





NAME: FALLON

STRENGTH: 9 1/2  
INTELLIGENCE: 18 0/70  
INSPIRATION: 17 2/10  
DEXTERITY: 9

PROFESSION: Magic User - Cleric  
RACE: Human Half-Elf  
ALIGNMENT: Neutral - Beauty, Love

CONSTITUTION: 17 +2 H.D. 88%

EXPERIENCE: 1,260,000

CHARISMA: 9  
LUCK: 9  
WILL: 9  
COMMON SENSE: 9

LEVEL: 18<sup>H</sup>  
HIT POINTS: 86 ~~80~~ - 70  
AGE: 31  
ARMOR CLASS: 0/8 (Prot. +1 +1 Armor + Shield)  
MONEY: 100  
LANGUAGES: 2,750,000

EQUIPMENT:

~~Dagger of Laica-Gedim~~ (see on back)  
~~Eys of Yuraving~~ (see on back)  
28 Level 33  
100 per level  
Manual of Iron Golems

~~MIRROR OF LIFE-TRAPPING~~ ENCUMBRANCE:

+3 Battle-axe (2-handed) +3 Axe of No. 10  
+4 Mace +1 Bow X-ray 3x/day  
+3 ~~cross-bow~~ Det invisibility 3x/day  
Rod of Cancellation Day 3D8+3  
Ring of Human Control Throw 4 return  
A button  
Helm of Lawt ~~Control~~ Guarding Eaves  
Wand of Det. Magic - 2 level 3 Bush Stones  
Wand of Negation - 1  
Potion of (strong) Grant Control

STILLS: PHYSICAL DETAILS:

MAGICAL

- |                   |                     |                      |                             |
|-------------------|---------------------|----------------------|-----------------------------|
| 1st               | 2nd                 | 3rd                  | 4th                         |
| ( ) Sleep 1-4     | ( ) Striking Clouds | ( ) Fireball         | ( ) ICE STORM               |
| ( ) Blind 1-4     | ( ) Illusion        | ( ) Disp. Magic 1-4  | ( ) Fear                    |
| ( ) Charm 1-4     | ( ) Lightning Bolt  | ( ) Fly              | ( ) Charm <del>Monst.</del> |
| ( ) Magic Missile | ( ) Invisibility    | ( ) Masque           | ( ) Wall of Ice             |
| ( ) Read Magic    | ( ) ESP             | ( ) Wizard Mouth     | ( ) Prot/Charm              |
| ( ) Floating Disk | ( ) Bard            | ( ) Water Breathing  | ( ) Mantle of Stealth       |
| ( ) Det. Intert   | ( ) Thet Det.       | ( ) Waste            |                             |
| ( ) Feather Fall  | ( ) Slow Discard    | ( ) Phantasmal Force |                             |
|                   | ( ) Web             |                      |                             |
|                   | MIR. IMAGE          |                      | Scroll - 2-2 3-6 2x         |

# MAGICAL SPELLS (cont.)

5th

- ( ) Teleport
- ( ) Sleep 1-8
- ( ) Paralysis 40x40
- ( ) Untiring Hour
- ( ) Disp. Magic 1-7
- ( ) Cloudkill
- ( ) Cone / Cold

6th

- ( ) Death Spell
- ( ) Chasm 10x30x100
- ( ) Charm 1-14
- ( ) Wall of Iron 20x20
- ( ) Anti-Magic Shell

Coins

7th

- ( ) Prismatic Spray
- ( ) Proj. Image

8th

- ( ) Mass Charm
- ( ) Mantle Stealth 10'
- Sleepall

# CLERICAL SPELLS

1st

- ( ) Cure H. Wounds
- ( ) Prot / Evil
- ( ) Warp Wood
- ( ) Remove Sleep
- ( ) Det. Align.
- ( ) Hold Animal
- ( ) Command

2nd

- ( ) Spk / Animals
- ( ) Bless
- ( ) Silence 15'h.
- ( ) Misdirection
- ( ) Prot / Sleep
- ( ) Heat Metal
- ( ) Spk / Plants

3rd

- ( ) Det. Poison
- ( ) Remove Curse
- ( ) Prot / Charm
- ( ) Cure Disease
- ( ) Cont. Light
- ( ) Cure Blindness
- ( ) Glyph of Warding

4th

- ( ) Cure Ser. Wounds
- ( ) Limited Curse
- ( ) Neut. Poison
- ( ) Prot / Fire + Lightning
- ( ) Create Food

