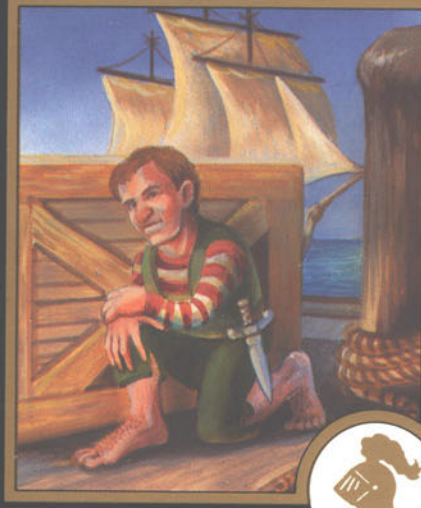
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Vallo Downyheels



Boiyung



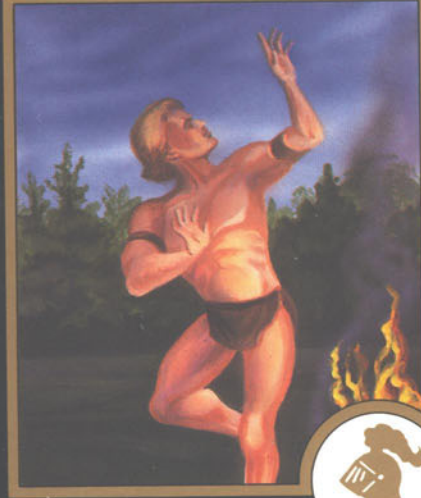
Hamhock



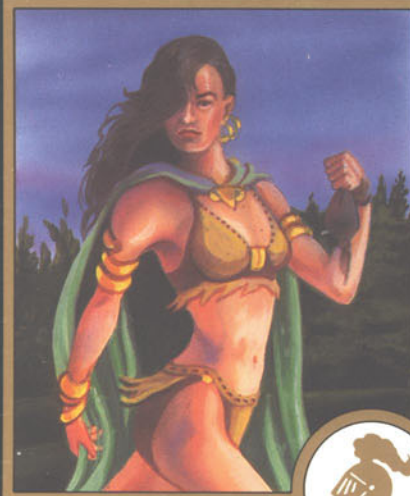
Babs



Alistair Will



Valluss



Verdina



The Hooded Grace



Rhundas





Hamhock™
5th-level Rogue

RACE: Halfling
ARMOR CLASS: 7
THACO: 18
MOVEMENT: 6
HIT POINTS: 22
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Short sword +1*
BACKGROUND: Hamhock, born in the Shaar, was orphaned as a young child. He eventually made his way to Calimport with a trading caravan and learned the rudiments of hiding in shadows and picking pockets along the way. He later became a servant of the local thieves' guildmaster and learned the rest of his skills. Today, he is a spy for the guild.

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Boiung™
11th-level Smuggler

RACE: Elf
ARMOR CLASS: 8
THACO: 15
MOVEMENT: 12
HIT POINTS: 41
ALIGNMENT: Neutral evil
EQUIPMENT: *Bag of vanishing, potion of ventriloquism*
BACKGROUND: Boiung (pronounced "Boynk") is known to his associates as the "smiling smuggler." Indeed, he has a wonderful sense of humor. While other rogues are talented at picking pockets, Boiung likes use his *bag of disappearing* to plant contraband on the bodies of customs agents while they are searching his goods. After the search, he steals his goods back.

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Vallo Downyheels™
6th-level Scout

RACE: Kender
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 6
HIT POINTS: 27
ALIGNMENT: Chaotic good
EQUIPMENT: *Padded armor, hoopak, dagger +2*
BACKGROUND: Vallo's irresistible urges to "just poke around" got him into quite a bit of trouble, until he met a party of adventurers that appreciated his curiosity. Now, as a scout, he's encouraged to poke around at every opportunity—as long as he does so outside of camp.

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Valluss™
6th-level Priest

RACE: Human
ARMOR CLASS: 10
THACO: 18
MOVEMENT: 12
HIT POINTS: 28
ALIGNMENT: Lawful good
EQUIPMENT: Various powders and potions of questionable effect
BACKGROUND: Valluss is a priest of the Prolific Church; a small sect that believes procreation is the most holy act because it is the nearest imitation of the gods that mortals can achieve. He also espouses fealty, which ensures healthy offspring. Toward that end, he performs various fertility rituals, often in concert with his life-mate and acolyte, Verdina (card #691).

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Alistair Will™
12th-level Troubleshooter

RACE: Human
ARMOR CLASS: 9
THACO: 15
MOVEMENT: 12
HIT POINTS: 55
ALIGNMENT: Lawful neutral
EQUIPMENT: *Thieves' tools, key making set, dagger of sounding*
BACKGROUND: "Where there's a Will, there's a way in" is Alistair's motto. He is a freelance break-in artist who hires himself out as a security analyst to merchants with important valuables to protect. He never steals while on the job, but he does consider it a challenge to later penetrate his own anti-theft systems.

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Babs™
8th-level Thug

RACE: Human
ARMOR CLASS: 7
THACO: 17
MOVEMENT: 12
HIT POINTS: 52
ALIGNMENT: Lawful evil
EQUIPMENT: *Bull whip, brass knuckles, leather armor +1*
BACKGROUND: Babs never had any patience for the "namby-pamby lay-dees" who tried to instill a sense of gentility in her. She was 6'3" tall by the time she was 12 years old, and she had punched out her first city guard by the time she was 13. Today, she's a bouncer in a tough bar, but she's looking for a rough n' rude group of adventurers with whom she can "go and kick some orc-butt."

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Rhundas™
4th-level Shaman

RACE: Human
ARMOR CLASS: 8
THACO: 18
MOVEMENT: 12
HIT POINTS: 18
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Bear hide armor*
BACKGROUND: Rhundas was to kill a bear when he was age 10, but he was so awe-struck when he faced with the beast that he dropped his weapon and offered himself as a sacrifice. To his surprise, the bear bowed before him and became his companion. Years later, the bear covered him in a blizzard and froze to death, saving his life. Rhundas made its claws into earrings as a reminder of their friendship and discovered they function as a *fur of warmth*.

