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**index** Name, Race (subrace or nationality) Class (style or deity); Strength Dexterity Constitution Intelligence Wisdom Charisma; hit points; Skills (thieves' expertise); Tool Proficiencies (thieves' expertise); Languages; *wizard cantrips*; *cleric cantrips*; *wizard spells known (prepared)*; *cleric spells prepared*; gear, t## trinket index, gold pieces; Background; Traits; Ideal; Bond; Flaw.

**001** Ling Tai, Human (Shou) Wizard; S16 D18 C19 I18 W11 C16; 10 hp; Arcana, History, Investigation, Religion; Common, Dwarvish, Primordial, Sylvan; *light*, *mage hand*, *ray of frost*; *burning hands*, *charm person*, *comprehend languages*, *mage armor*, *magic missile*, *sleep*; quarterstaff, arcane focus (staff), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t100, 10 gp; ex-Sage (Astronomer); T:open minded, planner; I:power ; B:protect hapless; F:easily distracted.

**002** Diesa Torunn, Dwarf (Mountain) Fighter (Defense); S20 D14 C18 I14 W15 C15; 14 hp; Animal Handling, Athletics, Intimidation, Perception; Dice, Vehicles (Land); Common, Dwarvish; chain mail, shield, shortsword, handaxe, handaxe, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t36, 10 gp; ex-Soldier (Officer); T:erronously sesquipedalian, unflinching; I:honor; B:hapless defender; F:tyrant hunted.

**003** Chien Mei, Human (Shou) Cleric (Mishakal); S16 D10 C16 I16 W19 C18; 11 hp; Animal Handling, Insight, Medicine, Survival; Carpenter, Vehicles (Land); Common, Sylvan; *guidance*, *resistance*, *thaumaturgy*; *bless*, *command*, *cure wounds*, *guiding bolt*, *healing word*, *inflict wounds*, *shield of faith*; mace, chain mail, javelin, explorer's pack, shield, holy symbol (amulet), carpenter's tools, shovel, iron pot, common clothes, belt pouch, t76, 10 gp; ex-Folk Hero (Monster Facer); T:mystery lover, action judger; I:might; B:tool carrier; F:quick retreat.

**004** Rurik Strakeln, Dwarf (Mountain) Cleric (Hestia); S18 D15 C19 I14 W17 C11; 12 hp; Deception, Medicine, Religion, Stealth; Cards, Thieves' Tools; Common, Dwarvish; *light*, *sacred flame*, *spare the dying*; *bless*, *command*, *cure wounds*, *detect magic*, *sanctuary*, *shield of faith*; warhammer, leather armor, spear, priest's pack, shield, holy symbol (emblem), crowbar, dark common clothes, belt pouch, t4, 15 gp; ex-Criminal (Blackmailer); T:motivated, slow truster; I:no limits; B:family support; F:quick retreat.

**005** Jillian Pisacar, Human (Turami) Wizard; S15 D16 C17 I19 W14 C12; 9 hp; Athletics, History, Insight, Intimidation; Dice, Vehicles (Land); Common, Elvish; *fire bolt*, *minor illusion*, *shocking grasp*; *burning hands*, *charm person*, *detect magic*, *shield*, *silent image*, *thunderwave*; dagger, component pouch, explorer's pack, spellbook, insignia of rank, trophy, playing card set, common clothes, belt pouch, t1, 10 gp; ex-Soldier (Standard Bearer); T:polite, slow truster; I:fairness; B:old debt; F:admits nothing.

**006** Murithi Sepret, Human (Mulan) Wizard; S13 D16 C18 I18 W16 C12; 10 hp; Arcana, History, Investigation, Medicine; Common, Elvish, Goblin, Halfling; *dancing lights*, *prestidigitation*, *shocking grasp*; *burning hands*, *comprehend languages*, *mage armor*, *magic missile*, *shield*, *sleep*; dagger, arcane focus (crystal), explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t52, 10 gp; ex-Sage (Librarian); T:open minded, inspiring; I:fairness; B:protect hapless; F:ally distruster.

**007** Tordek Balderk, Dwarf (Hill) Wizard; S15 D16 C18 I18 W12 C14; 11 hp; Athletics, History, Intimidation, Religion; Dice, Vehicles (Land); Common, Dwarvish; *light*, *mage hand*, *ray of frost*; *charm person*, *comprehend languages*, *mage armor*, *magic missile*, *silent image*, *sleep*; quarterstaff, component pouch, scholar's pack, spellbook, insignia of rank, trophy, dice set, common clothes, belt pouch, t1, 10 gp; ex-Soldier (Infantry); T:polite, crude; I:greater good; B:crushing defeat; F:tyrant hunted.

**008** Himo Fezim, Human (Mulan) Cleric (Mishakal); S14 D13 C16 I17 W18 C15; 11 hp; History, Insight, Medicine, Religion; Common, Elvish, Gnomish, Primordial; *guidance*, *light*, *resistance*; *bless*, *command*, *cure*

*wounds*, *guiding bolt*, *healing word*, *inflict wounds*, *sanctuary*; mace, chain mail, spear, explorer's pack, shield, holy symbol (amulet), holy symbol (reliquary), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t57, 15 gp; ex-Acolyte; T:cloistered, patient explainer; I:tradition; B:missing family; F:mystery obsessed.

**009** Meriele Amblecrown, Human (Chondathan) Wizard; S16 D17 C17 I17 W14 C12; 9 hp; Athletics, History, Intimidation, Investigation; Cards, Vehicles (Land); Common, Giant; *mage hand*, *ray of frost*, *shocking grasp*; *burning hands*, *charm person*, *comprehend languages*, *identify*, *mage armor*, *magic missile*; quarterstaff, arcane focus (staff), explorer's pack, spellbook, insignia of rank, trophy, playing card set, common clothes, belt pouch, t34, 10 gp; ex-Soldier (Healer); T:unflinching, open minded; I:beauty; B:honorable; F:enemy hater.

**010** Bruenor Rumnheim, Dwarf (Mountain) Rogue; S15 D16 C16 I14 W15 C17; 11 hp; Athletics, Deception, Insight, Investigation, *Persuasion*, *Stealth*; Three-Dragon Ante, Poisoner, Thieves' Tools; Common, Dwarvish, Thieves' Cant; rapier, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t65, 15 gp; ex-Criminal (Pickpocket); T:planner, omen finder; I:charity ; B:student protector; F:innocent condemner.

**011** Paelias Galanodel, Elf (High) Fighter (Great Weapon); S14 D19 C16 I17 W10 C16; 13 hp; Acrobatics, Animal Handling, Athletics, Intimidation, Perception; Three-Dragon Ante, Vehicles (Land); Common, Elvish, Goblin; *prestidigitation*; leather armor, longbow, 20 arrows, maul, glaive, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t44, 10 gp; ex-Soldier (Healer); T:risk taker, troubled helper; I:independence; B:crushing defeat; F:secret mistake.

**012** Lavinia Loderr, Halfling (Stout) Cleric (Ilmater); S17 D16 C18 I7 W18 C16; 12 hp; History, Insight, Medicine, Religion; Common, Elvish, Giant, Halfling; *sacred flame*, *spare the dying*, *thaumaturgy*, *bless*, *cure wounds*, *guiding bolt*, *healing word*, *inflict wounds*, *sanctuary*, *shield of faith*; mace, chain mail, javelin, priest's pack, shield, holy symbol (emblem), holy symbol (reliquary), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t87, 15 gp; ex-Acolyte; T:slow truster, troubled helper; I:might; B:old debt; F:tyrant hunted.

**013** Hadarai Oakenheel, Elf (Wood) Fighter (Archery); S17 D17 C18 I15 W14 C11; 14 hp; Acrobatics, Animal Handling, Deception, Perception, Stealth; Dice, Thieves' Tools; Common, Elvish; chain mail, heavy crossbow, flail, handaxe, handaxe, dungeoneer's pack, crowbar, dark common clothes, belt pouch, t99, 15 gp; ex-Criminal (Pickpocket); T:troubled helper, bored; I:honor; B:non abandoner; F:overconfident.

**014** Perrin Frostbeard, Dwarf (Hill) Rogue; S14 D18 C16 I15 W12 C17; 12 hp; Insight, Perception, *Performance*, *Persuasion*, Religion, *Stealth*; Thieves' Tools; Common, Abyssal, Dwarvish, Goblin, Thieves' Cant; shortsword, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t8, 15 gp; ex-Acolyte; T:unflinching, fair; I:faith; B:missing family; F:trusts faithful.

**015** Morgran Brawnnavil, Dwarf (Mountain) Rogue; S16 D16 C17 I17 W11 C15; 11 hp; Animal Handling, Athletics, Deception, Perception, *Persuasion*, *Survival*; Smith, *Thieves' Tools*, Vehicles (Land); Common, Dwarvish, Thieves' Cant; rapier, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, smith's tools, shovel, iron pot, common clothes, belt pouch, t58, 10 gp; ex-Folk Hero (Corrupt Theft); T:touchy, optimistic; I:redemption; B:tool carrier; F:city vices.

**016** Ielena Greenbottle, Halfling (Stout) Cleric (Apollo); S15 D15 C17 I13 W16 C16; 11 hp; Insight, Medicine, *Persuasion*, Religion; Common, Dwarvish, Halfling, Orc; *resistance*, *spare the dying*, *thaumaturgy*; *bless*, *command*, *cure wounds*, *detect magic*, *healing word*, *shield of faith*; mace, scale mail, light crossbow, 20 bolts, priest's pack, shield, holy symbol (emblem), holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t52, 15 gp; ex-Acolyte; T:bon vivant, omen finder; I:honor; B:adoptive priest; F:mystery obsessed.

**017** Antinua Nailo, Elf (Wood) Fighter (Great Weapon); S15 D19 C16 I11 W17 C13; 13 hp; Acrobatics, Athletics, Intimidation, Perception, Survival; Dice, Vehicles (Land); Common, Elvish; leather armor, longbow, 20 arrows, halberd, flail, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t38, 10 gp; ex-Soldier (Cavalry); T:direct, strong; I:no limits; B:heretic revenge; F:impulsive speaker.

**018** Malcer Hornraven, Human (Illuskan) Cleric (Re-Horakhty); S17 D14 C15 I11 W19 C15; 10 hp; Insight, Medicine, Persuasion, Religion; Common, Celestial, Elvish, Giant; *light, resistance, sacred flame; bless, cure wounds, detect magic, guiding bolt, healing word, sanctuary, shield of faith*; mace, chain mail, javelin, priest's pack, shield, holy symbol (amulet), holy symbol (reliquary), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t96, 15 gp; ex-Acolyte; T:Idolater, sesquipedalian; I:faith; B:bully revenger; F:trusts faithful.

**019** Kanithar Murnyethara, Human (Rashemi) Rogue; S15 D19 C13 I16 W12 C16; 9 hp; Acrobatics, Athletics, Deception, Intimidation, Persuasion, Stealth; Dice, Thieves' Tools, Vehicles (Land); Common, Draconic, Thieves' Cant; rapier, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, insignia of rank, trophy, playing card set, common clothes, belt pouch, t14, 10 gp; ex-Soldier (Standard Bearer); T:voracious reader, unflinching; I:change; B:ally defender; F:law obeyer.

**020** Varis Nightbreeze, Elf (Wood) Fighter (Archery); S12 D18 C18 I13 W16 C14; 14 hp; Athletics, History, Intimidation, Perception, Survival; Dice, Vehicles (Land); Common, Elvish; leather armor, longbow, 20 arrows, halberd, battleaxe, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t29, 10 gp; ex-Soldier (Scout); T:peacemaker, patient explainer; I:self improvement; B:land lover; F:inflexible thinking.

**021** Mardred Balderk, Dwarf (Mountain) Fighter (Great Weapon); S18 D15 C18 I12 W14 C14; 14 hp; Acrobatics, Arcana, History, Perception; Common, Dwarvish, Giant, Goblin; leather armor, longbow, 20 arrows, greataxe, rapier, handaxe, handaxe, explorer's pack, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t36, 10 gp; ex-Sage (Researcher); T:sesquipedalian, horribly awkward; I:self improvement; B:terrible guilt; F:complicated solver.

**022** Faurgar Strakeln, Dwarf (Mountain) Wizard; S18 D16 C16 I17 W11 C13; 9 hp; Arcana, Deception, Investigation, Stealth; Dice, Thieves' Tools; Common, Dwarvish; *fire bolt, prestidigitation, ray of frost; charm person, comprehend languages, detect magic, magic missile, shield, thunderwave*; dagger, component pouch, explorer's pack, spellbook, crowbar, dark common clothes, belt pouch, t71, 15 gp; ex-Criminal (Smuggler); T:polite, optimistic; I:might ; B:become great; F:overconfident.

**023** Lavinia Strakeln, Dwarf (Hill) Rogue; S11 D18 C15 I17 W14 C16; 11 hp; Acrobatics, Animal Handling, Investigation, Perception, Sleight of Hand, Survival; Smith, Thieves' Tools, Vehicles (Land); Common, Dwarvish, Thieves' Cant; rapier, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, smith's tools, shovel, iron pot, common clothes, belt pouch, t13, 10 gp; ex-Folk Hero (Secret Origin); T:action judge, troubled helper; I:people; B:hapless defender; F:secret mistake.

**024** Sudeiman Pashar, Human (Calishite) Wizard; S14 D16 C15 I18 W15 C13; 8 hp; Arcana, History, Insight, Medicine; Common, Halfling, Orc, Sylvan; *dancing lights, fire bolt, light, burning hands, charm person, detect magic, mage armor, magic missile, sleep*; dagger, arcane focus (crystal), explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t79, 10 gp; ex-Sage (Alchemist); T:horribly awkward, risk taker; I:responsibility; B:hapless defender; F:demon studier.

**025** Adrie Xiloscient, Elf (Wood) Wizard; S14 D17 C16 I17 W15 C12; 9 hp; Athletics, History, Intimidation, Perception, Religion; Dice, Vehicles (Land); Common, Elvish; *mage hand, minor illusion, ray of frost, burning hands, comprehend languages, identify, mage armor, magic missile,*

*sleep*; quarterstaff, arcane focus (crystal), scholar's pack, spellbook, insignia of rank, trophy, dice set, common clothes, belt pouch, t93, 10 gp; ex-Soldier (Standard Bearer); T:touchy, optimistic; I:independence; B:adoptive priest; F:ally distruster.

**026** Sefris Nathandem, Human (Mulan) Cleric (Ilmater); S17 D15 C16 I13 W17 C13; 11 hp; Insight, Medicine, Persuasion, Religion; Common, Deep Speech, Draconic, Goblin; *resistance, spare the dying, thaumaturgy; bless, command, cure wounds, detect magic, healing word, inflict wounds*; mace, leather armor, dagger, explorer's pack, shield, holy symbol (emblem), holy symbol (reliquary), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t27, 15 gp; ex-Acolyte; T:omen finder, optimistic; I:tradition; B:relic recovery; F:trusts faithful.

**027** Quelenna Moonbrook, Elf (High) Fighter (Protection); S16 D17 C15 I14 W13 C16; 12 hp; Animal Handling, Athletics, Insight, Perception, Survival; Brewer, Vehicles (Land); Common, Elvish, Giant; *light*; chain mail, shield, rapier, light crossbow, 20 bolts, explorer's pack, brewer's supplies, shovel, iron pot, common clothes, belt pouch, t76, 10 gp; ex-Folk Hero (Decree Protester); T:confident, bored; I:people; B:become great; F:trusts faithful.

**028** Liftrasa Stayanoga, Human (Rashemi) Cleric (Demeter); S16 D13 C16 I14 W17 C15; 11 hp; Insight, Medicine, Persuasion, Religion; Common, Elvish, Giant, Goblin; *guidance, light, sacred flame; bless, cure wounds, detect magic, guiding bolt, sanctuary, shield of faith*; mace, scale mail, light hammer, priest's pack, shield, holy symbol (reliquary), holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t91, 15 gp; ex-Acolyte; T:voracious reader, peacemaker; I:tradition; B:family support; F:innocent condemner.

**029** Miri Goldpetal, Elf (High) Rogue; S10 D19 C15 I17 W13 C16; 10 hp; Acrobatics, Athletics, Deception, Perception, Performance, Sleight of Hand, Stealth; Disguise, Three-Dragon Ante, Thieves' Tools; Common, Elvish, Goblin, Thieves' Cant; *ray of frost*; shortsword, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t99, 15 gp; ex-Criminal (Blackmailer); T:strong, intolerant; I:greed; B:stolen keepsake; F:money chooser.

**030** Antinua Xiloscient, Elf (Wood) Rogue; S14 D19 C12 I14 W16 C15; 9 hp; Animal Handling, Deception, Insight, Intimidation, Perception, Stealth, Survival; Calligrapher, Thieves' Tools, Vehicles (Land); Common, Elvish, Thieves' Cant; rapier, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, calligrapher's supplies, shovel, iron pot, common clothes, belt pouch, t44, 10 gp; ex-Folk Hero (Army Hero); T:confident, troubled helper; I:no limits; B:bully revenger; F:overconfident.

**031** Alethra Marsk, Human (Damaran) Wizard; S13 D15 C16 I19 W14 C13; 9 hp; Deception, History, Religion, Stealth; Dice, Thieves' Tools; Common, Dwarvish; *mage hand, ray of frost, shocking grasp; charm person, detect magic, magic missile, shield, silent image, sleep*; dagger, arcane focus (staff), explorer's pack, spellbook, crowbar, dark common clothes, belt pouch, t69, 15 gp; ex-Criminal (Smuggler); T:slow truster, risk taker; I:greed; B:student protector; F:innocent condemner.

**032** Luth Goodbarrel, Halfling (Stout) Fighter (Archery); S17 D16 C18 I15 W11 C13; 14 hp; Animal Handling, History, Insight, Survival; Smith, Vehicles (Land); Common, Halfling; chain mail, net, net, handaxe, handaxe, dungeoneer's pack, smith's tools, shovel, iron pot, common clothes, belt pouch, t91, 10 gp; ex-Folk Hero (Secret Origin); T:open minded, motivated; I:might; B:sweetheart misser; F:overconfident.