5th

- ( ) Raise Dead
- ( ) Animate Rock
- ( ) Cause Ser. Wounds
- ( ) Poison
- ( ) Create Water

6th

- ( ) Spk / Monsters
- ( ) Word / Recall
- ( ) Blade Barrier
- ( ) Restoration
- ( ) Create Forest
- ( ) Heal

7th

- ( ) Raise Fully
- ( ) Water Wall
- ( ) Full Service

8th

- ( ) Killer Mist
- ( ) Astral Spell

~~DASSER OF LAKA = GEDD~~

MAGICAL 9th

- ( ) Shape Change

~~ERE OF HORAVIG~~

CLERICAL

9th

- ( ) Mass Raise Dead

1-10 = 11 5 3 2 1  
 NAME: Moirrighan

17	3	4	3	4	4	AC	17
						-11	15
						-10	14
						-9	13
						-8	12
						-7	11
						-6	10
						-5	9
						-4	8
						-3	7
						-2	6
						-1	5
						0	4
						1	3
						2	2

PROFESSION: Fighter + Magic-User  
 LEVEL: ~~36~~ ~~39~~  
 RACE: Human, female 43rd  
 ALIGNMENT: High Neutral

HIT POINTS: ~~137~~ 151  
 ARMOR CLASS: ~~12~~  
 HIT BONUS: +6 (+7) -20  
 DAMAGE/ATTACK: +7 (+10)  
 NO. OF ATTACKS: 7/2  
 MAGIC RESISTANCE: ~~3~~ +6  
 EXPERIENCE: ~~1000~~  
 MONEY: ~~9,800,000~~ 20 million gp  
 AGE: ~~26~~  
 LANGUAGES: most  
 ORIGIN: Ierendi  
 SKILLS: rulership

STRENGTH: 18 (71%) +2 +3  
 INTELLIGENCE: 19  
 WISDOM: 10 (11)  
 DEXTERITY: 16 +1 init -2 AC  
 CONSTITUTION: 19 +5 or +2 HD  
 CHARISMA: 13 (14) R=92%  
 82%  
 72%

PSIONIC ABILITY: Psychic Wall (1/day → 300 pts.)  
 Clairvoyance (3/day) Energy Control (1/day → 300 pts.) ✓ + Power Roll

<p>Message 1</p> <p>Read Magic          Detect Magic          Burning Hands ✓          Shocking Grasp ✓          Charm Person          3 Magic Missiles          Feather Fall</p>	<p>2</p> <p>Invisibility          Detect Invisible          Knock Locate object          Wizard Lock          Mirror Image          Web          Theft Detection          Lightning Bolt (LDB)</p>	<p>3</p> <p>Masque Feign          Haste Death          ESP          Dispell Magic          Suggestion          Fly          Water Breathing          2 Fire ball (LDB)</p>	<p>Confusion 4</p> <p>Mantle of Stealth          Phantasmal Force          Fear Dimension          Charm Monster          Remove Curse          Detect Magical Propert.          Polymorph other          Ice Storm</p>
<p>5</p> <p>Enlarge Elemental          Wall          Untiring Nourishment          Paralysis 4" x 4"          Growth Contact          Magic Jar other          Cloud kill Plane          Teleportation          Contact other Planes          Cone of Cold</p>	<p>6</p> <p>Legend Lore          Chasm 1" x 3" x 10" (dim)          Anti-Magic Shell          Projected Image          Tensor's Transformation          Death Spell          Globe of Invulnerability          Stone to Flesh          Control Weather</p>	<p>Limited Wish</p> <p>Prismatic Spray (5-8)          Power Word - Stun          Reverse Gravity          Delayed Fireball          Programmed Illusion          Mass Invisibility          Summon I          Phase Door</p>	<p>Far Dispatch</p> <p>Mass Charm          Bigby's Fist          Maze          Power Word - Blind          Permanent Spell          Protection Spirits          Trap the Soul          2 Energy Bolt (LDB)</p>
<p>9</p> <p>Meteor Swarm <sup>Pris. sphere</sup>          Power Word - Kill          Enchanted Sleep          Summon III          Interdimensional Wall          Interdimensional Door          Wish / Astral Spell</p>	<p>10</p> <p>Possession          Charm Mortal (15)          Power Word Disintegrate  <del>Force Gate</del>          Forlorn Encystment  <del>Force Gate</del>          Omnipotent Sphere          Implosion (12-120 + save)          Force Barrier</p>	<p>11</p> <p>Fire storm <sup>11-110 Gate in friendly God</sup>          Choice          Double Damage          Special Magic Jar</p>	<p>12</p> <p>Energy Barrage <sup>125 m.</sup>          Wall of Spell          Absorption          Power Word: Halt?</p>
		<p>13</p> <p>Force Barrage LDB → 150</p>	

