Chain & Shield 6 30 30 4 Vicar(ess) 6,000 21 7 9 10 12 14 12 12 10 17 7 7 9 11	Armor AC Cost Wt				Cle	ric (d6) [WIS]	XP Spells	THAC	Poison	Wand	Petrify	Dragon	Spell	Skel	Zom	Ghl	Wght	Wrth	Mum	Spec	Vam		Sack	Сар		Item	Cost
Seather	Clothing 9 – –			1	Acolyte	0	19	11	12	14	16	15	7	9	11							Sm	200)	Arrows (20)	5	
Same	Shield only 8 10 100			100	2	Adept	1,500 1							Т	7	9	11						Sdl	300)	Backpack	5
Chain A Sind A 50 50 6 Elector 2000 21 1 1 1 1 1 1 1 1	Leather	7	20	200	3	Priest(ess)	3,000 2							T T 7 9 11									Pack	400)	Crowbar	10
Plate Similar Simila	Leather & Shield	6	30	300	4	Vicar(ess)	6,000 21							D	Т	Т	7	9	11				Lg	600)	Garlic	5
Pittle & Shield 2	Chain	5	40	400	5	Curate	12,000 22	17	9	10	12	14	12	D	D	Т	Т	7	9	11			PC	1600)	Grappling Hook	25
Place Plac	Chain & Shield	4	50	500	6	Elder	25,000 2211																Mule	4000)	Hammer	2
Procedure Proc	Plate	3	60	500	Thi	ef (d4) [DEX]	XP Spells	THAC	Poison	Wand	Petrify	Dragon	Spell												Run	Holy Symbol	25
Majer Maje					1	Apprentice	0	19	13	14	13	16	15	15	10	20	20	87	10	1-2		400	120/T	40/R	120/R	Holy Water	25
Family Name 168 4 50 4 Burglar 4,800 5 5 5 5 5 5 5 5 5						Footpad	1,200							20	15	25	25	88	15	1-2		600	90/T	30/R	90/R	Lantern	10
Select Name 168 7 5 5 Culturuse 9,000 17 12 13 11 14 13 15 15 16 17 18 19 20 20 20 20 20 20 20 2	Weapon Dam Cost Wt				3	Robber	2,400							25	20	30	30	89	20	1-3		800	60/T	20/R	60/R	Mallet	2
Sing	Hand Axe	1d6	4	30	4	Burglar	4,800							30	25	35	35	90	25	1-3		1600	30/T	10/R	30/R	Mirror	5
Crossbow 168 30 50 50 50 50 50 50 50	Battle Axe †	1d8	7	50	5	Cutpurse	9,600	17	12	13	11	14	13							1-3		2000	120/T			Oil, flask	2
Vestporn 1d8 25 30 Vestporn 2	Sling *	1d4	2	20	6	Sharper	20,000													1-3		4000	60/T			Pole (10')	1
Dagger 166 40 30 2 Warrior 2,000 2 Varior 2,000 5 Varior 2,000 7 7 7 7 7 7 7 7 7	Crossbow †	1d6	30	50	Figl	hter (d8) [STR]	XP Spells	THAC	Poison	Wand	Petrify	Dragon	Spell													Quarrels (30)	10
Degrey 1d4 3 10 3 3 Swordmaster 4,000 17 10 11 12 13 14 15 16 17 18 19 Specific 16,000 17 10 11 12 13 14 15 16 17 18 19 Specific 16,000 17 10 11 12 13 14 15 16 17 18 19 Specific 16,000 17 10 11 12 13 14 15 16 17 18 19 Specific 16,000 17 10 11 12 13 14 15 16 17 18 19 Specific 17 Spe	Short Bow †	1d6	25	30	1	Veteran	0	19	12	13	14	15	16	HD	9	8	7	6	5	4	3	2	1	0		Rations, iron	15
Short Sword 168 7 30 4 Hero 8,000 17 10 11 12 13 14 15 16 17 8 Sack, large Sword of trid 10 15 150 Mace* 166 5 30 Club* 166 5 30 Staff † 164 2 40 3 Conjurer 5,000 21 Spear 165 5 75 Enchanter 20,000 221- Lance 165 5 75 Enchanter 20,000 221- Lance 165 7 150 Schort May use two-handed weapon **Cleic may use two-handed weapon **Cleic may use two-handed weapon **Cleic may use two-handed weapon **Clore may use two-handed weapon **Cleic may use two-h	Long Bow †	1d6	40	30	2	Warrior	2,000												15	16	17	18	19	20		Rations, standard	5