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The Hooded Grace™
17th-level Priest

RACE: Human
ARMOR CLASS: 2
THACO: 10
MOVEMENT: 12
HIT POINTS: 68
ALIGNMENT: Chaotic good
EQUIPMENT: *Bracers of defense AC 2, robe of scintillating colors, talisman of pure Good, flail +4*
BACKGROUND: Born Fellonar, the Hooded Grace adopted his alias years ago, after his face was burned beyond recognition by drow poison. Since then, he has never unmasked himself in public. The Hooded Grace is known far and wide as a healer and a dire foe of Evil. How he sees is a mystery, but his deadly aim is proof enough that he indeed can see.

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RARE CARD
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Verdina™
3rd-level Priestess

RACE: Human
ARMOR CLASS: 10
THACO: 20
MOVEMENT: 12
HIT POINTS: 14
ALIGNMENT: Lawful good
EQUIPMENT: Various powders and potions of questionable effect
BACKGROUND: Verdina is an acolyte in the Prolific Church, serving with her life-mate and teacher, Valluss (card #690), in various fertility rites. Her dancing is said to cure impotency and inspire desire in the most barren of couples. Ironically, she has not conceived any children of her own yet, but she believes that she will when her holy mission is completed.

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Artu Artuu



Blonni-Sh'tah



Sabbagh



Maastik



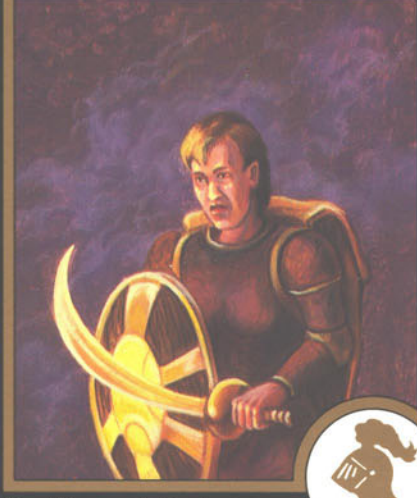
Zallara



Qealli



Gnarpatus



Jackkagga Winden



Daisy Hobhock





Sabbagh™

4th-level Priest

RACE: Human
ARMOR CLASS: 3
THACO: 18
MOVEMENT: 12
HIT POINTS: 32
ALIGNMENT: Chaotic good
EQUIPMENT: Chain mail, bag of tiny hammers, *shield +1*
BACKGROUND: Sabbagh grew up in Ravens Bluff. As time wore on, he grew impatient with the Lord Mayor's increasing intervention in Church matters, so he took to the road. Sabbagh has a soft spot in his heart for children. He carries a bag of tiny hammers shaped like his full-sized one and gives them to children he meets.

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Blonni-Sh'tah™

14th-level Savage Priestess

RACE: Human
ARMOR CLASS:
THACO: 12
MOVEMENT: 12
HIT POINTS: 51
ALIGNMENT: Lawful neutral
EQUIPMENT: *Wand of earth and stone, amulet of proof against detection and location, bag of bones*
BACKGROUND: Blonni-Sh'tah is a priestess in a lupus clan, a tribe that lives by imitating the lifestyle of wolves—they are nomadic pack hunters who howl at the moon in worship of their gods. Blonni-Sh'tah can communicate with wolves as if she had an innate *speak with animals* ability, and she is said to have been sired by a wolf pack leader.

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Arta Artuu™

9th-level Warrior

RACE: Human
ARMOR CLASS: 5
THACO: 12
MOVEMENT: 12
HIT POINTS: 77
ALIGNMENT: Neutral good
EQUIPMENT: *Bracers of defense AC 6, Bone chest mail, hunting knife*
BACKGROUND: Arta is a prairie hunter: a stalker in the high grasses. His tribe does not believe in the use of range weapons. To them, a true hunter meets his prey face to face, where they may engage in a "life struggle," a contest of wills to live. Arta's people believe that adorning one's self with the bones and teeth of past kills endows the hunter with that animal's senses.

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Qealli™

9th-level Druid

RACE: Half-elf
ARMOR CLASS: 7
THACO: 16
MOVEMENT: 12
HIT POINTS: 42
ALIGNMENT: True neutral
EQUIPMENT: *Globe of serenity*
BACKGROUND: Qealli longs to be a true-strain human because her mixed blood has forever barred her from ascending to hierophancy, and she dreams of living in the elemental plane of Air. Her endless efforts to find a way into that paradise have led her through many adventures. Along the way, she met and befriended a pegasus who sympathizes with her feelings and seeks her dream with her.

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Zallara™

3rd-level Priestess

RACE: Drow
ARMOR CLASS: 10
THACO: 20
MOVEMENT: 12
HIT POINTS: 15
ALIGNMENT: Chaotic good
EQUIPMENT: *Blessed scimitar +2*
BACKGROUND: Zallara is a follower of the goddess Eilistraee, a unique deity among the drow. The faithful of that religion are Good in alignment, and they seek to re-establish the peaceful presence of drow on the surface of the Realms. Zallara and her fellow worshippers participate in a "Circle of Song" and the "High Hunt" in the moonlight.

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Maastik™

10th-level Priestess

RACE: Drow
ARMOR CLASS: 5
THACO: 14
MOVEMENT: 12
HIT POINTS: 49
ALIGNMENT: Lawful evil
EQUIPMENT: *Cloak of protection +3, wand of fear*
BACKGROUND: Maastik is a priestess of Ghaunadaur, who is also called "The Elder Elemental" because it seems to exist on the elemental planes. Maastik exerts control over slimes, slugs, and similar creatures, and she presides over regular live sacrifices to her god in the Underdark.

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Daisy Hobhock™

5th-level Rogue

RACE: Halfling
ARMOR CLASS: 4
THACO: 18
MOVEMENT: 6
HIT POINTS: 22
ALIGNMENT: Neutral good
EQUIPMENT: *Dagger, catstink, dust of trail dispersion*
BACKGROUND: Daisy's excellent Dex (18) improves her AC by 4. She and her family are outcasts because they keep the company of elves and humans, and because one of her brothers even aspired to learn magic! As a result, Daisy does not steal jewelry and gems, but eggs and meat from smokehouses. She lives in the woods, in harmony with the animals.

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Jackkagga Winden™

2nd-level Druid

RACE: Half-elf
ARMOR CLASS: 7
THACO: 20
MOVEMENT: 12
HIT POINTS: 12
ALIGNMENT: True neutral
EQUIPMENT: *Leather armor, wooden shield, backpack, brooch of shielding*
BACKGROUND: Jack never meant to, but he found himself caught up in a human party's quest to destroy a planar gate. He is little interested in the affairs of humans, but the evil they were battling was so powerful and pervasive that Jack felt the balance of Nature was threatened on a cosmic scale. When the gate is closed, he'll retire promptly.