# Dragonsbane +4 Sword

charm Dragon on contact (3/day)

Strength (1/day)

Locate Dragon 12" R

FLY 12" (1/day)

Disintegrater Dragon on hit +5 above minimum x2 damage w/ save.

speaks: Law, Chaos, Neutral Thyatic, Dragon

Reads languages

Reads Magic

Telepathic Communication

17 I 22 E -12 -11 -10 -9

Ring of Absorption - 50 levels stored only

Rod of Absorption (2) (11) -3.6 7 tot.

Potion of Invulnerability  
Crystal Ball  
Horn of the Tritons

~~Oil of Slipperiness~~ Oil of Ethereality

~~Net of Magic~~

Mirror of Life Trapping (60%)

Amulet of the Planes Pearl of Power - Energy Bolt LDR

Armband x2 damage, up to 13 levels / week

Scarab of Protection

~~Club of Protection~~

Robe of Blending Gauntlets of One Power (1/day)

+2 Ring of Protection

Bag of Holding

Boots of Levitation

Wings of Flying

Ring of Protect +1 -6 AC

Helm of Comprehend Human languages

Cube of Force Mirror of Life Trapping

Sphere of Ultimate Protection Amulet protect vs ESP

Scroll #1 Scroll #2 Scroll #3

Iron Stones

Immune charm & Hold

Mantle of Stealth

Mind Bank

~~Armor of Ethereality~~  
~~+2 Plate Mail~~  
+4 Shield  
~~+2 Plate~~ +5 Plad  
Helm of Ghastly Fear +1  
(save vs fear)

+3 Crossbow of Speed  
+3 telescopic Axe  
(+3 Halberd)

+2 Crossbow Bolts (10)

Orb of the Hatchling

Displacer Cloak (+2)

Ring of Spell Storing

1. Symbol
2. Omnipotent Sphere
3. Continual Light
4. Dispell Permanent Magic
5. Web

~~Ring of Water Walking~~

~~Ring of Protection~~

Ring of Spell Turning

Ring of Spell Storing

Ring of Human Influence

Ring of Shadow Control

Ring of Fire Invulnerability

Ring of Swimming

Potion: Flowering Touch

Water Flying Climbing

Breathing Heroism

Cloud Giant Strength

Fire Resistance

Love Philter

Polymorph Self

Growth

Rod of Cancellation

Wand of Frost

Wand of Wonder

Wand of Fire

Scarab: Protection Evil High Priests Iron Horn of Valhalla Cubic Gate

Piper of the Sewers Censor: Control Air Elementals Scroll #4 Scroll #5

Eloven Cloak Helm of Underwater Action Dearn's Fortress Well of Sphere of Delusion by Many Worlds Bracers AC = 2

Dart of Sneezing Medallion of ESP

NAME: Ch. Iblawis

PROFESSION: Fighter, Magic-user, Cleric

LEVEL: F-14th, M-11th, C-11th

RACE: angel-spawn

ALIGNMENT: lawful Good

STRENGTH: 18 (4) +2 +5

INTELLIGENCE: 20 100%

WISDOM: 17

DEXTERITY: 20 +5 init. -6 AC

CONSTITUTION: 11

CHARISMA: 14

HIT POINTS: 52

ARMOR CLASS: 7 or 11 (vs. chaotic)

HIT BONUS: +5

DAMAGE/ATTACK: +7

NO. OF ATTACKS: 3/2

MAGIC RESISTANCE: +7 empathic spells

EXPERIENCE: 3,150,000 / category

MONEY: 3,000,000

AGE: 19

LANGUAGES: most

ORIGIN: Nolo-Nolo (orphan in temple of Law)

SKILLS:

SOCIAL LEVEL: 17

PSIONIC ABILITY: clairvoyance 3/day, ring of delusion

EQUIPMENT: +1 armor, +5 shield, +1 otherwise, +3 shield, +3 sword of cold, +5 fire monsters, 36 damage on 20, dispells wall of fire, equiva. to ring of fire resistance, 12 I 12 E slay salamanders, +2 war hammer