Short Map Ma	Dagger	1d4	3	10	3	Swordmaster	4,000													15	16	17	18	19		Rope (50')	1
Two-handed Sword † 1d10 15 150 6 Myrmidon 32,000 Mace * 1d6 5 30 Mgglo-user (d4) [NT] XP Spells THACO Poison Wand Petrify Dragon Spell 5 6 7 8 9 10 11 12 13 14 15 16 Spikes, iron (12) War Hammer * 1d8 5 30 2 Seer 2,500 2 1 1 14 13 14 15 16 Spikes, iron (12) War Hammer * 1d8 5 30 2 Seer 2,500 2 1 1 14 13 14 15 16 Spikes, iron (12) War Hammer * 1d8 5 30 2 Seer 2,500 2 1 1 14 13 14 15 16 Spikes, iron (12) War Hammer * 1d8 5 30 2 Seer 2,500 2 1 1 14 13 14 15 16 Spikes, iron (12) War Hammer * 1d8 5 30 2 Seer 2,500 2 1 1 14 13 14 15 16 Spikes, iron (12) War Hammer * 1d8 5 30 2 Seer 2,500 2 1 1 14 13 14 15 16 Spikes, iron (12) War Hammer * 1d8 5 30 2 Seer 2,500 2 1 14 13 14 15 16 Spikes, iron (12) War Hammer * 1d8 5 30 2 Seer 2,500 2 1 14 13 14 15 16 Spikes, iron (12) War Hammer * 1d8 5 30 2 Seer 2,500 2 1 14 13 14 15 16 Spikes, iron (12) War Hammer * 1d8 5 30 2 Seer 2,500 2 1 14 13 14 15 16 Spikes, iron (12) War Hammer * 1d8 5 30 3 Seer 2,500 2 1 14 13 14 15 16 Spikes, iron (12) War Hammer * 1d8 5 30 3 Seer 2,500 2 1 14 13 14 15 16 Spikes, iron (12) War Hammer * 1d8 5 30 5 Seer 2,500 2 1 14 13 14 15 16 Spikes, iron (12) War Hammer * 1d8 5 30 5 Seer 2,500 2 1 14 13 14 15 16 Spikes, iron (12) War Hammer * 1d8 5 5 Seer 2,500 2 1 14 13 14 15 16 Spikes, iron (12) War Hammer * 1d8 5 5 5 Seer 2,500 2 1 14 13 14 15 16 Spikes, iron (12) War Hammer * 1d8 5 5 5 Seer 1 14 15 14 15 16		1d6	7	30	4	Hero	8,000	17	10	11	12	13	14							14	15	16	17	18			2
Magic 1d5 5 30 Magic User (1d4) [INT] XP Spells THACO Poison Wand Petrify Dragon Spell 5 6 7 8 9 10 11 12 13 14 15 Stakes, wood (3)	Sword	1d8	10	60	5	Swashbuckler	16,000														14	15	16	17		Sack, small	1
Club ' 1d4 3 50	Two-handed Sword †	1d10	15	150	6	Myrmidon	32,000																	Spikes, iron (12)	1		
Club	Mace *	1d6	5	30	Mag	gic-user (d4) [INT]	XP Spells	THAC	Poison	Wand	Petrify	Dragon	Spell	5	6	7	8	9	10	11	12	13	14	15		Stakes, wood (3)	1
Staff *† 1d4 2 40 3 Conjurer 5,000 21	Club *	1d4	3	50	1	Medium	0 1	19	13	14				6	5	6	7	8	9	10	11	12	13	14		Thieves' Tools	25
Javelin	War Hammer *	1d6	5	30	2	Seer	2,500 2																Tinder Box	3			
Spear 166 3 30 5 Enchanter 20,000 221 - 17 11 12 11 14 12 15 2 2 3 4 5 6 7 8 9 10 Wine (1 quart)	Staff * †	1d4	2	40	3	Conjurer	5,000 21																		1		