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Gnarppatus™

8th-level Druid

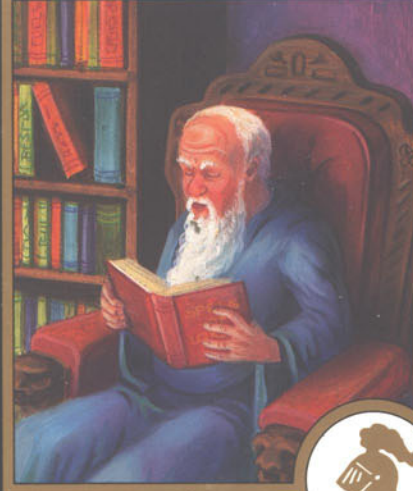
RACE: Human
ARMOR CLASS:
THACO: 16
MOVEMENT: 12
HIT POINTS: 44
ALIGNMENT: True neutral
EQUIPMENT: *Bracers of defence AC 4, ring of mammal control, lucern hammer +1, robe of blending*
BACKGROUND: Gnarppatus might have been a bard, had his life taken a route to suit his voice—he loves to sing in a loud, bass voice as he hikes through the woods. Sometimes he sings in animal languages, and his songs sound like melodious growling or rhythmic clickings that blend with the breeze and provoke a chorus from woodland creatures.

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Kinsle



Giatl



Amresis



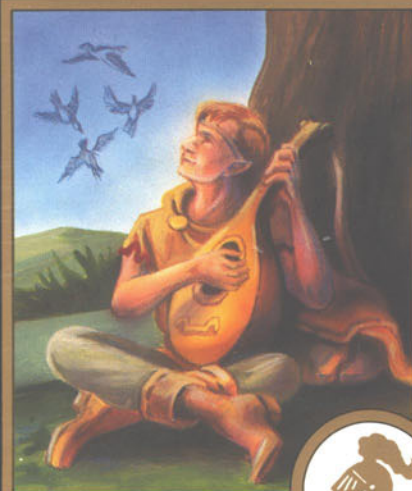
Darkash



Shalat



Charlees



Hwesta "Breeze"



Kelki Lightfingers



Olantius Jasus



Amresis™

19th-level Illusionist

RACE: Human
ARMOR CLASS: -3
THACO: 14
MOVEMENT: 12
HIT POINTS: 65
ALIGNMENT: Neutral evil
EQUIPMENT: *Cloak of protection +5, ring of protection +5, vampiric regeneration ring, singing skull, bracelet of scaly command, dragon slippers, claw of magic stealing*
BACKGROUND: Amresis is 142 years old. She has used a great many necromantic spells to remain alive, but old age is overtaking her at last. She has resisted the temptation to become a lich up to this point, but her will is fading with her youth.

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Giatl™

18th-level Diviner

RACE: Human
ARMOR CLASS: 7
THACO: 15
MOVEMENT: 6 (due to age)
HIT POINTS: 58
ALIGNMENT: Chaotic good
EQUIPMENT: *Collapsing spellbook, staff of the elements, Trimia's catalogue of outer plane artifacts, elemental compass*
BACKGROUND: Giatl has spent most of his life learning to control the elements. He is a close friend of several hierophant druids and has learned a great deal from them. Outside of an occasional dimensional shift, Giatl rarely leaves his laboratory anymore.

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Kinsle

7th-level Druid

RACE: Half-elf
ARMOR CLASS: 10
THACO: 16
MOVEMENT: 12
HIT POINTS: 43
ALIGNMENT: True neutral
EQUIPMENT: *Staff of the woodlands, ring of animal friendship*
BACKGROUND: Kinsle has only recently reached the 7th level of experience, and he's still having a little trouble with his new shapeshifting ability. He's bound and determined to fly with the eagles, but he's making the change one body part at a time. His master, a full Druid, worries that he may not be able to change back.

RARE CARD

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Charlees™

9th-level Invoker

RACE: Human
ARMOR CLASS: 7
THACO: 6
MOVEMENT: 12
HIT POINTS: 27
ALIGNMENT: Lawful neutral
EQUIPMENT: *Robe of eyes, cloak of protection +3, staff of thunder and lightning, ring of wizardry, ring of blinking, candle of everburning*
BACKGROUND: Charlees is the scholarly type who would rather spend his day in the laboratory, sponsored by a patron, than in the dungeon, working for himself. There are new spells to be researched and perfected, and all this "Good vs. Evil garbage" is useless when all you want is to make a good spell.

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Shalat™

3rd-level Necromancer

RACE: Human
ARMOR CLASS: 8
THACO: 20
MOVEMENT: 12
HIT POINTS: 10
ALIGNMENT: Chaotic evil
EQUIPMENT: *Cloak of displacement, elixir of madness*
BACKGROUND: Shalat has aspirations to immortality, power, and immeasurable wealth. His master likes a self-starter, but Shalat's impertinence and penchant for stealing spell components is likely to get him squashed like a black beetle. Shalat intends to use his recently acquired insanity potion on his master, but doesn't know how it will work.

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Darkash™

11th-level Invoker

RACE: Human
ARMOR CLASS: 2
THACO: 17
MOVEMENT: 12
HIT POINTS: 39
ALIGNMENT: Chaotic good
EQUIPMENT: *Bracers of defense AC 4, staff of power, ring of spell turning, medalion of ESP, potion of elasticity*
BACKGROUND: Darkash is a natural leader. She often takes the point position when she and her comrades are searching dungeons, though her warrior companions rush past her at the first sign of danger, willing to defend her to the death. Darkash is a daunting personality, even without the use of her magic.

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Olantius Jasus ("O.J.")™

7th/8th-level Warrior/Wizard

RACE: Half-elf
ARMOR CLASS: 0
THACO: 14
MOVEMENT: 12
HIT POINTS: 44
ALIGNMENT: Neutral good
EQUIPMENT: *Bracers of defense AC 2, wand of frost*
BACKGROUND: After fighting long and hard for acceptance within the ranks of the Knights of Myth Drannor, O.J. has finally attained the rank of Captain. Unlike most half-elves, he appreciates human culture and is not ashamed of his human half. This unique attitude makes him an excellent diplomat.