**033** Esvele Ironfist, Dwarf (Hill) Rogue; S14 D18 C14 I17 W14 C13; 11 hp; Acrobatics, Athletics, Deception, Investigation, Sleight of Hand, Stealth; Three-Dragon Ante, Forgery, Thieves' Tools; Common, Dwarvish, Thieves' Cant; shortsword, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t75, 15 gp; ex-Criminal (Enforcer); T:patient explainer, touchy; I:charity ; B:library preserver; F:innocent condemner.

**034** Enna Ilphelkiir, Elf (High) Fighter (Great Weapon); S13 D18 C15 I15

W15 C14; 12 hp; Animal Handling, Arcana, Athletics, History, Perception; Common, Elvish, Giant, Gnomish, Halfling; *dancing lights*; leather armor, longbow, 20 arrows, longsword, rapier, handaxe, handaxe, explorer's pack, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t9, 10 gp; ex-Sage (Librarian); T:troubled helper, planner; I:tradition; B:stolen keepsake; F:trusts faithful.

**035** Finellen Moonbrook, Elf (Wood) Cleric (Apollo); S15 D16 C15 I14 W16 C14; 10 hp; Insight, Medicine, Perception, Persuasion, Religion; Common, Deep Speech, Elvish, Goblin; *light, resistance, thaumaturgy, bless, cure wounds, healing word, inflict wounds, sanctuary, shield of faith*; mace, leather armor, light crossbow, 20 bolts, explorer's pack, shield, holy symbol (reliquary), holy symbol (amulet), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t86, 15 gp; ex-Acolyte; T:sacred quoter, idolater; I:live and let live; B:heretic revenge; F:obsessive.

**036** Orsik Gorunn, Dwarf (Mountain) Fighter (Great Weapon); S19 D14 C19 I12 W14 C11; 14 hp; Animal Handling, Athletics, Insight, Intimidation; Dragonchess, Vehicles (Land); Common, Dwarvish; leather armor, longbow, 20 arrows, greatsword, blowgun, handaxe, handaxe, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t10, 10 gp; ex-Soldier (Cavalry); T:action judger, unflinching; I:responsibility; B:honorable; F:trusts faithful.

**037** Carric Murnyethara, Human (Rashemi) Wizard; S12 D14 C18 I19 W14 C12; 10 hp; Arcana, History, Investigation, Medicine; Common, Elvish, Gnomish, Primordial; *dancing lights, light, ray of frost, charm person, comprehend languages, identify, mage armor, magic missile, shield*; dagger, arcane focus (wand), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t92, 10 gp; ex-Sage (Scribe); T:intolerant, strong; I:redemption; B:become great; F:enemy hater.

**038** Carric Meliamne, Elf (High) Wizard; S13 D16 C17 I19 W11 C13; 9 hp; Arcana, History, Investigation, Medicine, Perception; Common, Abyssal, Dwarvish, Elvish, Goblin; *light, mage hand, prestidigitation, ray of frost, charm person, comprehend languages, mage armor, shield, sleep, thunderwave*; dagger, arcane focus (crystal), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t7, 10 gp; ex-Sage (Professor); T:haunted, horribly awkward; I:nation; B:ally defender; F:quick retreat.

**039** Natali Bersk, Human (Damaran) Rogue; S11 D19 C12 I16 W15 C16; 9 hp; Deception, Insight, Investigation, Performance, Sleight of Hand, Stealth; Three-Dragon Ante, Poisoner, Thieves' Tools; Common, Dwarvish, Thieves' Cant; shortsword, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t21, 15 gp; ex-Criminal (Hired Killer); T:calm, touchy; I:redemption; B:answer seeker; F:obvious liar.

**040** Kerri Underbough, Halfling (Lightfoot) Rogue; S7 D18 C14 I18 W15 C17; 10 hp; Acrobatics, Arcana, Deception, History, Persuasion, Stealth; Thieves' Tools; Common, Dwarvish, Gnomish, Halfling, Thieves' Cant; shortsword, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t89, 10 gp; ex-Sage (Astronomer); T:sesquipedalian, touchy; I:respect; B:answer seeker; F:ally distruster.

**041** Drusilia Starflower, Elf (High) Wizard; S11 D18 C17 I18 W13 C12; 9 hp; Deception, History, Insight, Perception, Stealth; Cards, Thieves' Tools; Common, Elvish, Orc; *dancing lights, light, mage hand, ray of frost, charm person, mage armor, magic missile, shield, sleep, thunderwave*; dagger, arcane focus (wand), explorer's pack, spellbook, crowbar, dark common clothes, belt pouch, t63, 15 gp; ex-Criminal (Hired Killer); T:risk taker, fair; I:honor; B:stolen keepsake; F:obvious liar.

**042** Nedda Greenbottle, Halfling (Stout) Cleric (Apollo); S17 D15 C17 I8 W18 C14; 11 hp; Insight, Medicine, Persuasion, Religion; Common, Giant, Goblin, Halfling; *guidance, spare the dying, thaumaturgy, bless, command, cure wounds, healing word, inflict wounds, sanctuary, shield*

*of faith*; mace, chain mail, dagger, explorer's pack, shield, holy symbol (reliquary), holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t52, 15 gp; ex-Acolyte; T:peacemaker, idolater; I:aspiration; B:specific lore; F:money chooser.

**043** Carric Liadon, Elf (Wood) Cleric (Ilmater); S15 D17 C16 I13 W18 C10; 11 hp; History, Insight, Medicine, Perception, Religion; Common, Dwarvish, Elvish, Giant; *guidance, sacred flame, spare the dying, bless, command, cure wounds, detect magic, guiding bolt, healing word, sanctuary*; mace, chain mail, spear, priest's pack, shield, holy symbol (reliquary), holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t13, 15 gp; ex-Acolyte; T:secret hoarder, action oriented; I:charity; B:adoptive priest; F:judgmental.

**044** Quara Battlehammer, Human (Turami) Rogue; S11 D18 C14 I17 W14 C15; 10 hp; Acrobatics, Athletics, Deception, Intimidation, Persuasion, Stealth; Dice, Poisoner, Thieves' Tools; Common, Goblin, Thieves' Cant; rapier, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t21, 15 gp; ex-Criminal (Pickpocket); T:motivated, slow truster; I:logic; B:become great; F:obsessive.

**045** Harbek Lutgehr, Dwarf (Mountain) Wizard; S16 D15 C18 I16 W10 C14; 10 hp; Arcana, History, Investigation, Medicine; Common, Dwarvish, Goblin, Halfling; *dancing lights, light, ray of frost, charm person, identify, magic missile, shield, silent image, thunderwave*; dagger, arcane focus (wand), explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t93, 10 gp; ex-Sage (Astronomer); T:cloistered, direct; I:tradition; B:stolen keepsake; F:suspicious.

**046** Gorstag Greycastle, Human (Tethyrian) Cleric (Boldrei); S14 D15 C16 I16 W18 C10; 11 hp; History, Insight, Medicine, Religion; Common, Draconic, Elvish, Gnomish; *guidance, light, resistance, bless, command, cure wounds, detect magic, inflict wounds, sanctuary, shield of faith*; mace, chain mail, light crossbow, 20 bolts, explorer's pack, shield, holy symbol (reliquary), holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t25, 15 gp; ex-Acolyte; T:bon vivant, bored; I:beauty; B:common people; F:obsessive.

**047** Luisa Tossobble, Human (Turami) Wizard; S14 D15 C15 I18 W14 C13; 8 hp; Insight, Investigation, Medicine, Religion; Common, Goblin, Halfling, Orc; *fire bolt, mage hand, ray of frost, charm person, detect magic, mage armor, magic missile, sleep, thunderwave*; quarterstaff, component pouch, scholar's pack, spellbook, holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t26, 15 gp; ex-Acolyte; T:action judger, cloistered; I:tradition; B:library preserver; F:trusts faithful.

**048** Callie Thorngage, Halfling (Lightfoot) Wizard; S14 D18 C15 I15 W14 C13; 8 hp; Arcana, History, Insight, Religion; Common, Celestial, Dwarvish, Halfling; *dancing lights, light, ray of frost, burning hands, charm person, detect magic, mage armor, magic missile, shield*; dagger, arcane focus (staff), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t50, 10 gp; ex-Sage (Discredited Academic); T:sesquipedalian, patient explainer; I:redemption; B:student protector; F:complicated solver.

**049** Finnan Brushgather, Halfling (Stout) Rogue; S15 D17 C13 I17 W12 C15; 9 hp; Acrobatics, Athletics, Deception, Intimidation, Persuasion, Stealth; Three-Dragon Ante, Thieves' Tools, Vehicles (Land); Common, Halfling, Thieves' Cant; rapier, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, insignia of rank, trophy, playing card set, common clothes, belt pouch, t51, 10 gp; ex-Soldier (Healer); T:intolerant, troubled helper; I:might; B:student protector; F:overconfident.

**050** Lindal Goodbarrel, Halfling (Stout) Wizard; S13 D17 C16 I16 W13 C14; 9 hp; Arcana, History, Insight, Religion; Common, Elvish, Giant, Halfling; *dancing lights, prestidigitation, shocking grasp, burning hands, charm person, comprehend languages, identify, silent image, sleep*; quarterstaff, arcane focus (rod), explorer's pack, spellbook, holy symbol (reliquary), prayer wheel, 5 sticks of incense, vestments, common



clothes, belt pouch, t84, 15 gp; ex-Acolyte; T:inspiring, cloistered; I:faith; B:adoptive priest; F:trusts hierarchy.

**051** Arveene Ilphelkiir, Human (Chondathan) Fighter (Great Weapon); S17 D13 C15 I15 W15 C14; 12 hp; Athletics, Deception, Insight, Stealth; Cards, Thieves' Tools; Common, Orc; leather armor, longbow, 20 arrows, maul, rapier, handaxe, handaxe, dungeoneer's pack, crowbar, dark common clothes, belt pouch, t77, 15 gp; ex-Criminal (Hired Killer); T:fair, risk taker; I:charity ; B:become great; F:innocent condemner.

**052** Jhessail Amblecrown, Human (Chondathan) Cleric (Mishakal); S16 D12 C16 I15 W16 C14; 11 hp; Insight, Medicine, Persuasion, Religion; Common, Deep Speech, Gnomish, Infernal; *guidance, light, resistance; bless, cure wounds, detect magic, healing word, inflict wounds, shield of faith*; mace, chain mail, light hammer, priest's pack, shield, holy symbol (reliquary), holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t19, 15 gp; ex-Acolyte; T:bored, horribly awkward; I:charity; B:text preservation; F:law obeyer.

**053** Bardryn Goodbarrel, Dwarf (Mountain) Fighter (Dueling); S19 D11 C19 I10 W15 C14; 14 hp; Athletics, Intimidation, Perception, Survival; Three-Dragon Ante, Vehicles (Land); Common, Dwarvish; chain mail, warhammer, battleaxe, handaxe, handaxe, dungeoneer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t70, 10 gp; ex-Soldier (Infantry); T:direct, cloistered; I:responsibility; B:hapless defender; F:disrespectful.

**054** Wellby Greenbottle, Halfling (Stout) Fighter (Two-Weapon); S12 D19 C18 I15 W10 C14; 14 hp; Athletics, Insight, Intimidation, Perception; Cards, Vehicles (Land); Common, Halfling; chain mail, scimitar, scimitar, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t11, 10 gp; ex-Soldier (Support Staff); T:open minded, intolerant; I:greater good; B:non abandoner; F:disrespectful.

**055** Selise Lutgehr, Human (Turami) Fighter (Dueling); S19 D12 C18 I12 W14 C13; 14 hp; Deception, Intimidation, Stealth, Survival; Dragonchess, Thieves' Tools; Common, Dwarvish; chain mail, whip, flail, light crossbow, 20 bolts, explorer's pack, crowbar, dark common clothes, belt pouch, t1, 15 gp; ex-Criminal (Enforcer); T:optimistic, planner; I:charity ; B:terrible guilt; F:innocent condemner.

**056** Gunnloda Battlehammer, Dwarf (Hill) Fighter (Two-Weapon); S14 D17 C19 I10 W14 C14; 15 hp; Acrobatics, Arcana, Athletics, History; Common, Dwarvish, Giant, Halfling; chain mail, shortsword, shortsword, handaxe, handaxe, explorer's pack, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t54, 10 gp; ex-Sage (Librarian); T:direct, crude; I:power ; B:become great; F:quick retreat.

**057** Arveene Dundragon, Human (Tethyrian) Fighter (Great Weapon); S18 D10 C17 I17 W11 C15; 13 hp; Acrobatics, Animal Handling, Perception, Survival; Cartographer, Vehicles (Land); Common, Infernal; chain mail, trident, heavy crossbow, handaxe, handaxe, explorer's pack, cartographer's tools, shovel, iron pot, common clothes, belt pouch, t35, 10 gp; ex-Folk Hero (Peasantry Trainer); T:action oriented, open minded; I:charity ; B:land lover; F:overconfident.

**058** Shava Diamonddew, Elf (Wood) Rogue; S14 D18 C10 I15 W16 C15; 8 hp; Acrobatics, Deception, Insight, Investigation, Perception, Sleight of Hand, Stealth; Dice, Poisoner, Thieves' Tools; Common, Elvish, Thieves' Cant; rapier, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t26, 15 gp; ex-Criminal (Enforcer); T:optimistic, unflinching; I:greed; B:stolen keepsake; F:money chooser.

**059** Callie Greenbottle, Halfling (Lightfoot) Fighter (Dueling); S18 D15 C16 I12 W12 C15; 13 hp; Acrobatics, Arcana, History, Perception; Common, Elvish, Halfling, Undercommon; chain mail, war pick, scimitar, handaxe, handaxe, dungeoneer's pack, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t49, 10 gp; ex-Sage (Researcher); T:patient explainer, determined; I:faith; B:heretic revenge; F:complicated solver.

**060** Andry Ilphelkiir, Elf (Wood) Cleric (Diancecht); S16 D17 C16 I12

W17 C10; 11 hp; History, Insight, Perception, Persuasion, Religion; Common, Dwarvish, Elvish, Orc; *resistance, sacred flame, thaumaturgy; bless, cure wounds, detect magic, guiding bolt, healing word, inflict wounds*; mace, leather armor, light crossbow, 20 bolts, explorer's pack, shield, holy symbol (reliquary), holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t40, 15 gp; ex-Acolyte; T:secret hoarder, sesquipedalian; I:charity; B:common people; F:trusts faithful.

**061** Evendur Tallstag, Human (Chondathan) Cleric (Arawai); S16 D15 C17 I12 W17 C11; 11 hp; Animal Handling, Medicine, Persuasion, Survival; Leatherworker, Vehicles (Land); Common, Dwarvish; *light, resistance, thaumaturgy; bless, cure wounds, guiding bolt, inflict wounds, sanctuary, shield of faith*; mace, scale mail, light hammer, priest's pack, shield, holy symbol (reliquary), leatherworker's tools, shovel, iron pot, common clothes, belt pouch, t46, 10 gp; ex-Folk Hero (Corrupt Theft); T:friend maker, slow truster; I:power ; B:tool carrier; F:overconfident.

**062** Euphemia Hilltopple, Halfling (Stout) Wizard; S13 D16 C17 I17 W11 C14; 9 hp; Arcana, History, Investigation, Religion; Common, Gnomish, Goblin, Halfling; *dancing lights, mage hand, shocking grasp; burning hands, detect magic, mage armor, magic missile, shield, silent image*; dagger, arcane focus (crystal), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t51, 10 gp; ex-Sage (Discredited Academic); T:mystery lover, horribly awkward; I:tradition; B:tool carrier; F:complicated solver.

**063** Keyleth Basha, Dwarf (Mountain) Rogue; S9 D17 C16 I15 W15 C16; 11 hp; Animal Handling, Intimidation, Performance, Sleight of Hand, Stealth, Survival; Thieves' Tools, Vehicles (Land), Weaver; Common, Dwarvish, Thieves' Cant; shortsword, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, weaver's tools, shovel, iron pot, common clothes, belt pouch, t69, 10 gp; ex-Folk Hero (Militia Leader); T:bored, bon vivant; I:fairness; B:missing family; F:enemy hater.

**064** Himo Leagallow, Elf (High) Fighter (Archery); S16 D16 C17 I15 W11 C13; 13 hp; Acrobatics, Athletics, Intimidation, Perception, Survival; Three-Dragon Ante, Vehicles (Land); Common, Celestial, Elvish; *light*; leather armor, longbow, 20 arrows, greatsword, greataxe, handaxe, handaxe, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t41, 10 gp; ex-Soldier (Support Staff); T:tolerant, crude; I:freedom; B:answer seeker; F:secret blabber.

**065** Himo Gemflower, Elf (Wood) Fighter (Great Weapon); S17 D16 C16 I11 W13 C15; 13 hp; Acrobatics, Animal Handling, Athletics, Intimidation, Perception; Dice, Vehicles (Land); Common, Elvish; leather armor, longbow, 20 arrows, maul, rapier, handaxe, handaxe, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t97, 10 gp; ex-Soldier (Healer); T:peacemaker, haunted; I:greater good; B:honorable; F:disrespectful.

**066** Lindal Underbough, Halfling (Stout) Wizard; S12 D16 C17 I16 W13 C14; 9 hp; Arcana, Insight, Medicine, Religion; Common, Dwarvish, Gnomish, Halfling; *dancing lights, fire bolt, shocking grasp; burning hands, charm person, detect magic, mage armor, shield, sleep*; quarterstaff, component pouch, explorer's pack, spellbook, holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t25, 15 gp; ex-Acolyte; T:optimistic, secret hoarder; I:beauty; B:ally defender; F:obsessive.