Lance 166 5 75 6 Warlock 40,000 222- 17 11 12 11 14 12 15 15 2 2 2 3 4 5 6 7 8 9 Worlsbane *cleric may use / t two-handed weapon	Javelin	1d4	1	15	4	Magician	10,000 22							11 2 3 4 5 6 7 8 9 10 11 Water Skin											1		
Pole Arm † 1d10 7 150 Pole Arm † 1d10 7 150 Dwarf (d8) [STR] XP Spells THACO Poison Wand Petrify Dragon Spell 17, 2 2 2 2 3 4 5 6 7 8	Spear	1d6	3	30	5	Enchanter	20,000 221-							13 2 2 3 4 5 6 7 8 9 10										Wine (1 quart)	1		
**Cleric may use	Lance	1d6	5	75	6	Warlock	40,000 222-	17	11	12	11	14	12	15 2 2 2 3 4 5 6 7 8 9										Wolfsbane	10		
Thrown	Pole Arm †	1d10	7	150	Dwa	arf (d8) [STR]	XP Spells	THAC	Poison	Wand	Petrify	Dragon	Spell	17	2	2	2	2	3	4	5	6	7	8			
Weapon	* cleric may use			1	Dwarven Veteran	0	19	10	11	12	13	14	17+	2	2	2	2	2	3	4	5	6	7				
Weapon +1 0 -1 4 Dwarven Hero 8,800 17 6 7 8 10 10 3 -3 -20% -2 -2 -1 4 has trouble speaking STR: melee "to hit", dam, open					2	Dwarven Warrior	2,200								•												
Crossbow						Dwarven Swordmaster	4,400							Stat Adj XP Init Reac Ret Mor Languages													
Crossbow 80 160 240	Weapon +1 0 -1				4	Dwarven Hero	8,800	17	6	7	8	10	10	3	-3	-20%	-2	-2	1	4	has t	rouble	speak	ing	STR: m	relee "to hit", dam, α	open
Short Bow 50 100 150 Elf (d6) [STR, INT] XP Spells THACO Poison Wand Petrify Dragon Spell Sling 40 80 160 1 Veteran/Medium 0 1 19 12 13 13 15 15 15 15 15 15				5	Dwarven Swashbuckler	17,000							4-5	-2	-20%	-1	-1	2 5 cannot read/write WIS				WIS: sa	ave vs. magic				
Sling 40 80 160 1 Veteran/Medium 0 1 19 12 13 13 15 15 15 15 13-15 +1 +5% +1 +1 5 8 +1 language Javelin* 30 60 90 2 Warrior/Seer 4,000 2 8,000 21	Long Bow	70	140	210	6	Dwarven Myrmidon	35,000							6-8	-1	-10%	-1	-1	3	6	read	/write s	simple		CON: h	it points	
Javelin* 30 60 90 2 Warrior/Seer 4,000 2	Short Bow	50	100	150	Elf	(d6) [STR, INT]	XP Spells	THAC	Poison	Wand	Petrify	Dragon	Spell									native		DEX: m	issile "to hit", AC		
Spear * 20 40 60 3 Swordmaster/Conjurer 8,000 21 18 +3 +10% +2 +2 7 10 +3 languages Oil */Holy Water * 10 30 50 4 Hero/Magician 16,000 22 17 10 11 11 13 12 Axe */Dagger * 10 20 30 5 Swashbuckler/Enchanter 32,000 22 1 17 10 11 11 13 12 *thrown 6 Myrmidon/Warlock 64,000 22 2 4 Halfling (d6) [STR, DEX] XP Spells THAC0 Poison Wands Petrify Dragon Wands Petrify Dragon Spell Thief: leather armor, no shield, one-handed weapons, Secret: 1 (elf 1-2)	Sling	40	80	160	1	Veteran/Medium	0 1	19	12	13	13	15	15	13-15													