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Kelki Lightfingers

5th/5th-level Warrior/Rogue

RACE: Halfling
ARMOR CLASS: 1
THACO: 16
MOVEMENT: 6
HIT POINTS: 27
ALIGNMENT: Neutral good
EQUIPMENT: *Bracers of defense AC 4, ring of protection +2, cloak of protection +1, short sword +2*
BACKGROUND: Kelki is young and impetuous. She once stole the necklace of a princess while the princess was wearing it, replacing it with a knotted string. The theft was not planned out in advance; Kelki merely saw the piece and decided that it would look *much* better around her neck, so she stole it.

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Hwesta "Breeze"™

5th/4th-level Rogue/Wizard

RACE: Elf
ARMOR CLASS: 4
THACO: 18
MOVEMENT: 12
HIT POINTS: 20
ALIGNMENT: Chaotic good
EQUIPMENT: *Lute, cloak of the bat, talisman of memorization*
BACKGROUND: Breeze is from Greyhawk. He and his companions had the misfortune to irritate a powerful evil wizard, who sent them to Toril to be rid of them. Like his fellow exiles, Breeze wants to go home, but he doesn't mind his new world as long as it has birds in it. Breeze loves the feathered creatures and is generally in touch with Nature.

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GREYHAWK
ADVENTURES

Trading Cards



Louie Dulama



GREYHAWK
ADVENTURES

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Gordon Shumer



Advanced Dungeons & Dragons
2nd Edition

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Crazy Chester



DragonLance™

Trading Cards



Constantina



SPELLJAMMER™

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Giant Space Hamster



FORGOTTEN REALMS

Trading Cards



Checklist



DragonLance™

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Checklist



SPELLJAMMER™

Trading Cards



Checklist



Advanced Dungeons & Dragons
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Trading Cards



Checklist



Crazy Chester the Wandering Jester™

17th-level Enchanter

RACE: Human
ARMOR CLASS: 2
THACO: 15
MOVEMENT: 12
HIT POINTS: 55
ALIGNMENT: Neutral evil
EQUIPMENT: *Bracers of defense AC 2, ring of mind shielding, ring of shocking grasp, medallion of spell exchange, wand of wonder*
BACKGROUND: Chester has been trying to infiltrate the court of King Ofspae by pretending to be a wandering fool. His intent is to get close to the court magician, Weylen, and assassinate him.

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Gordon Shumer™

6th/6th-level Warrior/Rogue

RACE: Gnome
ARMOR CLASS: -2
THACO: 14
MOVEMENT: 6
HIT POINTS: 45
ALIGNMENT: Chaotic good
EQUIPMENT: *Bracers of defense AC 2, short sword +1, elven cloak and boots*
BACKGROUND: Gordon is from the city of Greyhawk, where his father is a blacksmith. He began stealing for the family to make ends meet. A few years later, he was captured in the woods by orcs who planned to burn him alive, but was dramatically saved by a group of passing adventurers. He immediately swore fealty to them and joined their ranks.

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Louie Dulama™

6th/6th-level Warrior/Priest
RACE: Mountain Dwarf
ARMOR CLASS: -2
THACO: 15
MOVEMENT: 6
HIT POINTS: 52
ALIGNMENT: Chaotic good
EQUIPMENT: *Full plate armor, shield +2, mace +3, ring of the ram, alchemy jug*
BACKGROUND: Louie (a human form of his hard-to-pronounce dwarven name) is a follower of Clangedin Silverbeard, the Father of Battle. He was born in the Crystallist Mountains. One day, while exploring the lands near his home, he was attacked by thieves and saved by a band of adventurers, whom he promptly joined.

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601 Broken One
602 Doom Guard
603 Ghoul Lord
604 Imp, Assassin
605 Quickwood
606 Reaver
607 Adamantite Dragon
608 Strahd's Skeletal Steed
609 Greater Wolfwere
610 Nightmare
611 Astereater
612 Chatter
613 Esthetic
614 Gravislayer
615 Jammer Leech
616 Plasman
617 Grell
618 Hook Horror
619 Taer
620 Sea Zombie
621 Benson's Scarab of Uncertain Friendship
622 Marv's Necklace of Memory Displacement

623 Pax's Medallion of Spell Exchange
624 Amulet of Perpetual Youth and Inexperience
625 Manual of Dogmatic Methods
626 Orgel's Wand of Earth Passage
627 Bample's Rod of Distortion
628 Ring of Reversion
629 Rocckee's Ring of Bureaucratic Wizardry
630 Janis's Aroma of Nightmares
631 Reptilla's Curdled Death
632 Maybel's Insect Charm
633 The Bard's Aphrodisiac Inspiration
634 Nuggin's Cursed Ring of Armoring
635 Cursed Pick of Earth Parting
636 Cat Familiar
637 Crow Familiar
638 Hawk Familiar
639 Owl Familiar
640 Toad Familiar

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Rather Wild Giant Space Hamster

ARMOR CLASS: 8
THACO: 15
MOVEMENT: 9, Br 3 (hard earth)
HIT DICE: 4
ALIGNMENT: Neutral
SIZE: L (9' long)
INTELLIGENCE: Animal (1)
COMBAT: #AT 1; Dmg 2-8; special: +2 to attack and damage rolls
DESCRIPTION: A masterpiece of gnomish breeding technology, giant space hamsters are known for their succulent meat, called "spaham." *Rather wild* giant space hamsters are more aggressive than the average, but they make great breeding studs.

RARE CARD

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Constantina™

8th-level Warrior

RACE: Human
ARMOR CLASS: 0
THACO: 12
MOVEMENT: 6
HIT POINTS: 57
ALIGNMENT: Lawful good
EQUIPMENT: *Shield +2, long sword +1, girdle of femininity/masculinity*
BACKGROUND: Constantina used to be Constantos, a Solamnic Knight of the Crown who fought bravely against the dragon armies. During a raid on a draconian hideout, he found and donned a girdle that immediately changed his gender. Since then, she has been thrown out of the Order by political rivals who were jealous of his/her exploits.