**067** Malark Xiloscient, Human (Damaran) Cleric (Hestia); S16 D14 C15 I14 W17 C12; 10 hp; Animal Handling, Medicine, Persuasion, Survival; Painter, Vehicles (Land); Common, Infernal; *guidance, resistance, sacred flame; bless, command, cure wounds, guiding bolt, inflict wounds, sanctuary*; mace, leather armor, spear, priest's pack, shield, holy symbol (emblem), painter's supplies, shovel, iron pot, common clothes, belt pouch, t64, 10 gp; ex-Folk Hero (Secret Origin); T:calm, determined; I:freedom ; B:bully revenger; F:tyrant hunted.

**068** Reed Thorngage, Halfling (Lightfoot) Fighter (Archery); S13 D16 C14 I13 W17 C15; 12 hp; Acrobatics, Athletics, History, Intimidation; Cards, Vehicles (Land); Common, Halfling; chain mail, hand crossbow,

longsword, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t13, 10 gp; ex-Soldier (Scout); T:strong, polite; I:independence; B:non abandoner; F:tyrant hunted.

**069** Naivara Ankhlab, Human (Mulan) Cleric (Boldrei); S15 D13 C16 I13 W17 C14; 11 hp; Insight, Medicine, Persuasion, Religion; Common, Deep Speech, Gnomish, Orc; *light, sacred flame, spare the dying*; bless, command, cure wounds, healing word, inflict wounds, shield of faith; mace, scale mail, javelin, priest's pack, shield, holy symbol (reliquary), holy symbol (amulet), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t62, 15 gp; ex-Acolyte; T:tolerant, omen finder; I:tradition; B:become great; F:demon studier.

**070** Alton Greenbottle, Halfling (Lightfoot) Cleric (Demeter); S16 D14 C15 I13 W17 C13; 10 hp; Insight, Medicine, Persuasion, Religion; Common, Elvish, Halfling, Primordial; *guidance, light, resistance*; bless, command, cure wounds, guiding bolt, healing word, inflict wounds; mace, chain mail, javelin, explorer's pack, shield, holy symbol (amulet), holy symbol (reliquary), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t35, 15 gp; ex-Acolyte; T:peacemaker, cloistered; I:power; B:text preservation; F:trusts faithful.

**071** Vondal Torunn, Dwarf (Mountain) Wizard; S14 D16 C16 I16 W14 C12; 9 hp; Arcana, History, Insight, Medicine; Common, Abyssal, Dwarvish, Giant; *dancing lights, mage hand, shocking grasp*; burning hands, charm person, comprehend languages, identify, mage armor, magic missile; dagger, arcane focus (rod), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t66, 10 gp; ex-Sage (Professor); T:crude, patient explainer; I:nation; B:library preserver; F:quick retreat.

**072** Lyle Tealeaf, Halfling (Lightfoot) Fighter (Two-Weapon); S16 D16 C14 I14 W14 C14; 12 hp; Acrobatics, Athletics, Insight, Religion; Common, Abyssal, Goblin, Halfling; chain mail, scimitar, scimitar, handaxe, handaxe, explorer's pack, holy symbol (reliquary), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t78, 15 gp; ex-Acolyte; T:direct, bored; I:change; B:adoptive priest; F:demon studier.

**073** Callie High-hill, Halfling (Stout) Rogue; S12 D20 C14 I15 W12 C14; 10 hp; Animal Handling, Deception, Intimidation, Sleight of Hand, Stealth, Survival; Alchemist, Thieves' Tools, Vehicles (Land); Common, Halfling, Thieves' Cant; shortsword, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, alchemist's supplies, shovel, iron pot, common clothes, belt pouch, t37, 10 gp; ex-Folk Hero (Tyrant Defier); T:sacred quoter, motivated; I:might ; B:temple protection; F:shameful secret.

**074** Gurdis Amastacia, Dwarf (Mountain) Wizard; S17 D16 C19 I17 W9 C9; 10 hp; Arcana, History, Insight, Medicine; Common, Dwarvish, Elvish, Goblin; *dancing lights, light, ray of frost*; burning hands, charm person, comprehend languages, magic missile, silent image, thunderwave; quarterstaff, component pouch, scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t44, 10 gp; ex-Sage (Discredited Academic); T:voracious reader, valuable noter; I:knowledge; B:student protector; F:quick retreat.

**075** Quelenna Galanodel, Elf (High) Rogue; S14 D19 C13 I17 W9 C15; 9 hp; Acrobatics, Deception, Perception, Performance, Persuasion, Sleight of Hand, Stealth; Disguise, Three-Dragon Ante, Thieves' Tools; Common, Elvish, Giant, Thieves' Cant; *dancing lights*; shortsword, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t90, 15 gp; ex-Criminal (Highway Robber); T:touchy, planner; I:honor; B:library preserver; F:fearful.

**076** Cade Thorngage, Halfling (Stout) Fighter (Two-Weapon); S13 D19 C16 I10 W14 C15; 13 hp; Acrobatics, Animal Handling, Athletics, Intimidation; Dragonchess, Vehicles (Land); Common, Halfling; chain mail, scimitar, shortsword, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t27, 10

gp; ex-Soldier (Infantry); T:haunted, direct; I:nation; B:killing mistake; F:money chooser.

**077** Merric Brushgather, Halfling (Stout) Rogue; S13 D19 C15 I15 W11 C14; 10 hp; Acrobatics, Deception, Investigation, Persuasion, Sleight of Hand, Stealth; Three-Dragon Ante, Forgery, Thieves' Tools; Common, Halfling, Thieves' Cant; shortsword, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t28, 15 gp; ex-Criminal (Hired Killer); T:slow truster, fair; I:no limits; B:text preservation; F:money chooser.

**078** Zasheida Silverfrond, Elf (High) Fighter (Two-Weapon); S12 D18 C18 I11 W13 C15; 14 hp; Acrobatics, Animal Handling, Athletics, Intimidation, Perception; Dice, Vehicles (Land); Common, Draconic, Elvish; *light*; leather armor, longbow, 20 arrows, scimitar, shortsword, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t75, 10 gp; ex-Soldier (Infantry); T:bon vivant, unflinching; I:people; B:hapless defender; F:law obeyer.

**079** Kung Mei, Human (Shou) Wizard; S12 D17 C16 I18 W16 C8; 9 hp; Arcana, Deception, Investigation, Stealth; Dragonchess, Thieves' Tools; Common, Orc; *fire bolt, light, prestidigitation*; charm person, identify, mage armor, magic missile, sleep, thunderwave; quarterstaff, arcane focus (staff), explorer's pack, spellbook, crowbar, dark common clothes, belt pouch, t85, 15 gp; ex-Criminal (Hired Killer); T:mystery lover, open minded; I:no limits; B:bully revenger; F:enemy hater.

**080** Lavinia Balderk, Dwarf (Mountain) Fighter (Archery); S17 D16 C18 I12 W14 C10; 14 hp; Insight, Intimidation, Religion, Survival; Common, Abyssal, Dwarvish, Elvish; chain mail, longbow, battleaxe, handaxe, handaxe, dungeoneer's pack, holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t24, 15 gp; ex-Acolyte; T:secret hoarder, action oriented; I:freedom ; B:common people; F:judgmental.

**081** Morn Tallstag, Human (Tethyrian) Fighter (Duelling); S16 D13 C18 I16 W12 C12; 14 hp; Acrobatics, Athletics, Insight, Intimidation; Dice, Vehicles (Land); Common, Elvish; chain mail, shield, longsword, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t29, 10 gp; ex-Soldier (Cavalry); T:unflinching, direct; I:might ; B:non abandoner; F:money chooser.

**082** Erdan Amakiir, Elf (High) Fighter (Archery); S13 D18 C16 I13 W12 C15; 13 hp; Acrobatics, Animal Handling, Insight, Perception, Survival; Potter, Vehicles (Land); Common, Elvish, Gnomish; *mage hand*; leather armor, longbow, 20 arrows, rapier, maul, handaxe, handaxe, dungeoneer's pack, potter's tools, shovel, iron pot, common clothes, belt pouch, t64, 10 gp; ex-Folk Hero (Militia Leader); T:fair, determined; I:sincerity; B:student protector; F:overconfident.

**083** Aelar Siannodel, Elf (High) Wizard; S11 D17 C16 I17 W12 C14; 9 hp; Athletics, History, Insight, Intimidation, Perception; Dice, Vehicles (Land); Common, Elvish, Gnomish; *dancing lights, mage hand, ray of frost, shocking grasp*; burning hands, charm person, comprehend languages, magic missile, shield, thunderwave; quarterstaff, component pouch, scholar's pack, spellbook, insignia of rank, trophy, dice set, common clothes, belt pouch, t34, 10 gp; ex-Soldier (Cavalry); T:bored, slow truster; I:independence; B:adoptive priest; F:disrespectful.

**084** Erdan Galanodel, Elf (Wood) Fighter (Protection); S17 D17 C15 I12 W12 C14; 12 hp; Arcana, History, Insight, Perception, Survival; Common, Elvish, Goblin, Sylvan; chain mail, shield, battleaxe, light crossbow, 20 bolts, explorer's pack, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t27, 10 gp; ex-Sage (Professor); T:motivated, confident; I:destiny; B:non abandoner; F:obsessive.

**085** Andraste Xiloscient, Elf (High) Wizard; S13 D17 C14 I17 W13 C13; 8 hp; Arcana, History, Investigation, Perception, Religion; Common, Dwarvish, Elvish, Giant, Halfling; *dancing lights, light, mage hand, prestidigitation*; burning hands, charm person, detect magic, mage armor, magic missile, silent image; dagger, component pouch, explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t10, 10 gp; ex-Sage

(Alchemist); T:mystery lover, horribly awkward; I:sincerity; B:answer seeker; F:quick retreat.

**086** Jasmal Rein, Human (Calishite) Rogue; S14 D17 C9 I16 W15 C16; 7 hp; Deception, Insight, Intimidation, Investigation, Sleight of Hand, Stealth; Dice, Poisoner, Thieves' Tools; Common, Halfling, Thieves' Cant; shortsword, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t49, 15 gp; ex-Criminal (Blackmailer); T:touchy, slow truster; I:freedom; B:terrible guilt; F:innocent condemner.

**087** Laucian Amastacia, Elf (Wood) Fighter (Great Weapon); S17 D15 C16 I13 W16 C10; 13 hp; Athletics, Deception, Insight, Perception, Stealth; Cards, Thieves' Tools; Common, Elvish; chain mail, longsword, pike, light crossbow, 20 bolts, explorer's pack, crowbar, dark common clothes, belt pouch, t9, 15 gp; ex-Criminal (Highway Robber); T:action judge, intolerant; I:people; B:common people; F:obvious liar.

**088** Andraste Rumnaheim, Dwarf (Mountain) Rogue; S12 D17 C12 I16 W15 C15; 9 hp; Arcana, History, Investigation, Perception, Sleight of Hand, Stealth; Thieves' Tools; Common, Deep Speech, Dwarvish, Gnomish, Thieves' Cant; shortsword, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t67, 10 gp; ex-Sage (Alchemist); T:erronously sesquipedalian, reserved; I:power ; B:specific lore; F:demon studier.

**089** Stedd Buckman, Human (Tethyrian) Rogue; S11 D17 C14 I16 W14 C15; 10 hp; Acrobatics, Arcana, Athletics, History, Insight, Performance; Thieves' Tools; Common, Celestial, Goblin, Halfling, Thieves' Cant; shortsword, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t87, 10 gp; ex-Sage (Astronomer); T:voracious reader, peacemaker; I:beauty; B:adoptive priest; F:complicated solver.

**090** Vistra Iltazyara, Dwarf (Mountain) Rogue; S16 D15 C16 I15 W11 C14; 11 hp; Athletics, Deception, Investigation, Persuasion, Sleight of Hand, Stealth; Dragonchess, Poisoner, Thieves' Tools; Common, Dwarvish, Thieves' Cant; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t62, 15 gp; ex-Criminal (Burglar); T:omen finder, sacred quoter; I:sincerity; B:terrible guilt; F:plan forgetter.

**091** Thola High-hill, Halfling (Lightfoot) Cleric (Boldrei); S15 D16 C15 I13 W16 C12; 10 hp; History, Insight, Medicine, Religion; Common, Abyssal, Dwarvish, Halfling; *light, spare the dying, thaumaturgy*; bless, command, cure wounds, guiding bolt, inflict wounds, shield of faith; mace, leather armor, light crossbow, 20 bolts, priest's pack, shield, holy symbol (amulet), holy symbol (emblem), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t11, 15 gp; ex-Acolyte; T:tolerant, idolater; I:charity; B:library preserver; F:impulsive speaker.

**092** Aust Moonwhisper, Elf (High) Wizard; S11 D19 C13 I19 W10 C14; 7 hp; Arcana, History, Insight, Perception, Religion; Common, Elvish, Infernal, Sylvan, Undercommon; *dancing lights, fire bolt, prestidigitation, ray of frost*; burning hands, charm person, magic missile, shield, silent image, sleep; dagger, component pouch, scholar's pack, spellbook, holy symbol (reliquary), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t67, 15 gp; ex-Acolyte; T:risk taker, tolerant; I:change; B:crushing defeat; F:stealing obsessed.

**093** Kethra Lackman, Human (Illuskan) Fighter (Dueling); S19 D14 C18 I11 W13 C11; 14 hp; Athletics, Insight, Perception, Religion; Common, Halfling, Orc, Sylvan; chain mail, warhammer, rapier, light crossbow, 20 bolts, dungeoneer's pack, holy symbol (reliquary), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t29, 15 gp; ex-Acolyte; T:horribly awkward, secret hoarder; I:change; B:heretic revenge; F:impulsive speaker.

**094** Nedda Thorngage, Halfling (Stout) Rogue; S7 D19 C16 I15 W12 C17; 11 hp; Acrobatics, Animal Handling, Intimidation, Sleight of Hand, Stealth, Survival; Mason, Thieves' Tools, Vehicles (Land); Common,

Halfling, Thieves' Cant; shortsword, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, mason's tools, shovel, iron pot, common clothes, belt pouch, t66, 10 gp; ex-Folk Hero (Disaster Saver); T:troubled helper, horribly awkward; I:respect; B:crushing defeat; F:impulsive speaker.

**095** Caelynn Amastacia, Elf (Wood) Fighter (Protection); S13 D19 C15 I13 W14 C12; 12 hp; Acrobatics, Athletics, History, Intimidation, Perception; Dragonchess, Vehicles (Land); Common, Elvish; leather armor, longbow, 20 arrows, shield, rapier, handaxe, handaxe, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t90, 10 gp; ex-Soldier (Cavalry); T:mystery lover, confident; I:live and let live; B:missing family; F:enemy hater.

**096** Finnan High-hill, Halfling (Lightfoot) Wizard; S15 D18 C15 I17 W9 C12; 8 hp; Animal Handling, History, Religion, Survival; Potter, Vehicles (Land); Common, Halfling; *dancing lights, prestidigitation, ray of frost, burning hands*, charm person, detect magic, mage armor, magic missile, shield; dagger, arcane focus (wand), explorer's pack, spellbook, potter's tools, shovel, iron pot, common clothes, belt pouch, t80, 10 gp; ex-Folk Hero (Militia Leader); T:fair, friend maker; I:honor; B:sweetheart misser; F:overconfident.

**097** Faurgar Iltazyara, Human (Rashemi) Wizard; S8 D16 C16 I18 W13 C15; 9 hp; Deception, Investigation, Medicine, Stealth; Dragonchess, Thieves' Tools; Common, Elvish; *dancing lights, mage hand, ray of frost, charm person, identify, mage armor, magic missile, silent image, sleep*; dagger, arcane focus (staff), explorer's pack, spellbook, crowbar, dark common clothes, belt pouch, t54, 15 gp; ex-Criminal (Pickpocket); T:risk taker, idolater; I:logic; B:heretic revenge; F:secret blabber.

**098** Gardain Strakeln, Dwarf (Hill) Rogue; S10 D18 C16 I16 W11 C15; 12 hp; Deception, Insight, Persuasion, Religion, Sleight of Hand, Stealth; Thieves' Tools; Common, Dwarvish, Elvish, Orc, Thieves' Cant; rapier, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, holy symbol (emblem), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t4, 15 gp; ex-Acolyte; T:tolerant, peacemaker; I:tradition; B:family support; F:trusts hierarchy.

**099** Silifrey Brightwood, Human (Illuskan) Rogue; S14 D18 C13 I15 W12 C14; 9 hp; Deception, Insight, Investigation, Persuasion, Sleight of Hand, Stealth; Disguise, Dragonchess, Thieves' Tools; Common, Dwarvish, Thieves' Cant; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t15, 15 gp; ex-Criminal (Blackmailer); T:slow speaker, motivated; I:sincerity; B:land lover; F:money chooser.

**100** Huang Mialee, Human (Shou) Fighter (Great Weapon); S17 D13 C17 I10 W13 C16; 13 hp; Athletics, Intimidation, Perception, Survival; Dragonchess, Vehicles (Land); Common, Orc; chain mail, longsword, greatsword, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t51, 10 gp; ex-Soldier (Infantry); T:slow speaker, bon vivant; I:might ; B:brothers in arms; F:enemy hater.

**101** Travok Battlehammer, Dwarf (Mountain) Wizard; S15 D17 C15 I17 W11 C11; 8 hp; Arcana, History, Investigation, Religion; Common, Dwarvish, Elvish, Halfling; *fire bolt, mage hand, shocking grasp*; charm person, detect magic, mage armor, shield, silent image, sleep; dagger, component pouch, explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t71, 10 gp; ex-Sage (Librarian); T:troubled helper, voracious reader; I:no limits; B:answer seeker; F:suspicious.

**102** Hama Tealeaf, Human (Calishite) Rogue; S10 D17 C13 I17 W14 C15; 9 hp; Animal Handling, Investigation, Performance, Persuasion, Stealth, Survival; Thieves' Tools, Vehicles (Land), Weaver; Common, Halfling, Thieves' Cant; rapier, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, weaver's tools, shovel, iron pot, common clothes, belt pouch, t60, 10 gp; ex-Folk Hero (Decree Protester); T:planner, action oriented; I:live and let live; B:protect hapless; F:city vices.