Oil */Holy Water * 10 30 50 4 Hero/Magician 16,000 22 17 10 11 11 13 12 Axe */Dagger * 10 20 30 5 Swashbuckler/Enchanter 32,000 221 - 10 11 11 13 12 * thrown 6 Myrmidon/Warlock 64,000 222 - 5 Spells THAC0 Poison Wands Petrify Dragon Spell Cleric: no edged weapons Magic-user: no armor, dagger only Open: 1-2 + STR Thief: leather armor, no shield, one-handed weapons, Secret: 1 (elf 1-2)	Javelin *	30	60	90	2	Warrior/Seer	4,000 2							16-17	+2	+10%	+1	+1	6	9	+2 la	anguag	es				
Axe * / Dagger * 10 20 30 5 Swashbuckler/Enchanter 32,000 2 2 1 - 6 Myrmidon/Warlock 64,000 2 2 2 - 6 Myrmidon/Warlock 64,000 2 2 2 - 6 Halfling (d6) [STR, DEX] XP Spells THAC0 Poison Wands Petrify Dragon Spell Thief: leather armor, no shield, one-handed weapons, Secret: 1 (elf 1-2)	Spear *	20	40	60	3	Swordmaster/Conjurer	8,000 21							18 +3 +10% +2 +2 7 10 +3 languages													
* thrown 6 Myrmidon/Warlock 64,000 222-	Oil * / Holy Water *	10	30	50	4	Hero/Magician	16,000 22	17	10	11	11	13	12														
* thrown 6 Myrmidon/Warlock 64,000 222- Magic-user: no armor, dagger only Open: 1-2 + STR Halfling (d6) [STR, DEX] XP Spells THAC0 Poison Wands Petrify Dragon Spell Thief: leather armor, no shield, one-handed weapons, Secret: 1 (elf 1-2)	Axe * / Dagger * 10 20 30					Swashbuckler/Enchanter	32,000 221-							Cleric	: no e	dged w	eapons	s							Doors		
	* thrown					Myrmidon/Warlock	64,000 222-	Magic-user: no armor, dagger only										Open:	1-2 + STR								
Roll Reaction 1 Halfling Veteran 0 19 10 11 12 13 14 backstab + 4 "to hit" 2x dam Listen: 1 (demi 1-2)					Half	fling (d6) [STR, DEX]	XP Spells	THAC	Poison	Wands	Petrify	Dragon	Spell	Thief: leather armor, no shield, one-handed weapons,									Secret:	1 (elf 1-2)			
	Roll Reaction					Halfling Veteran	0	19	10	11	12	13	14	backstab +4 "to hit" 2x dam Listen: 1 (demi 1-2)													
2 Immediate attack 2 Halfling Warrior 2,000 Dwarf: min 9 CON, 60' infravision, detect slopes 1-2,	2 Immediate attack					•	2,000							Dwarf: min 9 CON, 60' infravision, detect slopes 1-2,													
3-5 Hostile, possible attack 3 Halfling Swordmaster 4,000 speaks Common, Dwarvish, Gnome, Kobold, Goblin						Halfling Swordmaster	4,000																				
6-8 Uncertain, monster confused 4 Halfling Hero 8,000 17 6 7 8 10 10 Elf: min 9 INT, 60' infravision, immune to paralysis, secret doors 1-2,	· · ·							17	6	7	8	10	10														
						-																					
12 Enthusiastic friendship 6 Halfling Myrmidon 32,000 Halfling: min 9 DEX + 9 CON, +1 missle "to hit", 90% hide in woods,						•																					
1-2 hide in shadows, short weapons only, speaks Common, Halfling			•			,									-										ling		

Languages: Bugbear, Doppleganger, Dragon, Dwarvish, Elvish, Gargoyle, Gnoll, Gnome, Goblin, Halfling, Harpy, Hobgoblin, Kobold, Lizard Man, Medusa, Minotaur, Ogre, Orc, Pixie, Human Dialect