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721 Aruthr
722 Darwell Tectite
723 Chobin "the Punkster"
724 Lady Wendolyn of Gaunt
725 Hm-boye
726 Jastus
727 Delynn Rosabel
728 Phun Ach-mana Phun
729 Reptilla Half-elven

730 Alvestar Jankins
731 Foleas
732 Mellenea
733 Guido del Confuso
734 Aurora
735 "Thalios" (Maltus Vindir)
736 "Slipper" Kendric
737 Zinnabar Albee

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681 Archadamius Luciard
682 Nikham Penderbolt
683 Jallin/Teela
684 Elana Darvel
685 Vallo Downyheels
686 Boiyung
687 Hamhock
688 Babs
689 Alistair Will
690 Valluss
691 Verdina
692 The Hooded Grace
693 Rhundas
694 Arta Artuu
695 Blonni-Sh'tah
696 Sabbagh
697 Maastik
698 Zallara
699 Qealli
700 Gnarpptatus
701 Jackkagga Winden

702 Daisy Hamhock
703 Kinsle
704 Giati
705 Amresis
706 Darkash
707 Shalat
708 Charlees
709 Hwesta "Breeze"
710 Keiki Lightfingers
711 Olantius Jasus ("O.J.")
712 Louie Dulama
713 Gordon Shumer
714 Crazy Chester the Wandering Jester
715 Constantina
716 Rather Wild Giant Space Hamster
717 Checklist: 601-640
718 Checklist: 641-680
719 Checklist: 681-720
720 Checklist: 721-737

719

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641 Weasel Familiar
642 Snake Familiar
643 Ferret Familiar
644 Mouse Familiar
645 Greater Mummy
646 Skeleton
647 Odem
648 Wight
649 Wraith
650 Geist
651 Shadow
652 Ghost
653 Lich
654 Azhul the Hasty
655 Anavias of the Split Rock
656 Chivald
657 Vaerhimana
658 T'kky
659 Herminard the Eloquent
660 Quick Wenzler

661 Dlasva
662 Captain Kazhal
663 Esmeralda
664 Barnabas
665 Kishiria
666 Zenobia
667 Chandrasakar
668 Grattilonius
669 Glitterback
670 Jamid abd-Balduro
671 Kramer Haldus
672 Malfea Magekiller
673 Crennon Centime
674 Rigolio Margolondez
675 Ternen Foxx
676 Barron Quiverleaf
677 Viscountess El'abith
678 Master Elias Sturn
679 Belonda Artes
680 Belathin of Thay

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AD&D™ Trading Cards Magazine Set Three

You hold in your hands the result of an experiment that has gone very well for TSR, Inc. These trading cards have proven themselves highly useful to collectors and game players alike. The cards in this magazine are from the first print run of 1992 and are rare in themselves. Your comments have made them as good as they are, and we thank you for your efforts.

Every year from now on, you can expect a sheet of cards in this magazine. These cards are automatically valuable and will make your magazine more collectable. These cards will also be highly useful in your fantasy campaign. There is nothing like a free deal that's a great deal, and this deal is both.

Advanced Dungeons & Dragons™
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Aruthir



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Darwell Tectite



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Chobin "the Punkster"



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Lady Wendolyn of Gaunt



FORGOTTEN REALMS™
Trading Cards



Hm-boye



Advanced Dungeons & Dragons™
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Jastus



Advanced Dungeons & Dragons™
2nd Edition Trading Cards



Delynn Rosabell



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Phun Ach-mana Phun



Darwell Tectite

11th-level "Box-man" Rogue

RACE: Dwarf
ARMOR CLASS: 6
THACO: 15
MOVEMENT: 6
HIT POINTS: 43
ALIGNMENT: Neutral good
EQUIPMENT: Thieves' tools, *chime of opening*, *bag of holding*
BACKGROUND: Darwell is a lock-picking specialist whose talents are available only through her guildmaster. Due to her excellent dexterity (18) and extensive training, she has a 95% chance to pick almost any lock she encounters. Darwell believes in stealing only from the wealthy, and she refuses jobs that would leave anyone financially ruined.

RARE CARD

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Aruthir

9th-level Druid

RACE: Half-elf
ARMOR CLASS: 0
THACO: 15
MOVEMENT: 12
HIT POINTS: 71
ALIGNMENT: Neutral
EQUIPMENT: *Bracers of defense AC 2*, *scimitar +3*, *medallion of adaptation*, *ring of protection +2*, *ring of feather falling*, *staff of Kitsyrral*
BACKGROUND: Aruthir divides his time between scouting (in hawk-form) with his pet, *Lari*, and acting as healer for his adventuring party. His *staff of Kitsyrral* allows him to store ten spell charges in it and cast any spell (in his spell spheres) upon demand. Aruthir is handsome and extraordinarily vain about it.

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In May of this year, a limited supply of the first half of the series of cards will reach store shelves everywhere. In July, the second half will reach the stores; again, there will be only a limited supply of these. These will all be first-print-run cards, and no more of these special cards will ever be printed. The 1992 factory set of second-print-run cards will be out in November. Again, a limited number of these sets will go out to stores everywhere. Please write to me and tell me what you think of these cards or any of TSR's products.

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TSR, Inc.
P.O. Box 756
Lake Geneva WI 53147, U.S.A.

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Hm-boye

3rd-level Warrior

RACE: Human
ARMOR CLASS: 6
THACO: 18
MOVEMENT: 12
HIT POINTS: 18
ALIGNMENT: Neutral good
EQUIPMENT: *Ring of jumping*
BACKGROUND: Hm-boye's mother reputedly came from Kara-Tur, but Procamp is the only home he's ever known. Hm-boye lives in a rough neighborhood near the wharfs, where he gets plenty of chances to combine his acrobatic martial arts prowess with standard weapon techniques. He's not a criminal, but the city guards usually try to arrest him on sight.

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Lady Wendolyn of Gaunt

10th-level Cavalier

RACE: Human
ARMOR CLASS: -3
THACO: 11
MOVEMENT: 12
HIT POINTS: 83
ALIGNMENT: Lawful good
EQUIPMENT: *Plate mail of fear*, *shield +2*, *horseman's flail +1*
BACKGROUND: Wendolyn began her training in horsemanship at a very early age and became a much better rider than her elder brothers before she was ten years old. She would like to be a paladin like her mother, but she has never heard the call of the gods and she doesn't believe that any of the existing orders are deserving of her faith and talents.