**103** Paela Leagallow, Halfling (Stout) Wizard; S14 D17 C16 I16 W10



C13; 9 hp; Arcana, History, Investigation, Religion; Common, Gnomish, Halfling, Sylvan; *fire bolt, light, minor illusion; detect magic, mage armor, shield, silent image, sleep, thunderwave*; quarterstaff, arcane focus (orb), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t24, 10 gp; ex-Sage (Professor); T:peacemaker, voracious reader; I:power; B:answer seeker; F:demon studier.

**104** Marcon Calabra, Human (Turami) Cleric (Re-Horakhty); S16 D11 C16 I14 W17 C12; 11 hp; Arcana, History, Insight, Religion; Common, Abyssal, Elvish, Gnomish; *light, sacred flame, spare the dying; bless, command, cure wounds, healing word, inflict wounds, sanctuary*; mace, chain mail, javelin, explorer's pack, shield, holy symbol (amulet), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t77, 10 gp; ex-Sage (Professor); T:bon vivant, planner; I:self improvement; B:specific lore; F:quick retreat.

**105** Hulmarra Stayanoga, Human (Rashemi) Wizard; S14 D16 C15 I17 W14 C10; 8 hp; Arcana, History, Insight, Religion; Common, Giant, Gnomish, Halfling; *fire bolt, prestidigitation, ray of frost, burning hands, charm person, mage armor, magic missile, silent image, sleep*; dagger, arcane focus (staff), explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t68, 10 gp; ex-Sage (Wizards Apprentice); T:secret hoarder, confidant; I:nation; B:text withholder; F:easily distracted.

**106** Peren Starflower, Elf (Wood) Cleric (Mishakal); S14 D15 C16 I13 W17 C11; 11 hp; Athletics, Insight, Intimidation, Medicine, Perception; Three-Dragon Ante, Vehicles (Land); Common, Elvish; *guidance, resistance, thaumaturgy; bless, command, cure wounds, guiding bolt, inflict wounds, shield of faith*; mace, leather armor, light crossbow, 20 bolts, explorer's pack, shield, holy symbol (reliquary), insignia of rank, trophy, dice set, common clothes, belt pouch, t14, 10 gp; ex-Soldier (Cavalry); T:reserved, haunted; I:destiny; B:sweetheart misser; F:secret mistake.

**107** Ivor Dotsk, Human (Damaran) Rogue; S16 D17 C11 I14 W14 C14; 8 hp; *Acrobatics*, Athletics, Deception, *Insight*, Investigation, Stealth; Dice, Poisoner, Thieves' Tools; Common, Dwarvish, Thieves' Cant; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t5, 15 gp; ex-Criminal (Hired Killer); T:secret hoarder, bored; I:people; B:temple protection; F:mystery obsessed.

**108** Vistra Frostbeard, Dwarf (Hill) Wizard; S14 D16 C16 I15 W15 C10; 10 hp; Arcana, History, Medicine, Religion; Common, Dwarvish, Goblin, Halfling; *dancing lights, fire bolt, ray of frost; burning hands, charm person, comprehend languages, mage armor, magic missile, shield*; quarterstaff, component pouch, explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t86, 10 gp; ex-Sage (Researcher); T:crude, idolater; I:logic; B:killing mistake; F:stealing obsessed.

**109** Dagnal Fireforge, Dwarf (Hill) Rogue; S15 D16 C13 I15 W11 C16; 10 hp; *Acrobatics*, Athletics, Deception, Intimidation, *Sleight of Hand*, Stealth; Dice, Disguise, *Thieves' Tools*; Common, Dwarvish, Thieves' Cant; shortsword, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t77, 15 gp; ex-Criminal (Burglar); T:calm, sacred quoter; I:redemption; B:stolen keepsake; F:fearful.

**110** Harbek Frostbeard, Dwarf (Mountain) Rogue; S15 D16 C14 I14 W12 C15; 10 hp; *Acrobatics*, Athletics, Deception, Intimidation, Sleight of Hand, Stealth; Cards, Thieves' Tools, Vehicles (Land); Common, Dwarvish, Thieves' Cant; shortsword, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, insignia of rank, trophy, dice set, common clothes, belt pouch, t47, 10 gp; ex-Soldier (Healer); T:touchy, patient explainer; I:nation; B:heretic revenge; F:inflexible thinking.

**111** Immith Stayanoga, Human (Rashemi) Cleric (Boldrei); S15 D15 C14 I14 W15 C13; 10 hp; History, Insight, Medicine, Religion; Common, Dwarvish, Halfling, Undercommon; *guidance, spare the dying, thaumaturgy; bless, cure wounds, detect magic, guiding bolt, shield of*

*faith*; mace, scale mail, light crossbow, 20 bolts, explorer's pack, shield, holy symbol (emblem), holy symbol (reliquary), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t62, 15 gp; ex-Acolyte; T:optimistic, action oriented; I:power; B:terrible guilt; F:impulsive speaker.

**112** Portia Leagallow, Halfling (Lightfoot) Rogue; S9 D20 C11 I17 W13 C15; 8 hp; *Acrobatics*, Arcana, Deception, History, Sleight of Hand, Stealth; *Thieves' Tools*; Common, Dwarvish, Gnomish, Halfling, Thieves' Cant; shortsword, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t5, 10 gp; ex-Sage (Discredited Academic); T:open minded, sesquipedalian; I:redemption; B:relic recovery; F:tyrannical dreams.

**113** Shaena High-hill, Halfling (Stout) Fighter (Archery); S14 D20 C17 I10 W12 C12; 13 hp; *Acrobatics*, Insight, Perception, Religion; Common, Elvish, Goblin, Halfling; chain mail, blowgun, warhammer, light crossbow, 20 bolts, explorer's pack, holy symbol (reliquary), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t79, 15 gp; ex-Acolyte; T:patient explainer, tolerant; I:faith; B:adoptive priest; F:law obeyer.

**114** Urhur Fezim, Human (Mulan) Fighter (Protection); S13 D19 C16 I15 W13 C9; 13 hp; Athletics, History, Insight, Intimidation; Dragonchess, Vehicles (Land); Common, Dwarvish; leather armor, longbow, 20 arrows, shield, battleaxe, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t93, 10 gp; ex-Soldier (Scout); T:reserved, direct; I:might; B:temple protection; F:admits nothing.

**115** Jasmal Gemflower, Human (Calishite) Rogue; S12 D19 C11 I16 W12 C15; 8 hp; *Acrobatics*, Arcana, History, Investigation, *Performance*, Persuasion; *Thieves' Tools*; Common, Elvish, Infernal, Sylvan, Thieves' Cant; shortsword, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t19, 10 gp; ex-Sage (Discredited Academic); T:mystery lover, sesquipedalian; I:knowledge; B:common people; F:demon studier.

**116** Merric High-hill, Dwarf (Hill) Cleric (Diancecht); S15 D14 C18 I13 W18 C7; 13 hp; Animal Handling, History, Insight, Survival; Mason, Vehicles (Land); Common, Dwarvish; *guidance, light, spare the dying; bless, command, cure wounds, guiding bolt, inflict wounds, sanctuary, shield of faith*; warhammer, scale mail, javelin, priest's pack, shield, holy symbol (amulet), mason's tools, shovel, iron pot, common clothes, belt pouch, t28, 10 gp; ex-Folk Hero (Peasantry Trainer); T:erroneously sesquipedalian, troubled helper; I:responsibility; B:relic recovery; F:tyrant hunted.

**117** Andry Leagallow, Halfling (Lightfoot) Fighter (Dueling); S18 D16 C17 I15 W6 C13; 13 hp; Athletics, History, Intimidation, Perception; Three-Dragon Ante, Vehicles (Land); Common, Halfling; chain mail, shield, rapier, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t73, 10 gp; ex-Soldier (Scout); T:voracious reader, unflinching; I:freedom; B:terrible guilt; F:law obeyer.

**118** Lyle Thorngage, Halfling (Stout) Cleric (Mishakal); S15 D15 C18 I8 W17 C12; 12 hp; Arcana, History, Insight, Medicine; Common, Draconic, Halfling, Sylvan; *guidance, sacred flame, spare the dying; bless, command, cure wounds, guiding bolt, sanctuary, shield of faith*; mace, leather armor, light crossbow, 20 bolts, explorer's pack, shield, holy symbol (emblem), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t74, 10 gp; ex-Sage (Wizards Apprentice); T:sesquipedalian, patient explainer; I:greed; B:soul seller; F:ally distruster.

**119** Ander Greenbottle, Halfling (Stout) Cleric (Chauntea); S17 D13 C15 I11 W18 C11; 10 hp; Animal Handling, Insight, Medicine, Survival; Vehicles (Land), Weaver; Common, Halfling; *guidance, resistance, spare the dying; bless, cure wounds, detect magic, healing word, inflict wounds, sanctuary, shield of faith*; mace, scale mail, light hammer, explorer's



pack, shield, holy symbol (amulet), weaver's tools, shovel, iron pot, common clothes, belt pouch, t17, 10 gp; ex-Folk Hero (Tyrant Defier); T:troubled helper, motivated; I:greed; B:stolen keepsake; F:money chooser.

**120** Valanthe Goldpetal, Elf (High) Wizard; S14 D16 C16 I18 W12 C9; 9 hp; Arcana, History, Insight, Investigation, Perception; Common, Dwarvish, Elvish, Halfling, Sylvan; *light, mage hand, minor illusion, ray of frost, burning hands, charm person, identify, mage armor, shield, thunderwave*; quarterstaff, arcane focus (wand), explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t58, 10 gp; ex-Sage (Astronomer); T:horribly awkward, secret hoarder; I:tradition; B:soul seller; F:mystery obsessed.

**121** Errich Greenbottle, Halfling (Lightfoot) Rogue; S11 D18 C10 I16 W14 C16; 8 hp; Acrobatics, Athletics, Intimidation, Investigation, Persuasion, Stealth; Three-Dragon Ante, Thieves' Tools, Vehicles (Land); Common, Halfling, Thieves' Cant; rapier, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, insignia of rank, trophy, dice set, common clothes, belt pouch, t84, 10 gp; ex-Soldier (Healer); T:fair, sesquipedalian; I:responsibility; B:non abandoner; F:law obeyer.

**122** Vadiana Moonbrook, Elf (High) Fighter (Protection); S12 D18 C15 I16 W12 C12; 12 hp; Acrobatics, Animal Handling, Athletics, Intimidation, Perception; Three-Dragon Ante, Vehicles (Land); Common, Elvish, Infernal; *light*; leather armor, longbow, 20 arrows, shield, battleaxe, handaxe, handaxe, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t28, 10 gp; ex-Soldier (Officer); T:polite, unflinching; I:independence; B:ally defender; F:admits nothing.

**123** Borivik Murnyethara, Human (Rashemi) Cleric (Apollo); S16 D14 C14 I13 W18 C10; 10 hp; Arcana, History, Insight, Religion; Common, Dwarvish, Elvish, Undercommon; *guidance, sacred flame, thaumaturgy, bless, command, cure wounds, guiding bolt, inflict wounds, sanctuary, shield of faith*; mace, scale mail, javelin, explorer's pack, shield, holy symbol (reliquary), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t28, 10 gp; ex-Sage (Librarian); T:mystery lover, open minded; I:no limits; B:answer seeker; F:impulsive speaker.

**124** Morgran Tallstag, Human (Chondathan) Wizard; S14 D16 C14 I18 W11 C12; 8 hp; Arcana, Deception, Religion, Stealth; Cards, Thieves' Tools; Common, Giant; *dancing lights, mage hand, prestidigitation, burning hands, identify, mage armor, magic missile, shield, thunderwave*; quarterstaff, arcane focus (rod), scholar's pack, spellbook, crowbar, dark common clothes, belt pouch, t53, 15 gp; ex-Criminal (Pickpocket); T:slow speaker, polite; I:freedom; B:crushing defeat; F:law obeyer.

**125** Alton Brushgather, Halfling (Stout) Rogue; S11 D18 C14 I16 W12 C14; 10 hp; Acrobatics, Insight, Investigation, Performance, Religion, Stealth; Thieves' Tools; Common, Gnomish, Halfling, Undercommon, Thieves' Cant; rapier, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, holy symbol (emblem), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t67, 15 gp; ex-Acolyte; T:optimistic, cloistered; I:power; B:heretic revenge; F:trusts hierarchy.

**126** Torbera Xiloscient, Dwarf (Hill) Wizard; S12 D13 C16 I18 W14 C12; 10 hp; Deception, Investigation, Religion, Stealth; Dragonchess, Thieves' Tools; Common, Dwarvish; *dancing lights, light, minor illusion, burning hands, charm person, identify, mage armor, magic missile, thunderwave*; dagger, component pouch, scholar's pack, spellbook, crowbar, dark common clothes, belt pouch, t86, 15 gp; ex-Criminal (Pickpocket); T:erronously sesquipedalian, touchy; I:redemption; B:killing mistake; F:obvious liar.

**127** Osborn Thorngage, Halfling (Stout) Rogue; S11 D18 C15 I15 W11 C15; 10 hp; Acrobatics, Arcana, Athletics, History, Performance, Stealth; Thieves' Tools; Common, Dwarvish, Halfling, Infernal, Thieves' Cant; shortsword, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t77, 10 gp; ex-Sage

(Alchemist); T:patient explainer, strong; I:no limits; B:missing family; F:money chooser.

**128** Morn Evenwood, Human (Chondathan) Wizard; S12 D14 C15 I18 W14 C12; 8 hp; Arcana, History, Investigation, Religion; Common, Elvish, Gnomish, Undercommon; *minor illusion, prestidigitation, shocking grasp, charm person, mage armor, magic missile, shield, silent image, thunderwave*; quarterstaff, arcane focus (wand), explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t68, 10 gp; ex-Sage (Librarian); T:secret hoarder, friend maker; I:faith; B:tool carrier; F:mystery obsessed.

**129** Merla Underbough, Halfling (Lightfoot) Wizard; S14 D17 C12 I16 W9 C17; 7 hp; Arcana, History, Medicine, Religion; Common, Halfling, Infernal, Orc; *dancing lights, fire bolt, ray of frost, burning hands, charm person, identify, mage armor, silent image, sleep*; dagger, component pouch, scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t16, 10 gp; ex-Sage (Researcher); T:risk taker, horribly awkward; I:power; B:temple protection; F:obsessive.

**130** Lyle Hilltopple, Halfling (Lightfoot) Fighter (Two-Weapon); S14 D17 C17 I12 W9 C16; 13 hp; Acrobatics, Athletics, History, Intimidation; Three-Dragon Ante, Vehicles (Land); Common, Halfling; chain mail, shortsword, shortsword, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t10, 10 gp; ex-Soldier (Officer); T:crude, polite; I:responsibility; B:adoptive priest; F:secret mistake.

**131** Rurik Loderr, Dwarf (Hill) Rogue; S15 D17 C11 I14 W11 C17; 9 hp; Acrobatics, Animal Handling, Investigation, Perception, Sleight of Hand, Survival; Brewer, Thieves' Tools, Vehicles (Land); Common, Dwarvish, Thieves' Cant; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, brewer's supplies, shovel, iron pot, common clothes, belt pouch, t41, 10 gp; ex-Folk Hero (Disaster Saver); T:bored, action oriented; I:logic; B:text preservation; F:judgmental.

**132** Mindartis Leagallow, Halfling (Stout) Wizard; S10 D16 C17 I16 W14 C12; 9 hp; Animal Handling, Medicine, Religion, Survival; Leatherworker, Vehicles (Land); Common, Halfling; *dancing lights, light, mage hand, detect magic, identify, mage armor, magic missile, shield, sleep*; dagger, component pouch, explorer's pack, spellbook, leatherworker's tools, shovel, iron pot, common clothes, belt pouch, t91, 10 gp; ex-Folk Hero (Monster Facer); T:slow truster, bored; I:freedom; B:crushing defeat; F:secret mistake.

**133** Mara Bersk, Human (Damaran) Wizard; S10 D16 C15 I17 W12 C15; 8 hp; Animal Handling, Investigation, Religion, Survival; Mason, Vehicles (Land); Common, Gnomish; *light, mage hand, ray of frost, burning hands, charm person, comprehend languages, mage armor, silent image, sleep*; dagger, component pouch, scholar's pack, spellbook, mason's tools, shovel, iron pot, common clothes, belt pouch, t61, 10 gp; ex-Folk Hero (Peasantry Trainer); T:action judger, risk taker; I:redemption; B:stolen keepsake; F:overconfident.

**134** Tammith Chergoba, Human (Rashemi) Wizard; S12 D16 C15 I17 W14 C11; 8 hp; Arcana, History, Investigation, Religion; Common, Abyssal, Giant, Orc; *mage hand, minor illusion, ray of frost, burning hands, charm person, identify, mage armor, magic missile, silent image*; quarterstaff, component pouch, explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t26, 10 gp; ex-Sage (Professor); T:slow speaker, reserved; I:no limits; B:stolen keepsake; F:trusts hierarchy.

**135** Reed Leagallow, Halfling (Lightfoot) Wizard; S11 D16 C15 I17 W13 C13; 8 hp; Athletics, Insight, Intimidation, Religion; Dragonchess, Vehicles (Land); Common, Halfling; *dancing lights, light, mage hand, burning hands, charm person, detect magic, mage armor, magic missile, shield*; dagger, component pouch, explorer's pack, spellbook, insignia of rank, trophy, dice set, common clothes, belt pouch, t82, 10 gp; ex-Soldier (Officer); T:bon vivant, haunted; I:charity; B:killing mistake; F:mystery obsessed.

**136** Grim Tallstag, Human (Tethyrian) Rogue; S12 D17 C13 I16 W13 C14; 9 hp; Acrobatics, Animal Handling, Intimidation, Investigation, Stealth, Survival; Carpenter, Thieves' Tools, Vehicles (Land); Common, Dwarvish, Thieves' Cant; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, carpenter's tools, shovel, iron pot, common clothes, belt pouch, t45, 10 gp; ex-Folk Hero (People Armer); T:determined, horribly awkward; I:might ; B:specific lore; F:money chooser.