SPECIAL ABILITIES: meditation of ESP 90', scroll: cause serious wounds, +4 leather armor, wand of fire, wand of physics, +1 shield, +1 armor, rod of beguiling (12)

1 sleep (30' + 10'/level) [1], read magic -0 [0], burning hands -30' [1], detect magic -30' [1], charm person (120'), 2 web (5'-level) [2], invisibility -0 [2], ESP (5'/level + 90') [2], mirror image, detect invisible (10'/L), 3 fireball (100' + 10'/level), waste (60'), dispell magic (120'), lightning bolt (40' + 10'/L), 4 ice storm (10'), fear (60'), charm monster (1), polymorph other, 5 Tenser's Transformation (1hr/L) +2 DM, +4 AC, 12 H + 10' [2] teleport (0), cloud kill (10'), cone of cold (0)

5 cure light wounds (0) [5], command (10'), protection from evil (0) [4], light (120') [4], raise dead, 6 speak with animals (0) [5], angry (0), 2 find traps (30') [5], 2-silence 15' (120') [5], spiritual hammer (30') [5], 7 feign death (0) [2], remove curse (0) [6], prayer (60'), cure disease (0), cure blindness, 8 cure serious wound, neutralize (0) [7], poison (0)

NAME: Taran (the Wanderer) [of the Two Swords]

PROFESSION: 28th level Fighter  
 LEVEL: 27th level Thief  
 RACE: 18th level Thief  
 RACE: 11th level Magic-user (perm.)  
 ALIGNMENT: High Neutral

STRENGTH: 18 (99%) +2 +5  
 INTELLIGENCE: 12  
 WISDOM: 10  
 DEXTERITY: 18 (56%) (R=90%)  
 CONSTITUTION: 18 (17%)  
 CHARISMA: 18 (64%)

HIT POINTS: 124  
 ARMOR CLASS: -1  
 HIT BONUS: +7 (+3)  
 DAMAGE/ATTACK: +10 (+3)  
 NO. OF ATTACKS: 3/1 + 3/1  
 MAGIC RESISTANCE: +2  
 EXPERIENCE: 4,300,000  
 MONEY: None 300,000  
 AGE: 29  
 LANGUAGES: most  
 ORIGIN: Ierendi (self-exile)  
 SKILLS: rulership  
 SOCIAL LEVEL: 20

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	

PSIONIC ABILITY: Nil

EQUIPMENT: +5 leather armor (save of 4) can be used with cloak  
 scroll: protect by canthrops  
 potion: human control  
 wand of paralyze (3)  
 pipes of the sewers (chain mail +1)  
 +2 cloak of protection  
 +3 cloak of protection  
 +1 sword  
 wings of flying  
 helmet of underwater action  
 Amulet of the Planes  
 potion of healing

SPECIAL ABILITIES:  
 magically animated steel arm  
 gives him ambidexterity  
 magical arm cannot wield magical weapon

Dagger +2 | Sword +4 | Sword +3

Spells

1  
 Read Magic  
 Shocking Grasp  
 Burning Hands  
 Detect Magic

2  
 3 Lightning Bolt  
 Detect Invisible  
~~\_\_\_\_\_~~  
~~\_\_\_\_\_~~

3  
 Water Breathing  
 slow  
 Clairvoyance  
 Tongues

4  
 2 Ice Storm  
 Remove Curs

5  
 Pass wall  
 Transmute Rock to Mud  
 Teleportation



NAME: Harpo

PROFESSION: Thief

LEVEL: 2<sup>nd</sup>

RACE: Hobbit (Pure Stoutish) ♂

ALIGNMENT: Neutral - Personal Power

STRENGTH: (1)10

INTELLIGENCE: 10

WISDOM: 8

DEXTERITY: (18)19 +4 Reaction  
- 5 Defense

CONSTITUTION: 17 +2 H.D. 98% R 97% S.S.