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Chobin "the Punkster"

6th-level Wizard

RACE: Human
ARMOR CLASS: 4
THACO: 19
MOVEMENT: 12
HIT POINTS: 14
ALIGNMENT: Chaotic neutral
EQUIPMENT: *Ivory-spiked leather armor*, *ring of protection +2*, *ring of shocking grasp*, *crystal hypnosis ball*
BACKGROUND: The Punkster stole a cursed *crystal hypnosis ball* from his former master, not knowing its true nature, so that he could use it to find his parents. Since then he's found monsters everywhere that he's looked. So far Chobin's managed to survive, but his constant bad luck has given him an "attitude problem."

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Phun Ach-mana Phun

14th-level Barbarian Priest

RACE: Human
ARMOR CLASS: 9
THACO: 12
MOVEMENT: 12
HIT POINTS: 63
ALIGNMENT: Neutral
EQUIPMENT: *Portable canoe*, *fur of warmth*, *incense of meditation*
BACKGROUND: Phun is a medium who communes with the spirits of nature for his tribe. They tell him when to plant and harvest, when to begin and end the hunt, how to appease the gods in times of famine, and so forth. He is capable of assuming the form of a deer at will, and he frequently runs with a herd in order to learn news of the surrounding lands.

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Delynn Rosabell

4th-level Warrior

RACE: Elf
ARMOR CLASS: 5
THACO: 17
MOVEMENT: 12
HIT POINTS: 72
ALIGNMENT: Lawful neutral
EQUIPMENT: *Elven chain mail shirt*
BACKGROUND: Delynn is a mercenary soldier. Orphaned when she was an infant, Delynn was raised by a clan of war-loving humans that slew her people. When she grew old enough to question her identity, she returned to the elves and found that she could not identify with them, either. All she had was the skill of making war with which she'd been raised, so she set out alone, seeking fortune in battle.

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Jastus

5th-level Barbarian Warrior

RACE: Human
ARMOR CLASS: 6
THACO: 14
MOVEMENT: 12
HIT POINTS: 40
ALIGNMENT: Chaotic good
EQUIPMENT: *Stone knife*, *boots of the north*
BACKGROUND: Jastus's superior strength (18/88) improves his THACO by 2. Metallurgy is unknown to Jastus's tribe, so he believes that his stone knife is the deadliest weapon ever constructed, and he uses it very well. Jastus has heard tales of warmer lands far to the north of his home, but he believes that they are inhabited by fire creatures and he wants no part of them.

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FORGOTTEN REALMS

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Reptilla Half-elven



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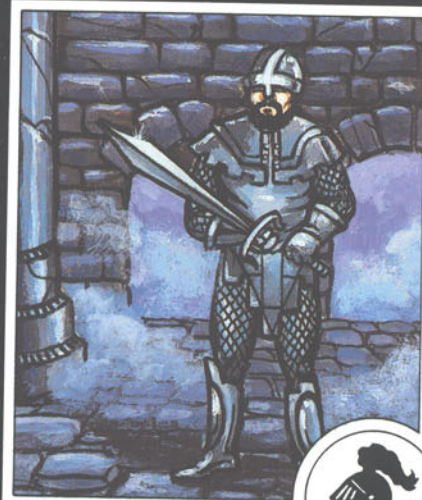


Alvestar Jenkins



DRAGONLANCE™

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Foleas



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Mellenea



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Guido del Confuso



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Aurora



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"Thalios" (Maltus Vindir)



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"Slipper" Kindric



SPELLJAMMER™

Trading Cards



Zinnabar Albbee





Foleas

13th-level Warrior

RACE: Half-elf
ARMOR CLASS: 2
THACO: 5
MOVEMENT: 6
HIT POINTS: 81
ALIGNMENT: Chaotic evil
EQUIPMENT: Field plate armor, two-handed sword of wounding, gauntlets of ogre strength
BACKGROUND: Foleas remembers the War of the Lance as the happiest days of his life. He enjoyed sacking towns, getting drunk with draconians, and even throttling one or two passed-out baaz, just to watch them turn to stone. Now he leads a band of thieves outside of Sanction, and he talks incessantly of the "good old days."

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Alvestar Jenkins

6th-level Cat Burglar

RACE: Half-elf
ARMOR CLASS: 6
THACO: 17
MOVEMENT: 12
HIT POINTS: 26
ALIGNMENT: Chaotic good
EQUIPMENT: Thieves' tools, slippers of spider climbing, flatbox
BACKGROUND: Alvestar's dexterity (18) provides him with an AC bonus. He has never been able to resist opening things and looking inside. His father tried in vain to use more and more locks around the house, and Alvestar felt obliged to open them all. He doesn't really care about wealth; he simply loves getting away with what he steals.

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Reptilla Half-elfven

12th-level Wizard

RACE: Half-elf
ARMOR CLASS: -1
THACO: 17
MOVEMENT: 12
HIT POINTS: 35
ALIGNMENT: Neutral evil
EQUIPMENT: Bracers of defense AC 4, cloak of displacement, curdled death
BACKGROUND: Reptilla's high dexterity (17) provides her with a bonus to her AC in addition to her magical protection. She and her familiar, Thsst, inhabit a cave on the sunny side of one of the Dragonspine Mountains, where they waylay lone animals and travelers for Reptilla's experiments in the making of poisons.

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Aurora

9th-level Wizard

RACE: Human
ARMOR CLASS: -1
THACO: 18
MOVEMENT: 12
HIT POINTS: 47
ALIGNMENT: Neutral good
EQUIPMENT: Bracers of defense AC 2, ring of air elemental command, wand of lightning, ring of invisibility, boots of Elvenkind, dagger +1
BACKGROUND: Aurora's dexterity (17) gives her an AC bonus. She is a genius (Int 19) who loves research and views the world as one huge laboratory for learning. One of her goals in her adventuring career is to amass a huge library. Her familiar, a great horned owl, is her constant companion.

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Guido del Confuso

8th-level Priest

RACE: Human
ARMOR CLASS: 7
THACO: 16
MOVEMENT: 12
HIT POINTS: 42
ALIGNMENT: Neutral good
EQUIPMENT: Cloak of protection +3, robe of blending, mace of disruption
BACKGROUND: Guido's preoccupation with wine, women, and gambling barely leaves him enough time to pray for his spells; sometimes they fail him. However, he is so good of heart that his god has not forsaken him. He is not interested in wealth or glory, but adventures purely "for the sport of it." Of course, a captured wine keg always helps!