**137** Xanaphia Moonbrook, Elf (Wood) Rogue; S12 D17 C11 I15 W15 C15; 8 hp; Acrobatics, Deception, Insight, Investigation, Perception, Sleight of Hand, Stealth; Cards, Poisoner, Thieves' Tools; Common, Elvish, Thieves' Cant; shortsword, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t66, 15 gp; ex-Criminal (Smuggler); T:touchy, open minded; I:freedom ; B:answer seeker; F:mystery obsessed.

**138** Urth Fireforge, Human (Illuskan) Fighter (Protection); S17 D12 C15 I12 W15 C14; 12 hp; Animal Handling, Athletics, Intimidation, Survival; Dice, Vehicles (Land); Common, Goblin; chain mail, shield, trident, handaxe, handaxe, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t27, 10 gp; ex-Soldier (Officer); T:crude, tolerant; I:responsibility; B:brothers in arms; F:admits nothing.

**139** Falkrunn Agosto, Human (Turami) Rogue; S12 D17 C15 I15 W14 C12; 10 hp; Acrobatics, Athletics, Deception, Perception, Sleight of Hand, Stealth; Cards, Poisoner, Thieves' Tools; Common, Deep Speech, Thieves' Cant; shortsword, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t51, 15 gp; ex-Criminal (Highway Robber); T:slow speaker, planner; I:freedom; B:text preservation; F:trusts hierarchy.

**140** Buckman Chao, Human (Shou) Fighter (Archery); S12 D17 C15 I14 W12 C15; 12 hp; History, Insight, Intimidation, Religion; Common, Dwarvish, Giant, Gnomish; leather armor, longbow, 20 arrows, glaive, battleaxe, light crossbow, 20 bolts, dungeoneer's pack, holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t23, 15 gp; ex-Acolyte; T:secret hoarder, cloistered; I:might; B:missing family; F:quick retreat.

**141** Sergor Tosskobble, Elf (High) Cleric (Pelor); S17 D15 C14 I12 W14 C13; 10 hp; Insight, Medicine, Perception, Persuasion, Religion; Common, Elvish, Giant, Infernal, Undercommon; prestidigitation; guidance, spare the dying, thaumaturgy; bless, command, cure wounds, detect magic, healing word; mace, chain mail, dagger, explorer's pack, shield, holy symbol (emblem), holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t64, 15 gp; ex-Acolyte; T:cloistered, tolerant; I:destiny; B:tool carrier; F:impulsive speaker.

**142** Trym Brawnnavil, Halfling (Lightfoot) Fighter (Dueling); S16 D13 C16 I13 W11 C16; 13 hp; Athletics, Insight, Intimidation, Perception; Dice, Vehicles (Land); Common, Halfling; chain mail, shield, rapier, handaxe, handaxe, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t61, 10 gp; ex-Soldier (Quartermaster); T:risk taker, intolerant; I:greater good; B:crushing defeat; F:disrespectful.

**143** Grim Dunderdragon, Human (Chondathan) Cleric (Pelor); S15 D14 C16 I14 W16 C10; 11 hp; Animal Handling, History, Medicine, Survival; Smith, Vehicles (Land); Common, Elvish; sacred flame, spare the dying, thaumaturgy; bless, command, cure wounds, healing word, sanctuary, shield of faith; mace, leather armor, javelin, explorer's pack, shield, holy symbol (emblem), smith's tools, shovel, iron pot, common clothes, belt pouch, t29, 10 gp; ex-Folk Hero (Secret Origin); T:action oriented, bored; I:self improvement; B:answer seeker; F:overconfident.

**144** Traubon Lutgehr, Dwarf (Mountain) Cleric (Demeter); S16 D13 C16 I13 W15 C12; 11 hp; Animal Handling, Insight, Medicine, Survival; Leatherworker, Vehicles (Land); Common, Dwarvish; guidance, light, resistance; bless, command, cure wounds, detect magic, sanctuary; mace, chain mail, javelin, priest's pack, shield, holy symbol (amulet), leatherworker's tools, shovel, iron pot, common clothes, belt pouch, t80, 10 gp; ex-Folk Hero (Secret Origin); T:confident, direct; I:might ;

B:specific lore; F:mystery obsessed.

**145** Lavinia High-hill, Halfling (Lightfoot) Wizard; S14 D14 C16 I16 W12 C13; 9 hp; Athletics, History, Intimidation, Investigation; Three-Dragon Ante, Vehicles (Land); Common, Halfling; fire bolt, light, ray of frost; comprehend languages, detect magic, identify, magic missile, shield, thunderwave; dagger, component pouch, explorer's pack, spellbook, insignia of rank, trophy, dice set, common clothes, belt pouch, t29, 10 gp; ex-Soldier (Cavalry); T:secret hoarder, unflinching; I:aspiration; B:bully revenger; F:judgmental.

**146** Shandri Dunderdragon, Human (Tethyrian) Rogue; S11 D16 C13 I15 W15 C15; 9 hp; Deception, Insight, Intimidation, Investigation, Performance, Stealth; Dice, Disguise, Thieves' Tools; Common, Primordial, Thieves' Cant; shortsword, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t76, 15 gp; ex-Criminal (Smuggler); T:unflinching, motivated; I:charity ; B:terrible guilt; F:secret mistake.

**147** Kosef Kulenov, Human (Damaran) Fighter (Two-Weapon); S15 D16 C15 I14 W12 C13; 12 hp; Animal Handling, Athletics, History, Intimidation; Dragonchess, Vehicles (Land); Common, Abyssal; leather armor, longbow, 20 arrows, scimitar, scimitar, handaxe, handaxe, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t41, 10 gp; ex-Soldier (Officer); T:reserved, direct; I:no limits; B:family support; F:law obeyer.

**148** Evendur Dunderdragon, Human (Chondathan) Fighter (Archery); S13 D16 C15 I15 W13 C13; 12 hp; Acrobatics, Athletics, History, Intimidation; Cards, Vehicles (Land); Common, Giant; leather armor, longbow, 20 arrows, heavy crossbow, trident, handaxe, handaxe, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t98, 10 gp; ex-Soldier (Quartermaster); T:unflinching, action oriented; I:live and let live; B:old debt; F:mystery obsessed.

**149** Bree Tosskobble, Halfling (Lightfoot) Cleric (Apollo); S14 D16 C14 I12 W15 C14; 10 hp; History, Insight, Persuasion, Religion; Common, Abyssal, Goblin, Halfling; light, resistance, spare the dying; bless, cure wounds, inflict wounds, sanctuary, shield of faith; mace, chain mail, light crossbow, 20 bolts, priest's pack, shield, holy symbol (amulet), holy symbol (reliquary), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t89, 15 gp; ex-Acolyte; T:tolerant, intolerant; I:greed; B:text preservation; F:impulsive speaker.

**150** Shanaira Gemblossom, Elf (High) Fighter (Archery); S8 D20 C14 I15 W14 C13; 12 hp; Acrobatics, Deception, History, Perception, Stealth; Dice, Thieves' Tools; Common, Elvish, Halfling; dancing lights; leather armor, longbow, 20 arrows, greataxe, greatsword, light crossbow, 20 bolts, dungeoneer's pack, crowbar, dark common clothes, belt pouch, t54, 15 gp; ex-Criminal (Highway Robber); T:slow truster, open minded; I:freedom ; B:crushing defeat; F:plan forgetter.

**151** Silifrey Brightwood, Human (Illuskan) Fighter (Great Weapon); S17 D18 C19 I8 W13 C9; 14 hp; Athletics, Intimidation, Perception, Survival; Three-Dragon Ante, Vehicles (Land); Common, Orc; chain mail, greatsword, longbow, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t31, 10 gp; ex-Soldier (Officer); T:reserved, polite; I:greater good; B:ally defender; F:shameful secret.

**152** Riswynn Fireforge, Dwarf (Mountain) Wizard; S10 D16 C19 I17 W10 C12; 10 hp; Arcana, Deception, Investigation, Stealth; Cards, Thieves' Tools; Common, Dwarvish; fire bolt, ray of frost, shocking grasp; charm person, detect magic, mage armor, magic missile, shield, sleep; dagger, arcane focus (staff), explorer's pack, spellbook, crowbar, dark common clothes, belt pouch, t2, 15 gp; ex-Criminal (Blackmailer); T:motivated, friend maker; I:greed; B:killing mistake; F:money chooser.

**153** Aramil Loderr, Dwarf (Mountain) Fighter (Dueling); S19 D9 C17 I10 W15 C14; 13 hp; Athletics, Deception, Perception, Stealth; Dragonchess, Thieves' Tools; Common, Dwarvish; chain mail, scimitar, longbow, light crossbow, 20 bolts, explorer's pack, crowbar, dark common clothes, belt pouch, t2, 15 gp; ex-Criminal (Hired Killer); T:secret hoarder, valuable noter; I:people; B:heretic revenge; F:ally distruster.

**154** Merla Tealeaf, Halfling (Lightfoot) Rogue; S12 D19 C12 I14 W11 C16; 9 hp; Acrobatics, Animal Handling, Athletics, Perception, Persuasion, Survival; Smith, Thieves' Tools, Vehicles (Land); Common, Halfling, Thieves' Cant; shortsword, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, smith's tools, shovel, iron pot, common clothes, belt pouch, t1, 10 gp; ex-Folk Hero (Disaster Saver); T:action judge, determined; I:change; B:answer seeker; F:tyrant hunted.

**155** Zora Kulenov, Human (Damaran) Fighter (Two-Weapon); S12 D15 C19 I13 W13 C12; 14 hp; Acrobatics, Athletics, Deception, Stealth; Three-Dragon Ante, Thieves' Tools; Common, Elvish; leather armor, longbow, 20 arrows, scimitar, scimitar, handaxe, handaxe, explorer's pack, crowbar, dark common clothes, belt pouch, t15, 15 gp; ex-Criminal (Blackmailer); T:sacred quoter, crude; I:self improvement; B:answer seeker; F:quick retreat.

**156** Ivor Bersk, Human (Damaran) Wizard; S10 D15 C18 I17 W11 C13; 10 hp; Animal Handling, History, Investigation, Survival; Jeweler, Vehicles (Land); Common, Deep Speech; *mage hand*, *minor illusion*, *ray of frost*; charm person, comprehend languages, identify, magic missile, shield, sleep; dagger, component pouch, explorer's pack, spellbook, jeweler's tools, shovel, iron pot, common clothes, belt pouch, t74, 10 gp; ex-Folk Hero (Decree Protester); T:determined, action judge; I:people; B:brothers in arms; F:trusts faithful.

**157** Kildrak Strakeln, Dwarf (Hill) Cleric (Apollo); S14 D13 C17 I13 W18 C9; 12 hp; Deception, Medicine, Persuasion, Stealth; Three-Dragon Ante, Thieves' Tools; Common, Dwarvish; *guidance*, *spare the dying*, *thaumaturgy*; bless, cure wounds, detect magic, guiding bolt, healing word, inflict wounds, shield of faith; mace, scale mail, javelin, priest's pack, shield, holy symbol (amulet), crowbar, dark common clothes, belt pouch, t29, 15 gp; ex-Criminal (Smuggler); T:erroneously sesquipedalian, polite; I:redemption; B:temple protection; F:easily distracted.

**158** Diero Domine, Human (Turami) Rogue; S12 D18 C12 I13 W12 C17; 9 hp; Arcana, Deception, History, Investigation, Perception, Stealth; Thieves' Tools; Common, Abyssal, Deep Speech, Giant, Thieves' Cant; shortsword, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t78, 10 gp; ex-Sage (Librarian); T:horribly awkward, mystery lover; I:might; B:soul seller; F:impulsive speaker.

**159** Balama Agosto, Human (Turami) Cleric (Ilmater); S18 D16 C13 I9 W16 C12; 9 hp; Insight, Medicine, Persuasion, Religion; Common, Gnomish, Goblin, Orc; *resistance*, *sacred flame*, *spare the dying*; bless, cure wounds, detect magic, guiding bolt, sanctuary, shield of faith; mace, chain mail, javelin, priest's pack, shield, holy symbol (amulet), holy symbol (emblem), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t73, 15 gp; ex-Acolyte; T:risk taker, touchy; I:honor; B:stolen keepsake; F:judgmental.

**160** Mumed Sepret, Human (Mulan) Rogue; S12 D18 C13 I15 W10 C16; 9 hp; Athletics, Deception, Intimidation, Persuasion, Sleight of Hand, Stealth; Dice, Disguise, Thieves' Tools; Common, Orc, Thieves' Cant; rapier, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t49, 15 gp; ex-Criminal (Enforcer); T:inspiring, peacemaker; I:greed; B:killing mistake; F:quick retreat.

**161** Cefrey Helder, Human (Illuskan) Rogue; S11 D18 C11 I16 W13 C15; 8 hp; Athletics, Insight, Intimidation, Investigation, Persuasion, Sleight of Hand; Dragonchess, Thieves' Tools, Vehicles (Land); Common, Undercommon, Thieves' Cant; shortsword, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, insignia of rank, trophy, playing card set, common clothes, belt pouch, t45, 10 gp; ex-Soldier (Scout); T:reserved, sesquipedalian; I:honor; B:temple protection; F:admits nothing.

**162** Paela Underbough, Halfling (Stout) Fighter (Archery); S13 D18 C16 I14 W11 C12; 13 hp; Arcana, Athletics, History, Intimidation; Common, Halfling, Orc, Primordial; chain mail, hand crossbow, hand crossbow,

handaxe, handaxe, dungeoneer's pack, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t79, 10 gp; ex-Sage (Librarian); T:erroneously sesquipedalian, sesquipedalian; I:power; B:sweetheart misser; F:demon studier.

**163** Lureene Dundragon, Human (Tethyrian) Cleric (Pelor); S14 D12 C16 I11 W18 C13; 11 hp; Insight, Medicine, Persuasion, Religion; Common, Gnomish, Infernal, Orc; *guidance*, *light*, *thaumaturgy*; bless, cure wounds, detect magic, guiding bolt, healing word, sanctuary, shield of faith; mace, leather armor, javelin, priest's pack, shield, holy symbol (reliquary), holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t63, 15 gp; ex-Acolyte; T:tolerant, horribly awkward; I:beauty; B:library preserver; F:shameful secret.

**164** Sarel Gemblossom, Elf (High) Rogue; S13 D18 C13 I16 W11 C13; 9 hp; Animal Handling, Intimidation, Investigation, Perception, Sleight of Hand, Stealth, Survival; Thieves' Tools, Vehicles (Land), Weaver; Common, Elvish, Gnomish, Thieves' Cant; *dancing lights*; shortsword, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, weaver's tools, shovel, iron pot, common clothes, belt pouch, t54, 10 gp; ex-Folk Hero (People Armer); T:sacred quoter, strong; I:charity; B:protect hapless; F:ally distruster.

**165** Morn Nathandem, Human (Mulan) Fighter (Dueling); S18 D14 C15 I8 W14 C15; 12 hp; Athletics, Deception, Insight, Stealth; Three-Dragon Ante, Thieves' Tools; Common, Draconic; leather armor, longbow, 20 arrows, warhammer, trident, light crossbow, 20 bolts, dungeoneer's pack, crowbar, dark common clothes, belt pouch, t88, 15 gp; ex-Criminal (Hired Killer); T:erroneously sesquipedalian, motivated; I:change; B:terrible guilt; F:law obeyer.

**166** Arannis Liadon, Elf (Wood) Rogue; S12 D18 C10 I14 W15 C15; 8 hp; Animal Handling, Deception, Intimidation, Perception, Sleight of Hand, Stealth, Survival; Cartographer, Thieves' Tools, Vehicles (Land); Common, Elvish, Thieves' Cant; shortsword, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, cartographer's tools, shovel, iron pot, common clothes, belt pouch, t5, 10 gp; ex-Folk Hero (Peasantry Trainer); T:open minded, action judge; I:fairness; B:sweetheart misser; F:innocent condemner.

**167** Lidda Oakenheel, Halfling (Stout) Rogue; S12 D18 C15 I14 W11 C14; 10 hp; Athletics, Insight, Performance, Persuasion, Religion, Stealth; Thieves' Tools; Common, Dwarvish, Halfling, Orc, Thieves' Cant; shortsword, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, holy symbol (amulet), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t93, 15 gp; ex-Acolyte; T:action judge, determined; I:sincerity; B:brothers in arms; F:obsessive.

**168** Arizima Ankkalab, Human (Mulan) Rogue; S14 D18 C11 I14 W12 C15; 8 hp; Deception, Insight, Perception, Performance, Sleight of Hand, Stealth; Three-Dragon Ante, Poisoner, Thieves' Tools; Common, Orc, Thieves' Cant; shortsword, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t95, 15 gp; ex-Criminal (Highway Robber); T:touchy, inspiring; I:freedom; B:hapless defender; F:stealing obsessed.

**169** Erdan Diamonddew, Elf (Wood) Fighter (Great Weapon); S18 D14 C14 I14 W13 C11; 12 hp; Athletics, Deception, Insight, Perception, Stealth; Three-Dragon Ante, Thieves' Tools; Common, Elvish; chain mail, maul, greataxe, light crossbow, 20 bolts, dungeoneer's pack, crowbar, dark common clothes, belt pouch, t23, 15 gp; ex-Criminal (Enforcer); T:omen finder, slow truster; I:sincerity; B:relic recovery; F:mystery obsessed.

**170** Shaena Greenbottle, Halfling (Stout) Fighter (Two-Weapon); S13 D17 C17 I13 W10 C14; 13 hp; Acrobatics, Deception, Intimidation, Stealth; Dice, Thieves' Tools; Common, Halfling; chain mail, scimitar, shortsword, handaxe, handaxe, dungeoneer's pack, crowbar, dark common clothes, belt pouch, t85, 15 gp; ex-Criminal (Enforcer); T:friend maker, determined; I:sincerity; B:land lover; F:innocent condemner.