CHARISMA: 9

PSIONIC ABILITY: NONE

HIT POINTS: 15

ARMOR CLASS: 2

HIT BONUS: -

DAMAGE/ATTACK: -

NO. OF ATTACKS: 1

MAGIC RESISTENCE: +4 S.T. vs. Rods Staves  
Wands Spell  
Poison

EXPERIENCE: 2500

MONEY: 50

AGE: 26

LANGUAGES:

ORIGIN: Ierendi

SKILLS: Shop owner 23 mules (Threats)

SOCIAL LEVEL: 8

EQUIPMENT: Fully Equipped

BANK: 320

SPECIAL ABILITIES:

HOBBIT ABILITIES

- 60' Infravision
- Tell grade of passage 75%
- Tell direction 50%

- +1+3 vs. Trolls
- +2 Shield
- Staff of Life/Death

THIEVES' ABILITIES

- +5% Pick Pockets - 40%
- +5% Open Locks - 34%
- +5% Find ~~Remove~~ Traps - 30%
- +10% Move Silently - 31%
- +15% Hide/Shadows - 30%
- +5% Hear Noise ~~15%~~
- 15% Climb Walls - 71%
- 5% Read Lang. - -

# GADABOUT HIGGINS

RACE - NIGHT ELF  
CLASS FTR/MGE/THF  
XP - 65000  
LVL - 6/7/7  
HP - 32 (46/20/36)

THACO 16

SAV. THROWS

11

11

9

13

10

## THIEF ABILITIES

S - 17 +1 +1

I - 16

W - 12

D - 15 = 1 A.C.

C - 13

Ch. 14 10%

CM - 14

P.P. - 65%

AC - 3

OL - 47

FT. - 50

MS - 60

HS - 53

HN - 30

EW - 94

RL - 35

SPELLS - 4, 3, 2, 1

SPELLS EXCEPT (LL/PHANT. AND CONJ./SUMM.)

ELF, GNOME,

HALFLING, GOB, HOE

GNOLL, COMMON, OR

## EQUIPMENT

WAND OF ILLUMINATION (SI)

RING OF REGENERATION (1 PT./TURN)

SCROLL - PROT. UNDEAD (35 H.D./10-80 RDS.)

POTIONS - 1-X-HEAL 2-HEAL

BAG OF HOLDING - 500 LB. 70 CU. FT.

LONGSWORD +1 +3 VS. UNDEAD

BARBERS A.C. 4

# SPELLS

130 YDS.  
4 @ 10 FT CUBE  
1  
4  
1st  
C.T. - 1  
MAG. MISSILE X2

COLOR SPRAY X2

COLOR SPRAY

RANGE - 0

VSM

DURA. - INST.

AOE 5x20x20

UNC. 2D4 RDS.

1 or 2 GR. - BLIND 154

3 or GR. -

3  
2nd  
DARKNESS 15' C.T. - 2  
1 T / + 1 RD / LVL

FLAMING SPHERE

10 YDS  
C.T. - 2 AOE - 35T rad.

SAVE  
KNOCK C.T. - 1

2  
3rd  
~~INVISIBILITY 16' RAD.~~

PROT. EVIL 16' RAD.

HASTE 3 PG. - 60'

DUR 3RD + 1 RD / LVL

4th

POLY SELF

CAST - 4

2T / LVL

3333333

11 levels 3ra.

Save	Death	Poison	Wand	Breath	Spell	AC
17+	3	4	5	4	6	-11
						-10
						-9
						-8
						-7
						-6
						-5
						-4
						-3
						-2
						-1
						0
						1
						2

NAME: Barnstormer

PROFESSION: Paladin

LEVEL: ~~31st (32nd)~~ 32nd (33rd)

RACE: Human, male 40th (41st)

ALIGNMENT: ~~Lawful Good~~ Lawful Kinship

STRENGTH: 20 +5 +8

INTELLIGENCE: 13

WISDOM: 13

DEXTERITY: 19 (20) (+5) (-6 AC) +4 initiative -5 AC

CONSTITUTION: 20 +6 HD R = ~~10~~ 109%

CHARISMA: 17 +2 reaction

HIT POINTS: ~~226 (202)~~ 196 (159)

ARMOR CLASS: ~~11~~ 11

HIT BONUS: +8 (+11) -4

DAMAGE/ATTACK: 1-8 (+11)(+14)