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Mellenea

14th-level Psionicist

RACE: Human
ARMOR CLASS: 10
THACO: 14
MOVEMENT: 12
HIT POINTS: 41
ALIGNMENT: Neutral evil
EQUIPMENT: Robe of scintillating colors, silver sword, elemental compass
BACKGROUND: Mellenea is adept in the psychoportive devotions and spends a great deal of time *probability traveling* on the Astral plane, looking for wanderers to rob or enslave. She has the *silver sword* of a defeated githyanki and often casts *graft weapon* upon it to sever the silver cords of those who refuse to serve her.

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Zinnabar Albee

17th-level Wizard

RACE: Human
ARMOR CLASS: -3
THACO: 15
MOVEMENT: 12
HIT POINTS: 38
ALIGNMENT: Lawful good
EQUIPMENT: Ring of wizardry, ring of protection +6, necklace of adaptation, robe of the archmagi, well of many worlds
BACKGROUND: Zinnabar reminds you of your grandmother, and she loves to grant childish wishes. She has been wandering through wildspace "on an extended retirement tour" so long that she doesn't quite recall her home world.

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"Slipper" Kindric

4th-level Rogue

RACE: Human
ARMOR CLASS: 9
THACO: 19
MOVEMENT: 12
HIT POINTS: 18
ALIGNMENT: Lawful evil
EQUIPMENT: Thieves' tools, manual of stealthy pilfering
BACKGROUND: Slipper, so named because she has been caught at the scene of the crime several times but never apprehended, enjoys a bonus to her AC because of her dexterity (16). Her main goal is to please her guildmaster because she wants to work her way through the ranks and become a guildmaster herself. Hence, she frequently volunteers for jobs that are beyond her capabilities.

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"Thalios" (Maltus Vindir)


7th-level Spy

RACE: Half-elf
ARMOR CLASS: 5
THACO: 17
MOVEMENT: 12
HIT POINTS: 30
ALIGNMENT: Lawful neutral
EQUIPMENT: Elven chain mail, cloak of elvenkind, ring of mind shielding
BACKGROUND: Maltus has been a mole in the Valley Militia, helping to guard the Valley of the Mage for six months. His mission is to wait until a band of humans enters the valley at midnight and calls out, "The Black One awaits the dawn," at which time he will kill his watch companion and secret the party past the guard.

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FORGOTTEN REALMS Trading Cards



Peryton



FORGOTTEN REALMS Trading Cards



Hornhead Saurial



FORGOTTEN REALMS Trading Cards



Feyr



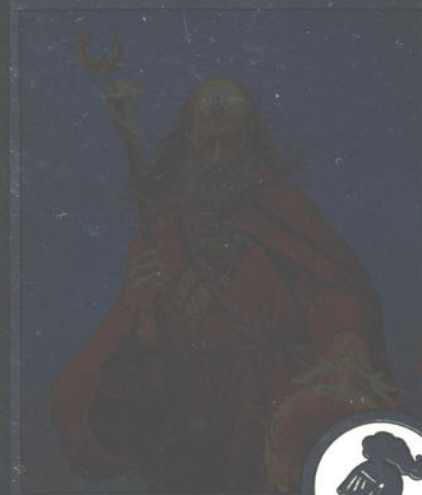
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Warrior, Skeleton



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Malignor the Red Wizard




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Abbolt Nebbathra



DARK SUN™ Trading Cards




Rikus, Champion of Tyr



DARK SUN™ Trading Cards



Wijon



DARK SUN™ Trading Cards



Mikor





Feyr

ARMOR CLASS: -2
THACO: 5
MOVEMENT: 12
HIT DICE: 4
ALIGNMENT: Chaotic evil
SIZE: S (2' tall)
INTELLIGENCE: Low (5)
COMBAT: #AT 1; Dmg 1-4; special attacks: fear
DESCRIPTION: Feyrs ("fears") are created from the remnants of ordinary nightmares, mixed with residual magical energies and unknowingly brought to life by the strong emotions of a large group of people. They attack with horizontal jaws located on their bellies. Anyone bitten by a feyr must successfully save vs. spell or be affected by *fear*.

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Hornhead Saurial

ARMOR CLASS: 4
THACO: 17
MOVEMENT: 10, Fl 24(C)
HIT DICE: 4
ALIGNMENT: Any
SIZE: L (10' tall)
INTELLIGENCE: Very (11-12)
COMBAT: #AT 1 or 3; Dmg 2-12 or 1-4/1-4/2-8, or weapon
DESCRIPTION: Saurials are intelligent bipedal lizards descended from creatures similar to dinosaurs, who can be of any class (warrior, priest, etc.). They fight with weapons that reflect their class, as humans do. If unarmed or severely pressed, saurials resort to ancient attack forms: hornheads either claw twice and swing their tails or charge with their horns.

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Peryton

ARMOR CLASS: 7
THACO: 17
MOVEMENT: 12, Fl 21(C)
HIT DICE: 4
ALIGNMENT: Chaotic evil
SIZE: M (5' tall)
INTELLIGENCE: Average (10)
COMBAT: #AT 1; Dmg 4-16; special attacks: +2 to swooping attack rolls
DESCRIPTION: The peryton thrives in the high altitudes of many lands. It attacks with its sharp horns, as its talons are too weak for combat, and always goes for the heart of its prey. Only magical weapons can hit perytons. Some of them swoop down upon their targets, adding an additional +2 to their attack roll and inflicting double damage upon a hit.

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Abbolt Nebbathra

8th-level Barbarian Warrior

RACE: Human
ARMOR CLASS: 5
THACO: 12
MOVEMENT: 12
HIT POINTS: 69
ALIGNMENT: Chaotic good
EQUIPMENT: *Broadsword +2, cloak of protection +1, bracers of protection AC 6*
BACKGROUND: Abbolt's strength (18/27) lowers his THACO by 1. He is a snow barbarian who claims no home but the sea. He and his shipmates are notorious raiders along the northern coast of the Solner Ocean. They are treated as honored guests wherever they land, in the hope that hospitality is all they'll take.

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Maligor the Red Wizard

20th-level Transmuter

RACE: Human
ARMOR CLASS: -4
THACO: 14
MOVEMENT: 12
HIT POINTS: 42
ALIGNMENT: Neutral evil
EQUIPMENT: *Bracers of defense AC 0, cloak of protection +4, robe of the archmagi, staff of the magi, ring of flying*
BACKGROUND: Maligor is the wizard in charge of Thay's magical school of Alteration, and is called the Zulkir of Alteration. He desires power and wealth in great quantities. His schemes are well thought out and devious. Maligor often uses others to fulfill his plans.