**171** Kung Chen, Human (Shou) Fighter (Dueling); S17 D13 C17 I12 W13 C12; 13 hp; Acrobatics, Animal Handling, Athletics, Intimidation; Cards,



Vehicles (Land); Common, Giant; chain mail, shield, shortsword, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t3, 10 gp; ex-Soldier (Quartermaster); T:sesquipedalian, crude; I:faith; B:ally defender; F:admits nothing.

**172** Zora Amakiir, Human (Damaran) Rogue; S10 D17 C10 I16 W15 C16; 8 hp; Athletics, Deception, Intimidation, Performance, Sleight of Hand, Stealth; Dice, Poisoner, Thieves' Tools; Common, Gnomish, Thieves' Cant; shortsword, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t72, 15 gp; ex-Criminal (Fence); T:peacemaker, valuable noter; I:live and let live; B:temple protection; F:innocent condemner.

**173** Tan Lian, Human (Shou) Fighter (Great Weapon); S17 D15 C16 I15 W9 C12; 13 hp; Animal Handling, Athletics, History, Survival; Alchemist, Vehicles (Land); Common, Abyssal; chain mail, trident, shield, light crossbow, 20 bolts, explorer's pack, alchemist's supplies, shovel, iron pot, common clothes, belt pouch, t51, 10 gp; ex-Folk Hero (Corrupt Theft); T:calm, erroneously sesquipedalian; I:power ; B:killing mistake; F:mystery obsessed.

**174** Tordek Holderhek, Dwarf (Hill) Fighter (Defense); S15 D16 C17 I9 W13 C14; 14 hp; Acrobatics, Athletics, Insight, Intimidation; Dice, Vehicles (Land); Common, Dwarvish; chain mail, shield, shortsword, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t52, 10 gp; ex-Soldier (Cavalry); T:strong, reserved; I:knowledge; B:non abandoner; F:secret mistake.

**175** Liftrasa Torunn, Dwarf (Hill) Cleric (Boldrei); S15 D11 C16 I13 W17 C12; 12 hp; Animal Handling, History, Medicine, Survival; Vehicles (Land), Weaver; Common, Dwarvish; *light, sacred flame, spare the dying; bless, command, cure wounds, detect magic, inflict wounds, shield of faith*; warhammer, chain mail, javelin, priest's pack, shield, holy symbol (emblem), weaver's tools, shovel, iron pot, common clothes, belt pouch, t31, 10 gp; ex-Folk Hero (Militia Leader); T:intolerant, slow truster; I:freedom ; B:sweetheart misser; F:city vices.

**176** Euphemia Thorngage, Halfling (Lightfoot) Wizard; S13 D15 C16 I17 W11 C12; 9 hp; Arcana, History, Medicine, Religion; Common, Dwarvish, Gnomish, Halfling; *fire bolt, mage hand, ray of frost, burning hands, charm person, comprehend languages, detect magic, mage armor, magic missile*; dagger, arcane focus (crystal), explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t94, 10 gp; ex-Sage (Scribe); T:cloistered, voracious reader; I:aspiration; B:ally defender; F:demon studier.

**177** Tammith Murnyethara, Human (Rashemi) Cleric (Mishakal); S14 D14 C16 I14 W17 C9; 11 hp; Athletics, History, Intimidation, Persuasion; Dragonchess, Vehicles (Land); Common, Goblin; *light, resistance, sacred flame; bless, command, cure wounds, healing word, sanctuary, shield of faith*; mace, scale mail, light crossbow, 20 bolts, explorer's pack, shield, holy symbol (emblem), insignia of rank, trophy, dice set, common clothes, belt pouch, t64, 10 gp; ex-Soldier (Officer); T:direct, calm; I:might ; B:common people; F:stealing obsessed.

**178** Kildrak Windrivver, Human (Illuskan) Fighter (Dueling); S17 D14 C16 I9 W14 C14; 13 hp; Athletics, Deception, Intimidation, Stealth; Three-Dragon Ante, Thieves' Tools; Common, Dwarvish; chain mail, shield, warhammer, light crossbow, 20 bolts, explorer's pack, crowbar, dark common clothes, belt pouch, t88, 15 gp; ex-Criminal (Smuggler); T:mystery lover, motivated; I:beauty; B:killing mistake; F:enemy hater.

**179** Callie Tealeaf, Halfling (Lightfoot) Fighter (Archery); S17 D12 C14 I12 W13 C16; 12 hp; Animal Handling, Insight, Intimidation, Survival; Carpenter, Vehicles (Land); Common, Halfling; chain mail, hand crossbow, flail, handaxe, handaxe, dungeoneer's pack, carpenter's tools, shovel, iron pot, common clothes, belt pouch, t68, 10 gp; ex-Folk Hero (Secret Origin); T:horribly awkward, secret hoarder; I:might; B:land lover; F:disrespectful.

**180** Himo Xiloscient, Elf (High) Fighter (Defense); S14 D14 C14 I14 W17 C11; 12 hp; Athletics, History, Insight, Intimidation, Perception; Three-Dragon Ante, Vehicles (Land); Common, Elvish, Halfling; *mage hand*;

chain mail, heavy crossbow, war pick, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t62, 10 gp; ex-Soldier (Standard Bearer); T:unflinching, haunted; I:independence; B:student protector; F:stealing obsessed.

**181** Ulfgar High-hill, Dwarf (Mountain) Wizard; S15 D14 C16 I16 W10 C13; 9 hp; Animal Handling, Investigation, Medicine, Survival; Tinker, Vehicles (Land); Common, Dwarvish; *fire bolt, light, ray of frost, burning hands, comprehend languages, identify, magic missile, shield, sleep*; dagger, arcane focus (orb), explorer's pack, spellbook, tinker's tools, shovel, iron pot, common clothes, belt pouch, t85, 10 gp; ex-Folk Hero (Militia Leader); T:inspiring, horribly awkward; I:power ; B:answer seeker; F:tyrant hunted.

**182** Einkil Frostbeard, Dwarf (Mountain) Rogue; S14 D16 C13 I16 W10 C15; 9 hp; Acrobatics, Deception, Intimidation, Performance, Persuasion, Stealth; Dice, Forgery, Thieves' Tools; Common, Dwarvish, Thieves' Cant; rapier, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t12, 15 gp; ex-Criminal (Hired Killer); T:unflinching, risk taker; I:people; B:killing mistake; F:plan forgetter.

**183** Quarion Galanodel, Elf (High) Wizard; S13 D16 C15 I16 W11 C13; 8 hp; Animal Handling, Arcana, Insight, Perception, Survival; Cobbler, Vehicles (Land); Common, Elvish, Undercommon; *dancing lights, minor illusion, prestidigitation, ray of frost, charm person, mage armor, magic missile, shield, sleep, thunderwave*; quarterstaff, arcane focus (wand), explorer's pack, spellbook, cobbler's tools, shovel, iron pot, common clothes, belt pouch, t61, 10 gp; ex-Folk Hero (People Armer); T:voracious reader, determined; I:beauty; B:honorable; F:ally distruster.

**184** Liftrasa Lutgehr, Dwarf (Mountain) Wizard; S14 D14 C16 I16 W13 C11; 9 hp; Arcana, History, Medicine, Religion; Common, Dwarvish, Giant, Halfling; *light, mage hand, minor illusion; burning hands, charm person, comprehend languages, mage armor, magic missile, sleep*; dagger, component pouch, scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t99, 10 gp; ex-Sage (Librarian); T:action oriented, voracious reader; I:self improvement; B:stolen keepsake; F:suspicious.

**185** Hadarai Goodbarrel, Halfling (Lightfoot) Wizard; S12 D16 C14 I16 W12 C14; 8 hp; Animal Handling, Arcana, History, Survival; Cartographer, Vehicles (Land); Common, Halfling; *light, mage hand, shocking grasp; burning hands, identify, mage armor, magic missile, silent image, sleep*; quarterstaff, component pouch, scholar's pack, spellbook, cartographer's tools, shovel, iron pot, common clothes, belt pouch, t46, 10 gp; ex-Folk Hero (Tyrant Defier); T:strong, polite; I:tradition; B:become great; F:shameful secret.

**186** Riardon Xiloscient, Elf (High) Fighter (Archery); S16 D15 C15 I14 W12 C12; 12 hp; Acrobatics, Athletics, History, Intimidation, Perception; Dragonchess, Vehicles (Land); Common, Elvish, Infernal; *light*; chain mail, hand crossbow, rapier, handaxe, handaxe, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t72, 10 gp; ex-Soldier (Officer); T:unflinching, troubled helper; I:greater good; B:honorable; F:tyrant hunted.

**187** Borivik Itazyara, Human (Rashemi) Cleric (Ilmater); S14 D13 C16 I12 W15 C14; 11 hp; Insight, Medicine, Persuasion, Religion; Common, Draconic, Gnomish, Goblin; *guidance, light, sacred flame; bless, cure wounds, healing word, sanctuary, shield of faith*; mace, scale mail, javelin, priest's pack, shield, holy symbol (emblem), holy symbol (reliquary), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t63, 15 gp; ex-Acolyte; T:cloistered, bon vivant; I:independence; B:relic recovery; F:secret mistake.

**188** Salazar Marivaldi, Human (Turami) Cleric (Hathor); S13 D14 C15 I13 W16 C13; 10 hp; Insight, Medicine, Persuasion, Religion; Common, Draconic, Giant, Goblin; *light, resistance, sacred flame; bless, cure wounds, detect magic, healing word, inflict wounds, shield of faith*; mace, scale mail, light crossbow, 20 bolts, priest's pack, shield, holy symbol (amulet), holy symbol (emblem), prayer book, 5 sticks of incense,

vestments, common clothes, belt pouch, t52, 15 gp; ex-Acolyte; T: idolater, peacemaker; I: faith; B: text preservation; F: overconfident.

**189** Sum Chen, Human (Shou) Fighter (Defense); S15 D15 C15 I15 W11 C13; 12 hp; Animal Handling, Athletics, History, Intimidation; Cards, Vehicles (Land); Common, Halfling; chain mail, flail, heavy crossbow, handaxe, handaxe, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t82, 10 gp; ex-Soldier (Support Staff); T: unflinching, action judge; I: beauty; B: honorable; F: judgmental.

**190** Zora Starag, Human (Damaran) Rogue; S13 D15 C14 I15 W13 C14; 10 hp; Athletics, Insight, Investigation, Performance, Religion, Stealth; Thieves' Tools; Common, Elvish, Halfling, Orc, Thieves' Cant; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, holy symbol (reliquary), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t25, 15 gp; ex-Acolyte; T: polite, bon vivant; I: freedom; B: non abandoner; F: inflexible thinking.

**191** Quara Calabria, Human (Turami) Fighter (Dueling); S19 D11 C18 I7 W15 C13; 14 hp; Athletics, Insight, Religion, Survival; Common, Draconic, Halfling, Orc; chain mail, rapier, shortsword, handaxe, handaxe, dungeoneer's pack, holy symbol (reliquary), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t9, 15 gp; ex-Acolyte; T: risk taker, reserved; I: might; B: non abandoner; F: enemy hater.

**192** Caelynn Nightbreeze, Elf (High) Wizard; S10 D18 C13 I19 W12 C11; 7 hp; Arcana, History, Medicine, Perception, Religion; Common, Celestial, Elvish, Giant, Orc; *fire bolt, minor illusion, prestidigitation, shocking grasp; burning hands, comprehend languages, mage armor, shield, silent image, thunderwave*; dagger, arcane focus (orb), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t68, 10 gp; ex-Sage (Alchemist); T: haunted, inspiring; I: no limits; B: text withholder; F: trusts faithful.

**193** Immeral Hornraven, Human (Illuskan) Cleric (Re-Horakhty); S17 D6 C17 I11 W19 C13; 11 hp; Animal Handling, Insight, Persuasion, Survival; Vehicles (Land), Woodcarver; Common, Halfling; *resistance, spare the dying, thaumaturgy; bless, command, cure wounds, guiding bolt, healing word, inflict wounds, shield of faith*; mace, chain mail, javelin, explorer's pack, shield, holy symbol (amulet), woodcarver's tools, shovel, iron pot, common clothes, belt pouch, t94, 10 gp; ex-Folk Hero (Peasantry Trainer); T: cloistered, optimistic; I: sincerity; B: protect hapless; F: tyrannical dreams.

**194** Bree Goodbarrel, Halfling (Lightfoot) Rogue; S9 D19 C13 I16 W11 C15; 9 hp; Acrobatics, Deception, Investigation, Perception, Sleight of Hand, Stealth; Dice, Disguise, Thieves' Tools; Common, Halfling, Thieves' Cant; shortsword, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t22, 15 gp; ex-Criminal (Fence); T: fair, motivated; I: greater good; B: become great; F: suspicious.

**195** Bardeid Mostana, Human (Calishite) Wizard; S10 D16 C14 I19 W11 C13; 8 hp; Deception, History, Investigation, Stealth; Dice, Thieves' Tools; Common, Dwarvish; *mage hand, minor illusion, ray of frost; burning hands, charm person, shield, silent image, sleep, thunderwave*; quarterstaff, component pouch, scholar's pack, spellbook, crowbar, dark common clothes, belt pouch, t80, 15 gp; ex-Criminal (Blackmailer); T: planner, intolerant; I: logic; B: adoptive priest; F: trusts hierarchy.

**196** Jelenneth Amakiir, Elf (High) Wizard; S13 D16 C13 I19 W10 C12; 7 hp; Athletics, Intimidation, Medicine, Perception, Religion; Dice, Vehicles (Land); Common, Abyssal, Elvish; *light, mage hand, ray of frost, shocking grasp; burning hands, charm person, magic missile, shield, silent image, sleep*; dagger, arcane focus (wand), explorer's pack, spellbook, insignia of rank, trophy, playing card set, common clothes, belt pouch, t49, 10 gp; ex-Soldier (Standard Bearer); T: direct, bored; I: might; B: text preservation; F: enemy hater.

**197** Quara Falone, Halfling (Lightfoot) Wizard; S14 D19 C13 I14 W11 C12; 7 hp; Animal Handling, History, Investigation, Survival; Glassblower, Vehicles (Land); Common, Halfling; *mage hand, minor illusion, prestidigitation; burning hands, charm person, comprehend*

*languages, magic missile, shield, sleep*; dagger, component pouch, scholar's pack, spellbook, glassblower's tools, shovel, iron pot, common clothes, belt pouch, t31, 10 gp; ex-Folk Hero (Militia Leader); T: voracious reader, slow speaker; I: freedom; B: tool carrier; F: tyrannical dreams.

**198** Lavinia Frostbeard, Halfling (Lightfoot) Rogue; S11 D19 C12 I14 W13 C14; 9 hp; Acrobatics, Deception, Intimidation, Investigation, Persuasion, Stealth; Dragonchess, Forgery, Thieves' Tools; Common, Halfling, Thieves' Cant; shortsword, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t31, 15 gp; ex-Criminal (Pickpocket); T: action judge, peacemaker; I: freedom; B: soul seller; F: suspicious.

**199** Falkrunn Dankil, Dwarf (Mountain) Fighter (Defense); S18 D7 C15 I10 W16 C17; 12 hp; Animal Handling, Athletics, History, Intimidation; Three-Dragon Ante, Vehicles (Land); Common, Dwarvish; chain mail, longbow, pike, handaxe, handaxe, dungeoneer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t89, 10 gp; ex-Soldier (Support Staff); T: action oriented, mystery lover; I: power; B: missing family; F: judgmental.

**200** Torbera Brightwood, Elf (High) Wizard; S12 D18 C16 I17 W11 C9; 9 hp; Animal Handling, Insight, Perception, Religion, Survival; Vehicles (Land), Weaver; Common, Draconic, Elvish; *dancing lights, fire bolt, mage hand, shocking grasp; burning hands, charm person, shield, silent image, sleep, thunderwave*; quarterstaff, component pouch, scholar's pack, spellbook, weaver's tools, shovel, iron pot, common clothes, belt pouch, t9, 10 gp; ex-Folk Hero (Decree Protester); T: haunted, cloistered; I: destiny; B: bully revenger; F: suspicious.

**201** Rangrim Basha, Human (Calishite) Rogue; S11 D18 C9 I17 W13 C15; 7 hp; Athletics, Deception, Insight, Religion, Sleight of Hand, Stealth; Thieves' Tools; Common, Elvish, Giant, Orc, Thieves' Cant; shortsword, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t38, 15 gp; ex-Acolyte; T: mystery lover, optimistic; I: responsibility; B: temple protection; F: judgmental.

**202** Rangrim Fireforge, Dwarf (Mountain) Fighter (Dueling); S18 D14 C17 I11 W12 C11; 13 hp; Acrobatics, Athletics, Intimidation, Perception; Dice, Vehicles (Land); Common, Dwarvish; chain mail, shield, warhammer, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t20, 10 gp; ex-Soldier (Healer); T: motivated, fair; I: might; B: honorable; F: trusts hierarchy.

**203** Adran Gemflower, Elf (High) Wizard; S12 D18 C14 I16 W12 C11; 8 hp; Arcana, History, Investigation, Perception, Religion; Common, Deep Speech, Elvish, Giant, Goblin; *dancing lights, mage hand, minor illusion, prestidigitation; charm person, detect magic, mage armor, magic missile, silent image, sleep*; dagger, component pouch, scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t100, 10 gp; ex-Sage (Professor); T: idolater, horribly awkward; I: power; B: library preserver; F: fearful.

**204** Shevarra Calabria, Human (Turami) Wizard; S13 D16 C13 I18 W11 C12; 7 hp; Arcana, Deception, Investigation, Stealth; Three-Dragon Ante, Thieves' Tools; Common, Elvish; *fire bolt, mage hand, ray of frost; burning hands, charm person, comprehend languages, detect magic, identify, shield*; quarterstaff, component pouch, explorer's pack, spellbook, crowbar, dark common clothes, belt pouch, t22, 15 gp; ex-Criminal (Smuggler); T: haunted, unflinching; I: charity; B: brothers in arms; F: shameful secret.