NO. OF ATTACKS: ~~1~~ 7/2

MAGIC RESISTANCE: ~~0~~ +7 50%

EXPERIENCE: ~~5,000~~ 6,100,000

MONEY: not applicable

AGE: ~~23~~ 23

LANGUAGES: Law, Ethengar, Thyatic, Iasuli, Guynish  
ORIGIN: Ethengar Tribe

SKILLS: rulership

SOCIAL LEVEL: 20

PSIONIC ABILITY: ~~Stealth 3/day~~ Mantle of Body Equilibrium (→ 300px) +1 roll

<p>late of Ethereal</p> <p><del>3</del> Shield</p> <p>Displacer</p> <p>Sword of Life Stealing</p> <p>3 3 3 3 3 3 2 2 1</p>	<p>"A conite" +3 Sword (monk-killer)</p> <p>ESP 3" 3/day</p> <p>Detect Magic 1"</p> <p>Heat 1/day</p> <p>16 I 16 E</p> <p>+5 Holy</p>	<p>Phylactery of <del>1000</del> years</p> <p>Streak of Displacement</p> <p>Sword +3 +6 vs M-U x3 dam on</p> <p>Body of <del>1000</del> speed</p> <p>Crown of Might</p> <p>2x protected</p> <p>Fly 4/day</p>
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- Read Magic
- Command
- Cure Light Wounds
- Light
- Silence 15'R
- Find Traps
- Misdirection
- Remove Curse
- Cure Blindness
- Dispell Magic
- Exorcise
- Neutralize Poi:
- Cure Serious Woun

- 5 Animate Rock
- 6 Flame Strike
- 7 Raise Dead
- 2 Heal
- 6 Restoration
- 7 Resurrection
- Water fall (3-30)
- Finger of Death
- 8 Summon & Call Patron
- 9 Killer Mist (6-60)
- Dispell Magic, all levels
- 10 Raise Colossus
- 10 Crusade
- 10 Dispell Magic
- 10 Perm.
- Winged

Scroll:

~~Remove Cha~~

~~Water fall (3-~~

~~Elemental stor~~

~~(12-12)~~

HD=4+5

Winged

SARION  
NAME: SKULLFACE

PROFESSION: Thief/Fighter

LEVEL: 26th / 20th

RACE: Human

ALIGNMENT: Chaotic War

STRENGTH: 17

INTELLIGENCE:

WISDOM:

DEXTERITY: 20

CONSTITUTION: 17 +340

CHARISMA:

PSIONIC ABILITY:

HIT POINTS: 14

ARMOR CLASS:

HIT BONUS:

DAMAGE/ATTACK:

NO. OF ATTACKS: 2/1

MAGIC RESISTENCE:

EXPERIENCE:

MONEY:

AGE:

LANGUAGES:

ORIGIN:

SKILLS:

SOCIAL LEVEL:

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EQUIPMENT:

SPECIAL ABILITIES:

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NAME: Blesumyson

PROFESSION: Cleric

LEVEL: 7th

RACE: Human ♂

ALIGNMENT: Lawful Good

STRENGTH: 10

INTELLIGENCE: 14

WISDOM: 18 +4 Empathic S.T.

DEXTERITY: 9

CONSTITUTION: 18 +2 H.D. 100% R 99% S.S.

CHARISMA: 10

PSIONIC ABILITY: 100% E

HIT POINTS: 57-6-6-4

ARMOR CLASS: -1 (+2 ARMOR) (+1 SHIELD)

HIT BONUS: None

DAMAGE/ATTACK: by weapon

NO. OF ATTACKS: 1

MAGIC RESISTENCE: Normal

EXPERIENCE: 110,000

MONEY: 50

AGE: 29

LANGUAGES: THYATIC, MASULI, XOPH. ELVISH  
ORCISH

ORIGIN: DAFORIN

SKILLS:

SOCIAL LEVEL: 12<sup>(1st)</sup> VISCOUNT

EQUIPMENT: Fully Equipped BANK: 15,700  
+2 Price

SPECIAL ABILITIES:

WISDOM - Lawful +2 Hammer (-5-100%)

2-12 15-16

2-12 150' throw 2/day

Det, Gol figures, Trolls, Giants

Spec. Hammer 1/day  
when struck upon ground

Shoe will start 45% of Eoes  
1-4m

Absorbs 25 levels of spells 1/k

Purpose: kill Gol figure, Troll, Giant

IMMUNE TO POISON FOREVER  
50% chance immune damage

SKILLS

- 1st
- Animal ()
- Acrobatics ()
- Art ()
- Intelligence ()
- ...

- 2nd
- Augury ()
- Hide ()
- Silence ()
- Know Ally ()
- Find Trap ()

- 3rd
- Cure Wound ()
- Dominate ()
- Speak Dead ()

- 4th
- Cure Wound ()
- Mit. Poison ()