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Warrior, Skeleton

ARMOR CLASS: 2
THACO: 11
MOVEMENT: 6
HIT DICE: 9 + 2 to 9 + 12
ALIGNMENT: Neutral evil
SIZE: M (6-7' tall)
INTELLIGENCE: Exceptional (15-16)
COMBAT: #AT 1; Dmg by weapon (+3 to attack roll)
DESCRIPTION: Skeleton warriors are undead lords forced into their nightmarish states by powerful wizards or evil demigods. Their souls are trapped in circlets which they forever hunt for, to destroy and release them from their bondage. Anyone possessing a circlet can control its warrior's actions by wearing the circlet and making an initial Wis check.

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Mikor

10th-level Gladiator

RACE: Human
ARMOR CLASS: 6
THACO: 8
MOVEMENT: 12
HIT POINTS: 74
ALIGNMENT: Chaotic neutral
EQUIPMENT: Spiked club
BACKGROUND: It is possible that baazrag blood runs in Mikor's veins, for he is exceptionally broad shouldered and powerful, not too bright, and possessed of a docile personality—until he is threatened, at which time he enters a killing rage and attacks his tormentor until either adversary is dead. Mikor became a gladiator when four templars arrested him for a murder.

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Wijon

9th-level Gladiator

RACE: Human
ARMOR CLASS: 6
THACO: 12
MOVEMENT: 12
HIT POINTS: 67
ALIGNMENT: Chaotic neutral
EQUIPMENT: Sootaw
BACKGROUND: As a young boy, Wijon was sold into slavery after he tried to take water from one of King Kalak's fountains without paying the water tax. He was put to work as a rock hauler in a granite quarry, where he developed into an exceptionally strong man. Eventually, his master sold him to Lord Almos of Tyr, and he was trained primarily as a bestiarii.

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Rikus, Champion of Tyr

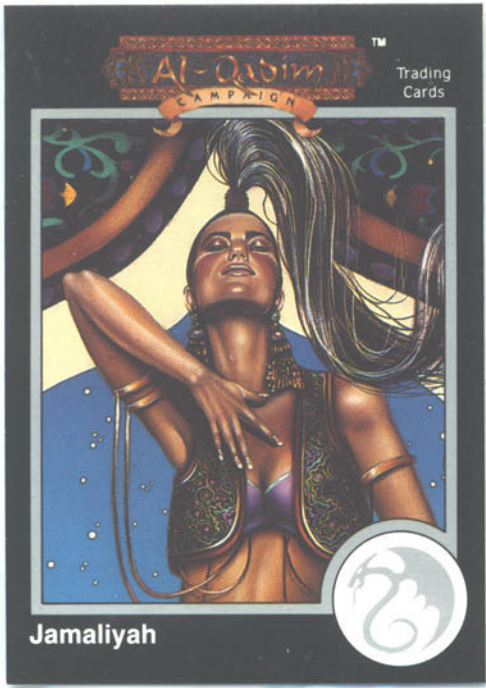
15th-level Gladiator

RACE: Mul
ARMOR CLASS: 6
THACO: 6
MOVEMENT: 12
HIT POINTS: 101
ALIGNMENT: Neutral good
EQUIPMENT: *Scourge of Rkaryd, Belt of Rank*
BACKGROUND: Rikus is a mul, a dwarf-man hybrid, bred and trained for arena combat. He helped to overthrow the sorcerer-king Kalak of Tyr. He wields the *cahulaks* and wears the magical *Belt of Rank*, which protects him against missile attacks. Not pictured is his magical sword, the *Scourge of Rkaryd*.

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Trading Cards

Hasar Al-Yasan

Noble Genie

ARMOR CLASS: 4**THACO:** 11**MOVEMENT:** 9, FI 24(A)**HIT DICE:** 10**ALIGNMENT:** Neutral**SIZE:** L (10' tall)**INTELLIGENCE:** High (13)**COMBAT:** #AT 1; Dmg 3-18

DESCRIPTION: Al-Yasan is a noble genie who has pledged to defend the city of Suj from invaders. The city fell to a plague over a century ago, yet Al-Yasan remains true to his pledge. Al-Yasan will first attack invaders with his whirlwinds, wading into the fray only if his opponent makes it to the gates.

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Trading Cards

Lamp of the Genies

XP VALUE: 3,000

DESCRIPTION: This brass lamp is a form of a *genie prison*—a device that entraps and binds a genie to servitude. The captured creature may only be released from the lamp under specific circumstances or to perform particular tasks, as defined by the maker of the lamp. Such genie prisons may be used to entrap djinn, dao, efreet, or marids, and some lamps are even used among genies, themselves, to punish their opponents. The lamp pictured on this card was used by a rival genie to entrap the djinni Jamaliyah (card #747), with the condition that she may be released only to serve the holder of the lamp, and then for 1,001 days.

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Trading Cards

Jamaliyah

Djinni of the Lamp

ARMOR CLASS: 4**THACO:** 13**MOVEMENT:** 9, FI 24(A)**HIT DICE:** 7 + 3**ALIGNMENT:** Chaotic good**SIZE:** L (10 1/2' tall)**INTELLIGENCE:** High (14)**COMBAT:** #AT 1; Dmg 2-16

DESCRIPTION: Jamaliyah is a "common" djinni, commanded to serve the holder of her lamp. Wily, intelligent, and adventurous, Jamaliyah has been owned by a number of merchants, mendicants, and viziers (although who owned whom is a matter for debate). Currently, her lamp is held by a courtier in the City of Delights.

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Trading Cards

Abu bin Sujah

9th-level Desert Rider

RACE: Human**ARMOR CLASS:** 6**THACO:** 12**MOVEMENT:** 12**HIT POINTS:** 73**ALIGNMENT:** Chaotic good

EQUIPMENT: *Long sword +1, +2 vs. genie-kind*, medium horse "Hisan" (charger-quality) with *bridle of speed* (functions as *horseshoes of speed*)

BACKGROUND: Sujah is the best horseman among his people, and he has led them in raids against rival tribes. Of late, he has sought the rare *seals of the princes*, in the fabled city of Suj, where knowledge is said to be kept far from prying eyes.

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