**205** Rowan Evenwood, Human (Tethyrian) Wizard; S13 D12 C16 I18 W12 C12; 9 hp; Arcana, History, Investigation, Medicine; Common, Elvish, Goblin, Orc; *light, mage hand, ray of frost; burning hands, charm person, comprehend languages, detect magic, mage armor, magic missile*; dagger, arcane focus (wand), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common

clothes, belt pouch, t33, 10 gp; ex-Sage (Researcher); T:patient explainer, action judge; I:power ; B:library preserver; F:impulsive speaker.

**206** Callie Meliamne, Halfling (Stout) Rogue; S12 D18 C10 I15 W13 C15; 8 hp; Acrobatics, Deception, Intimidation, Persuasion, Sleight of Hand, Stealth; Dice, Disguise, Thieves' Tools; Common, Halfling, Thieves' Cant; rapier, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t26, 15 gp; ex-Criminal (Fence); T:sacred quoter, open minded; I:charity ; B:old debt; F:disrespectful.

**207** Murithi Goldpetal, Elf (Wood) Rogue; S12 D18 C13 I14 W13 C13; 9 hp; Acrobatics, Arcana, Deception, History, Perception, Sleight of Hand, Stealth; Thieves' Tools; Common, Elvish, Halfling, Primordial, Thieves' Cant; shortsword, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t12, 10 gp; ex-Sage (Professor); T:polite, calm; I:charity; B:tool carrier; F:admits nothing.

**208** Taklinn Lutgehr, Dwarf (Mountain) Cleric (Pelor); S14 D15 C17 I10 W17 C10; 11 hp; Arcana, History, Insight, Medicine; Common, Dwarvish, Elvish, Gnomish; light, spare the dying, thaumaturgy; bless, command, cure wounds, detect magic, guiding bolt, inflict wounds; warhammer, chain mail, light crossbow, 20 bolts, explorer's pack, shield, holy symbol (amulet), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t63, 10 gp; ex-Sage (Alchemist); T:mystery lover, determined; I:greed; B:hapless defender; F:secret blabber.

**209** Bree Dundragon, Halfling (Lightfoot) Wizard; S13 D16 C15 I17 W9 C13; 8 hp; Arcana, History, Insight, Investigation; Common, Abyssal, Halfling, Sylvan; fire bolt, mage hand, minor illusion; burning hands, charm person, mage armor, magic missile, sleep, thunderwave; dagger, component pouch, explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t3, 10 gp; ex-Sage (Alchemist); T:secret hoarder, bon vivant; I:beauty; B:hapless defender; F:mystery obsessed.

**210** Ling Shan, Human (Shou) Cleric (Lathander); S16 D12 C15 I10 W17 C13; 10 hp; Arcana, History, Insight, Medicine; Common, Elvish, Gnomish, Orc; light, resistance, thaumaturgy; bless, cure wounds, detect magic, guiding bolt, inflict wounds, shield of faith; mace, scale mail, javelin, priest's pack, shield, holy symbol (reliquary), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t58, 10 gp; ex-Sage (Scribe); T:intolerant, direct; I:power ; B:adoptive priest; F:overconfident.

**211** Einkil Gorunn, Dwarf (Mountain) Wizard; S16 D14 C12 I17 W14 C10; 7 hp; Arcana, Insight, Investigation, Religion; Common, Celestial, Dwarvish, Giant; mage hand, prestidigitation, ray of frost; burning hands, charm person, mage armor, shield, sleep, thunderwave; dagger, component pouch, scholar's pack, spellbook, holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t71, 15 gp; ex-Acolyte; T:direct, bon vivant; I:tradition; B:old debt; F:obsessive.

**212** Luisa Calabria, Human (Turami) Rogue; S13 D17 C10 I16 W13 C14; 8 hp; Acrobatics, Deception, Investigation, Performance, Sleight of Hand, Stealth; Dragonchess, Forgery, Thieves' Tools; Common, Giant, Thieves' Cant; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t62, 15 gp; ex-Criminal (Fence); T:optimistic, bored; I:freedom; B:protect hapless; F:innocent condemner.

**213** Trym Hilltopple, Halfling (Stout) Cleric (Hestia); S12 D13 C16 I11 W17 C14; 11 hp; History, Insight, Medicine, Religion; Common, Dwarvish, Giant, Halfling; guidance, resistance, sacred flame; bless, command, cure wounds, guiding bolt, healing word, shield of faith; mace, scale mail, light crossbow, 20 bolts, explorer's pack, shield, holy symbol (emblem), holy symbol (reliquary), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t42, 15 gp; ex-Acolyte; T:touchy, secret hoarder; I:fairness; B:common people; F:admits

nothing.

**214** Khemed Khalid, Human (Calishite) Wizard; S13 D15 C15 I17 W14 C9; 8 hp; Arcana, History, Insight, Religion; Common, Draconic, Goblin, Orc; light, mage hand, ray of frost; burning hands, charm person, detect magic, identify, magic missile, shield; quarterstaff, component pouch, explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t89, 10 gp; ex-Sage (Scribe); T:slow speaker, mystery lover; I:power ; B:relic recovery; F:secret blabber.

**215** Kung On, Human (Shou) Fighter (Great Weapon); S12 D17 C15 I10 W14 C15; 12 hp; Acrobatics, Animal Handling, Insight, Religion; Common, Goblin, Halfling, Sylvan; leather armor, longbow, 20 arrows, maul, rapier, handaxe, handaxe, explorer's pack, holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t40, 15 gp; ex-Acolyte; T:omen finder, intolerant; I:no limits; B:bully revenger; F:trusts faithful.

**216** Esvele Greycastle, Human (Tethyrian) Fighter (Great Weapon); S17 D14 C14 I10 W15 C13; 12 hp; Athletics, Insight, Perception, Religion; Common, Goblin, Infernal, Orc; leather armor, longbow, 20 arrows, maul, battleaxe, light crossbow, 20 bolts, dungeoneer's pack, holy symbol (amulet), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t42, 15 gp; ex-Acolyte; T:fair, bored; I:aspiration; B:common people; F:inflexible thinking.

**217** Baern Starflower, Elf (High) Cleric (Boldrei); S13 D15 C12 I13 W17 C13; 9 hp; History, Insight, Medicine, Perception, Religion; Common, Dwarvish, Elvish, Halfling, Orc; shocking grasp; light, resistance, spare the dying; bless, command, cure wounds, healing word, sanctuary, shield of faith; mace, scale mail, light crossbow, 20 bolts, priest's pack, shield, holy symbol (emblem), holy symbol (amulet), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t99, 15 gp; ex-Acolyte; T:inspiring, bon vivant; I:might; B:brothers in arms; F:enemy hater.

**218** Heian Silverfrond, Elf (High) Fighter (Archery); S16 D15 C14 I16 W13 C9; 12 hp; Acrobatics, Athletics, Insight, Perception, Religion; Common, Elvish, Halfling, Infernal, Orc; light; leather armor, longbow, 20 arrows, shortsword, longsword, light crossbow, 20 bolts, explorer's pack, holy symbol (reliquary), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t91, 15 gp; ex-Acolyte; T:inspiring, omen finder; I:faith; B:common people; F:obvious liar.

**219** Aoth Fezim, Human (Mulan) Rogue; S14 D16 C12 I15 W10 C16; 9 hp; Acrobatics, Insight, Investigation, Performance, Persuasion, Religion; Thieves' Tools; Common, Gnomish, Halfling, Undercommon, Thieves' Cant; shortsword, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t13, 15 gp; ex-Acolyte; T:sacred quoter, optimistic; I:faith; B:temple protection; F:money chooser.

**220** Trym Tossobble, Halfling (Stout) Wizard; S14 D16 C15 I15 W13 C10; 8 hp; Deception, Medicine, Religion, Stealth; Dice, Thieves' Tools; Common, Halfling; fire bolt, light, shocking grasp; burning hands, charm person, mage armor, magic missile, silent image, sleep; dagger, component pouch, explorer's pack, spellbook, crowbar, dark common clothes, belt pouch, t10, 15 gp; ex-Criminal (Hired Killer); T:cloistered, valuable noter; I:self improvement; B:relic recovery; F:suspicious.

**221** Dain Loderr, Dwarf (Mountain) Rogue; S13 D16 C14 I15 W10 C15; 10 hp; Deception, Intimidation, Perception, Performance, Sleight of Hand, Stealth; Disguise, Dragonchess, Thieves' Tools; Common, Dwarvish, Thieves' Cant; rapier, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t68, 15 gp; ex-Criminal (Hired Killer); T:touchy, sesquipedalian; I:logic; B:adoptive priest; F:easily distracted.

**222** Thazar-De Fezim, Human (Mulan) Wizard; S14 D15 C15 I16 W12 C11; 8 hp; Deception, Investigation, Religion, Stealth; Cards, Thieves' Tools; Common, Dwarvish; mage hand, minor illusion, shocking grasp; burning hands, detect magic, mage armor, shield, silent image, sleep;



dagger, arcane focus (orb), explorer's pack, spellbook, crowbar, dark common clothes, belt pouch, t58, 15 gp; ex-Criminal (Enforcer); T:confident, inspiring; I:knowledge; B:killing mistake; F:quick retreat.

**223** Harbek Loderr, Dwarf (Mountain) Fighter (Dueling); S15 D15 C16 I11 W13 C13; 13 hp; Acrobatics, Athletics, Insight, Intimidation; Cards, Vehicles (Land); Common, Dwarvish; leather armor, longbow, 20 arrows, shield, warhammer, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t46, 10 gp; ex-Soldier (Cavalry); T:strong, calm; I:responsibility; B:land lover; F:mystery obsessed.

**224** Shandri Tallstag, Human (Tethyrian) Fighter (Archery); S13 D16 C14 I14 W11 C15; 12 hp; Acrobatics, History, Insight, Religion; Common, Abyssal, Giant, Halfling; chain mail, longbow, rapier, light crossbow, 20 bolts, dungeoneer's pack, holy symbol (amulet), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t99, 15 gp; ex-Acolyte; T:idolater, peacemaker; I:tradition; B:temple protection; F:obsessive.

**225** Grigor Bersk, Human (Damaran) Rogue; S12 D16 C14 I14 W12 C15; 10 hp; Acrobatics, Athletics, Deception, Performance, Sleight of Hand, Stealth; Disguise, Dragonchess, Thieves' Tools; Common, Dwarvish, Thieves' Cant; shortsword, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t95, 15 gp; ex-Criminal (Enforcer); T:planner, risk taker; I:fairness; B:non abandoner; F:obvious liar.

**226** Barendd Battlehammer, Dwarf (Mountain) Rogue; S12 D16 C14 I15 W13 C13; 10 hp; Animal Handling, Insight, Intimidation, Investigation, Stealth, Survival; Cobbler, Thieves' Tools, Vehicles (Land); Common, Dwarvish, Thieves' Cant; rapier, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, cobbler's tools, shovel, iron pot, common clothes, belt pouch, t28, 10 gp; ex-Folk Hero (Decree Protester); T:sacred quoter, action judge; I:might; B:bully revenger; F:overconfident.

**227** Bethryna Meliamne, Elf (High) Cleric (Boldrei); S16 D12 C14 I13 W14 C14; 10 hp; Insight, Medicine, Perception, Persuasion, Religion; Common, Draconic, Dwarvish, Elvish, Orc; *fire bolt*; *guidance*, *spare the dying*, *thaumaturgy*; bless, cure wounds, detect magic, guiding bolt, inflict wounds; mace, scale mail, dagger, explorer's pack, shield, holy symbol (amulet), holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t40, 15 gp; ex-Acolyte; T:tolerant, intolerant; I:greater good; B:soul seller; F:demon studier.

**228** Torbera Helder, Human (Illuskan) Rogue; S14 D15 C11 I15 W13 C15; 8 hp; Athletics, Deception, Perception, Performance, Sleight of Hand, Stealth; Dice, Poisoner, Thieves' Tools; Common, Orc, Thieves' Cant; shortsword, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t20, 15 gp; ex-Criminal (Smuggler); T:risk taker, valuable noter; I:greed; B:crushing defeat; F:trusts hierarchy.

**229** Gunnloda Gorunn, Dwarf (Mountain) Wizard; S15 D14 C15 I15 W11 C13; 8 hp; Arcana, History, Investigation, Religion; Common, Dwarvish, Elvish, Gnomish; *dancing lights*, *mage hand*, *ray of frost*; *burning hands*, charm person, comprehend languages, identify, magic missile, shield; quarterstaff, component pouch, explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t22, 10 gp; ex-Sage (Discredited Academic); T:cloistered, voracious reader; I:change; B:text withholder; F:mystery obsessed.

**230** Kithri Hilltopple, Halfling (Lightfoot) Fighter (Great Weapon); S15 D14 C15 I14 W13 C12; 12 hp; Acrobatics, Athletics, Insight, Intimidation; Dragonchess, Vehicles (Land); Common, Halfling; chain mail, warhammer, scimitar, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t96, 10 gp; ex-Soldier (Standard Bearer); T:unflinching, polite; I:responsibility; B:specific lore; F:city vices.

**231** Zasheida Mostana, Human (Calishite) Rogue; S9 D19 C11 I17 W12

C14; 8 hp; Deception, Intimidation, Performance, Persuasion, Sleight of Hand, Stealth; Cards, Disguise, Thieves' Tools; Common, Dwarvish, Thieves' Cant; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t52, 15 gp; ex-Criminal (Hired Killer); T:risk taker, touchy; I:charity; B:family support; F:obsessive.

**232** Lindal High-hill, Halfling (Lightfoot) Rogue; S11 D19 C9 I16 W11 C16; 7 hp; Acrobatics, Arcana, History, Insight, Persuasion, Sleight of Hand; Thieves' Tools; Common, Giant, Halfling, Sylvan, Thieves' Cant; shortsword, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t100, 10 gp; ex-Sage (Professor); T:determined, reserved; I:beauty; B:text withholder; F:shameful secret.

**233** Euphemia Shemov, Human (Damaran) Cleric (Pelor); S14 D9 C16 I10 W19 C14; 11 hp; Insight, Medicine, Persuasion, Religion; Common, Giant, Halfling, Orc; *guidance*, *light*, *spare the dying*; bless, command, cure wounds, detect magic, guiding bolt, inflict wounds, sanctuary; mace, chain mail, javelin, explorer's pack, shield, holy symbol (emblem), holy symbol (reliquary), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t68, 15 gp; ex-Acolyte; T:direct, idolater; I:power; B:common people; F:suspicious.

**234** Shaena Amastacia, Halfling (Lightfoot) Rogue; S12 D19 C11 I14 W10 C16; 8 hp; Acrobatics, Arcana, Deception, History, Sleight of Hand, Stealth; Thieves' Tools; Common, Elvish, Halfling, Orc, Thieves' Cant; rapier, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t58, 10 gp; ex-Sage (Researcher); T:horribly awkward, slow speaker; I:self improvement; B:student protector; F:mystery obsessed.

**235** Verna Greenbottle, Halfling (Stout) Rogue; S13 D19 C12 I16 W9 C13; 9 hp; Acrobatics, Athletics, Deception, Investigation, Persuasion, Stealth; Cards, Poisoner, Thieves' Tools; Common, Halfling, Thieves' Cant; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t87, 15 gp; ex-Criminal (Fence); T:friend maker, action oriented; I:charity; B:become great; F:stealing obsessed.

**236** Ielenia Amastacia, Elf (Wood) Fighter (Two-Weapon); S15 D19 C15 I9 W12 C12; 12 hp; Animal Handling, History, Insight, Perception, Survival; Vehicles (Land), Weaver; Common, Elvish; leather armor, longbow, 20 arrows, shortsword, shortsword, handaxe, handaxe, explorer's pack, weaver's tools, shovel, iron pot, common clothes, belt pouch, t55, 10 gp; ex-Folk Hero (Monster Facer); T:confident, bored; I:power; B:text withholder; F:city vices.

**237** Barendd Holderhek, Dwarf (Mountain) Cleric (Hathor); S19 D10 C15 I11 W15 C12; 10 hp; Arcana, History, Persuasion, Religion; Common, Draconic, Dwarvish, Elvish; *light*, *resistance*, *sacred flame*; bless, cure wounds, guiding bolt, inflict wounds, shield of faith; warhammer, chain mail, javelin, priest's pack, shield, holy symbol (reliquary), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t68, 10 gp; ex-Sage (Librarian); T:sacred quoter, reserved; I:freedom; B:student protector; F:complicated solver.

**238** Helm Evenwood, Human (Chondathan) Rogue; S8 D19 C14 I15 W14 C12; 10 hp; Deception, Intimidation, Investigation, Persuasion, Sleight of Hand, Stealth; Cards, Forgery, Thieves' Tools; Common, Abyssal, Thieves' Cant; rapier, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t88, 15 gp; ex-Criminal (Burglar); T:patient explainer, slow truster; I:freedom; B:stolen keepsake; F:plan forgetter.

**239** Verna Leagallow, Halfling (Lightfoot) Wizard; S9 D19 C13 I15 W13 C13; 7 hp; Athletics, Intimidation, Investigation, Medicine; Dice, Vehicles (Land); Common, Halfling; *fire bolt*, *light*, *mage hand*; *burning hands*, charm person, detect magic, identify, *mage armor*, *silent image*; dagger, component pouch, explorer's pack, spellbook, insignia of rank, trophy,

dice set, common clothes, belt pouch, t94, 10 gp; ex-Soldier (Standard Bearer); T:bored, strong; I:knowledge; B:crushing defeat; F:innocent condemner.

**240** Holimion Jiang, Human (Shou) Wizard; S12 D17 C15 I18 W9 C11; 8 hp; Arcana, History, Investigation, Religion; Common, Gnomish, Halfling, Orc; *fire bolt, mage hand, prestidigitation; charm person, comprehend languages, identify, mage armor, shield, sleep*; dagger, arcane focus (rod), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t16, 10 gp; ex-Sage (Professor); T:slow speaker, inspiring; I:charity ; B:text preservation; F:secret blabber.

**241** Mialee Amakiir, Elf (High) Rogue; S7 D18 C13 I17 W13 C14; 9 hp; Acrobatics, Insight, Investigation, Perception, Persuasion, Religion, Sleight of Hand; Thieves' Tools; Common, Elvish, Gnomish, Orc, Undercommon, Thieves' Cant; *prestidigitat*ion; shortsword, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, holy symbol (amulet), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t77, 15 gp; ex-Acolyte; T:sacred quoter, tolerant; I:freedom ; B:stolen keepsake; F:obsessive.

**242** Zasheida Jassan, Human (Calishite) Cleric (Ilmater); S14 D12 C17 I9 W18 C12; 11 hp; History, Insight, Medicine, Religion; Common, Dwarvish, Giant, Gnomish; *guidance, sacred flame, thaumaturgy; bless, command, cure wounds, guiding bolt, healing word, inflict wounds, sanctuary*; mace, scale mail, javelin, priest's pack, shield, holy symbol (amulet), holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t60, 15 gp; ex-Acolyte; T:peacemaker, cloistered; I:power; B:relic recovery; F:demon studier.

**243** Drusilia Goldpetal, Elf (High) Rogue; S10 D18 C8 I16 W14 C16; 7 hp; Acrobatics, Deception, Intimidation, Investigation, Perception, Persuasion, Stealth; Disguise, Dragonchess, Thieves' Tools; Common, Elvish, Giant, Thieves' Cant; *fire bolt*; rapier, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t57, 15 gp; ex-Criminal (Smuggler); T:action judger, erroneously sesquipedalian; I:people; B:non abandoner; F:innocent condemner.

**244** Althaea Meliamne, Elf (Wood) Wizard; S10 D16 C16 I18 W13 C9; 9 hp; Arcana, History, Insight, Perception, Religion; Common, Elvish, Gnomish, Halfling; *mage hand, minor illusion, ray of frost; charm person, identify, mage armor, magic missile, shield, sleep*; quarterstaff, component pouch, scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t30, 10 gp; ex-Sage (Astronomer); T:patient explainer, fair; I:self improvement; B:protect hapless; F:quick retreat.

**245** Eldon Leagallow, Halfling (Stout) Wizard; S11 D18 C16 I16 W9 C12; 9 hp; Arcana, History, Insight, Religion; Common, Gnomish, Halfling, Primordial; *light, mage hand, ray of frost; burning hands, charm person, mage armor, magic missile, sleep, thunderwave*; quarterstaff, arcane focus (orb), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t47, 10 gp; ex-Sage (Alchemist); T:patient explainer, touchy; I:charity ; B:relic recovery; F:law obeyer.

**246** Olma Starag, Human (Damaran) Fighter (Dueling); S18 D12 C16 I15 W12 C9; 13 hp; Acrobatics, Athletics, History, Intimidation; Three- Dragon Ante, Vehicles (Land); Common, Giant; chain mail, flail, hand crossbow, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t69, 10 gp; ex-Soldier (Healer); T:motivated, sesquipedalian; I:knowledge; B:become great; F:plan forgetter.

**247** Ilde Dotsk, Human (Damaran) Fighter (Two-Weapon); S10 D16 C18 I11 W12 C15; 14 hp; Acrobatics, Athletics, Insight, Intimidation; Three- Dragon Ante, Vehicles (Land); Common, Orc; leather armor, longbow, 20 arrows, shortsword, shortsword, handaxe, handaxe, dungeoneer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t4, 10 gp; ex-Soldier (Healer); T:inspiring, sacred quoter; I:greater good; B:specific lore; F:enemy hater.

**248** Thoradin Iphelkiir, Elf (Wood) Rogue; S9 D18 C11 I16 W14 C14; 8 hp; Athletics, Insight, Intimidation, Investigation, Perception, Performance, Stealth; Dragonchess, Thieves' Tools, Vehicles (Land); Common, Elvish, Thieves' Cant; shortsword, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, insignia of rank, trophy, playing card set, common clothes, belt pouch, t19, 10 gp; ex-Soldier (Scout); T:unflinching, optimistic; I:responsibility; B:specific lore; F:law obeyer.

**249** Ivellios Ungart, Elf (High) Rogue; S13 D18 C11 I16 W10 C14; 8 hp; Arcana, Athletics, History, Perception, Persuasion, Sleight of Hand, Stealth; Thieves' Tools; Common, Elvish, Goblin, Orc, Primordial, Thieves' Cant; *light*; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t10, 10 gp; ex-Sage (Professor); T:sesquipedalian, valuable noter; I:greater good; B:protect hapless; F:tyrannical dreams.

**250** Soveliss Amastacia, Elf (Wood) Wizard; S8 D15 C14 I18 W13 C14; 8 hp; Athletics, Insight, Intimidation, Perception, Religion; Cards, Vehicles (Land); Common, Elvish; *dancing lights, light, ray of frost; burning hands, charm person, identify, mage armor, magic missile, sleep*; quarterstaff, component pouch, scholar's pack, spellbook, insignia of rank, trophy, playing card set, common clothes, belt pouch, t29, 10 gp; ex-Soldier (Healer); T:mystery lover, strong; I:responsibility; B:soul seller; F:law obeyer.

**251** Errich Goodbarrel, Halfling (Lightfoot) Fighter (Two-Weapon); S10 D18 C15 I14 W13 C12; 12 hp; Athletics, Insight, Intimidation, Survival; Dragonchess, Vehicles (Land); Common, Halfling; chain mail, shortsword, scimitar, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t13, 10 gp; ex-Soldier (Officer); T:haunted, direct; I:beauty; B:stolen keepsake; F:plan forgetter.

**252** Andraste Moonwhisper, Elf (Wood) Rogue; S12 D18 C10 I13 W14 C15; 8 hp; Acrobatics, Athletics, Deception, Insight, Perception, Sleight of Hand, Stealth; Dragonchess, Poisoner, Thieves' Tools; Common, Elvish, Thieves' Cant; shortsword, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t72, 15 gp; ex-Criminal (Enforcer); T:optimistic, action judger; I:freedom; B:terrible guilt; F:tyrannical dreams.

**253** Haseid Moonbrook, Elf (Wood) Rogue; S11 D18 C11 I15 W13 C14; 8 hp; Acrobatics, Athletics, Deception, Perception, Performance, Persuasion, Stealth; Dragonchess, Poisoner, Thieves' Tools; Common, Elvish, Thieves' Cant; shortsword, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t95, 15 gp; ex-Criminal (Blackmailer); T:sesquipedalian, slow truster; I:redemption; B:become great; F:plan forgetter.

**254** Amber Gorunn, Dwarf (Hill) Fighter (Protection); S15 D13 C18 I12 W12 C12; 15 hp; Acrobatics, Arcana, Athletics, History; Common, Dwarvish, Gnomish, Primordial; chain mail, shield, rapier, handaxe, handaxe, explorer's pack, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t64, 10 gp; ex-Sage (Scribe); T:inspiring, patient explainer; I:no limits; B:library preserver; F:fearful.

**255** Taklinn Balderk, Dwarf (Hill) Rogue; S11 D18 C14 I13 W12 C14; 11 hp; Arcana, Deception, History, Insight, Intimidation, Stealth; Thieves' Tools; Common, Dwarvish, Goblin, Orc, Thieves' Cant; shortsword, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t20, 10 gp; ex-Sage (Astronomer); T:slow speaker, mystery lover; I:no limits; B:become great; F:trusts hierarchy.

**256** Paela Greenbottle, Halfling (Stout) Fighter (Two-Weapon); S16 D17 C17 I14 W7 C11; 13 hp; Acrobatics, Athletics, History, Intimidation; Dragonchess, Vehicles (Land); Common, Halfling; chain mail, shortsword, shortsword, handaxe, handaxe, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t81, 10 gp;

ex-Soldier (Cavalry); T:patient explainer, crude; I:greater good; B:bully revenger; F:fearful.

**257** Hulmarra Stayanoga, Human (Rashemi) Cleric (Ilmater); S17 D10 C16 I8 W17 C14; 11 hp; Animal Handling, Insight, Medicine, Survival; Painter, Vehicles (Land); Common, Dwarvish; *resistance, sacred flame, thaumaturgy, bless, cure wounds, guiding bolt, healing word, inflict wounds, shield of faith*; mace, chain mail, javelin, explorer's pack, shield, holy symbol (amulet), painter's supplies, shovel, iron pot, common clothes, belt pouch, t51, 10 gp; ex-Folk Hero (People Armer); T:determined, voracious reader; I:independence; B:bully revenger; F:enemy hater.

**258** Rangrim Battlehammer, Dwarf (Mountain) Rogue; S16 D17 C10 I14 W9 C16; 8 hp; Athletics, Deception, Performance, Persuasion, Sleight of Hand, Stealth; Dice, Forgery, Thieves' Tools; Common, Dwarvish, Thieves' Cant; rapier, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t75, 15 gp; ex-Criminal (Pickpocket); T:friend maker, inspiring; I:freedom; B:terrible guilt; F:fearful.

**259** Lidda Tosskobble, Halfling (Stout) Cleric (Diancecht); S15 D13 C16 I10 W17 C11; 11 hp; Deception, Insight, Medicine, Stealth; Cards, Thieves' Tools; Common, Halfling; *guidance, spare the dying, thaumaturgy, bless, command, cure wounds, detect magic, healing word, sanctuary*; mace, scale mail, javelin, explorer's pack, shield, holy symbol (emblem), crowbar, dark common clothes, belt pouch, t29, 15 gp; ex-Criminal (Blackmailer); T:tolerant, motivated; I:change; B:family support; F:secret mistake.

**260** Leshanna Dndragon, Human (Chondathan) Cleric (Hathor); S16 D9 C14 I13 W17 C13; 10 hp; Deception, Insight, Medicine, Stealth; Dragonchess, Thieves' Tools; Common, Orc; *guidance, sacred flame, spare the dying, bless, command, cure wounds, detect magic, guiding bolt, sanctuary*; mace, chain mail, dagger, priest's pack, shield, holy symbol (emblem), crowbar, dark common clothes, belt pouch, t9, 15 gp; ex-Criminal (Blackmailer); T:touchy, motivated; I:redemption; B:relic recovery; F:obvious liar.

**261** Laucian Starflower, Elf (Wood) Rogue; S8 D17 C13 I15 W15 C14; 9 hp; Acrobatics, Arcana, Deception, History, Perception, Performance, Sleight of Hand; Thieves' Tools; Common, Deep Speech, Draconic, Elvish, Thieves' Cant; shortsword, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t12, 10 gp; ex-Sage (Alchemist); T:idolater, risk taker; I:power; B:heretic revenge; F:tyrannical dreams.

**262** Amafrey Helder, Human (Illuskan) Rogue; S11 D17 C10 I15 W15 C14; 8 hp; Animal Handling, Insight, Perception, Sleight of Hand, Stealth, Survival; Calligrapher, Thieves' Tools, Vehicles (Land); Common, Undercommon, Thieves' Cant; shortsword, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, calligrapher's supplies, shovel, iron pot, common clothes, belt pouch, t97, 10 gp; ex-Folk Hero (Peasantry Trainer); T:confident, determined; I:freedom; B:stolen keepsake; F:inflexible thinking.

**263** Osborn High-hill, Halfling (Stout) Rogue; S14 D17 C13 I14 W9 C15; 9 hp; Acrobatics, Athletics, Deception, Intimidation, Sleight of Hand, Stealth; Three-Dragon Ante, Forgery, Thieves' Tools; Common, Halfling, Thieves' Cant; shortsword, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t100, 15 gp; ex-Criminal (Highway Robber); T:valuable noter, slow truster; I:freedom; B:killing mistake; F:easily distracted.

**264** Soveliss Moonbrook, Elf (Wood) Rogue; S12 D17 C10 I14 W14 C15; 8 hp; Acrobatics, Deception, Insight, Intimidation, Investigation, Perception, Stealth; Dice, Forgery, Thieves' Tools; Common, Elvish, Thieves' Cant; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t85, 15 gp; ex-Criminal (Fence); T:motivated, intolerant; I:logic; B:killing mistake; F:stealing obsessed.

**265** Mindartis Battlehammer, Elf (Wood) Cleric (Mishakal); S15 D11 C12

I13 W17 C14; 9 hp; Arcana, History, Perception, Persuasion, Religion; Common, Elvish, Giant, Halfling; *guidance, light, thaumaturgy, bless, cure wounds, healing word, inflict wounds, sanctuary, shield of faith*; mace, chain mail, javelin, explorer's pack, shield, holy symbol (reliquary), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t71, 10 gp; ex-Sage (Alchemist); T:fair, open minded; I:beauty; B:soul seller; F:judgmental.

**266** Roscoe Underbough, Halfling (Stout) Cleric (Chauntea); S17 D14 C14 I12 W14 C11; 10 hp; History, Insight, Medicine, Religion; Common, Goblin, Halfling, Orc; *light, resistance, sacred flame, bless, command, cure wounds, guiding bolt, inflict wounds*; mace, leather armor, light hammer, priest's pack, shield, holy symbol (reliquary), holy symbol (amulet), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t54, 15 gp; ex-Acolyte; T:bored, tolerant; I:aspiration; B:missing family; F:inflexible thinking.

**267** Riswynn Rumaheim, Dwarf (Mountain) Cleric (Demeter); S15 D11 C16 I11 W16 C13; 11 hp; Animal Handling, History, Religion, Survival; Painter, Vehicles (Land); Common, Dwarvish; *guidance, resistance, thaumaturgy, bless, command, cure wounds, detect magic, guiding bolt, inflict wounds*; warhammer, chain mail, spear, priest's pack, shield, holy symbol (emblem), painter's supplies, shovel, iron pot, common clothes, belt pouch, t51, 10 gp; ex-Folk Hero (Disaster Saver); T:action oriented, confident; I:destiny; B:sweetheart misser; F:secret blabber.

**268** Bruenor Tosskobble, Dwarf (Hill) Fighter (Protection); S12 D16 C16 I14 W13 C11; 14 hp; Athletics, History, Intimidation, Survival; Three-Dragon Ante, Vehicles (Land); Common, Dwarvish; leather armor, longbow, 20 arrows, shield, shortsword, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t86, 10 gp; ex-Soldier (Cavalry); T:calm, haunted; I:might; B:text withholder; F:quick retreat.

**269** Xanaphia Starflower, Elf (Wood) Wizard; S13 D16 C14 I15 W14 C10; 8 hp; Arcana, History, Insight, Perception, Religion; Common, Deep Speech, Elvish, Primordial; *light, mage hand, minor illusion; charm person, comprehend languages, identify, mage armor, shield, sleep*; quarterstaff, component pouch, scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t32, 10 gp; ex-Sage (Astronomer); T:patient explainer, touchy; I:beauty; B:soul seller; F:impulsive speaker.

**270** Jalana Domine, Human (Turami) Fighter (Two-Weapon); S14 D16 C15 I13 W10 C14; 12 hp; History, Insight, Intimidation, Religion; Common, Dwarvish, Giant, Halfling; leather armor, longbow, 20 arrows, shortsword, shortsword, handaxe, handaxe, explorer's pack, holy symbol (amulet), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t20, 15 gp; ex-Acolyte; T:bon vivant, sacred quoter; I:freedom; B:bully revenger; F:overconfident.

**271** Bardryn Galanodel, Elf (High) Wizard; S11 D15 C14 I16 W13 C13; 8 hp; Arcana, History, Insight, Investigation, Perception; Common, Draconic, Elvish, Giant, Primordial; *dancing lights, light, mage hand, prestidigitation, burning hands, charm person, detect magic, mage armor, magic missile, shield*; quarterstaff, arcane focus (staff), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t100, 10 gp; ex-Sage (Librarian); T:troubled helper, reserved; I:beauty; B:sweetheart misser; F:impulsive speaker.

**272** Umara Nathandem, Human (Mulan) Fighter (Archery); S14 D15 C15 I13 W15 C10; 12 hp; Animal Handling, History, Insight, Survival; Alchemist, Vehicles (Land); Common, Halfling; leather armor, longbow, 20 arrows, maul, trident, light crossbow, 20 bolts, explorer's pack, alchemist's supplies, shovel, iron pot, common clothes, belt pouch, t7, 10 gp; ex-Folk Hero (Army Hero); T:determined, erroneously sesquipedalian; I:might; B:missing family; F:innocent condemner.

**273** Bardryn Holimion, Dwarf (Hill) Wizard; S10 D15 C15 I15 W14 C13; 9 hp; Deception, History, Medicine, Stealth; Cards, Thieves' Tools; Common, Dwarvish; *light, mage hand, ray of frost, burning hands, charm person, mage armor, shield, sleep, thunderwave*; dagger, arcane



focus (staff), explorer's pack, spellbook, crowbar, dark common clothes, belt pouch, t16, 15 gp; ex-Criminal (Pickpocket); T:sesquipedalian, slow truster; I:people; B:text withholder; F:innocent condemner.

**274** Drusilia Tallstag, Elf (Wood) Fighter (Archery); S15 D15 C13 I13 W11 C15; 11 hp; Acrobatics, Athletics, Deception, Perception, Stealth; Dragonchess, Thieves' Tools; Common, Elvish; chain mail, heavy crossbow, trident, handaxe, handaxe, dungeoneer's pack, crowbar, dark common clothes, belt pouch, t22, 15 gp; ex-Criminal (Pickpocket); T:risk taker, idolater; I:greater good; B:heretic revenge; F:quick retreat.

**275** Birel Loderr, Dwarf (Mountain) Rogue; S14 D15 C12 I15 W12 C14; 9 hp; Acrobatics, Deception, Intimidation, Persuasion, Sleight of Hand, Stealth; Dice, Poisoner, Thieves' Tools; Common, Dwarvish, Thieves' Cant; rapier, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t5, 15 gp; ex-Criminal (Enforcer); T:touchy, planner; I:beauty; B:stolen keepsake; F:obvious liar.

**276** Shava Meliamne, Elf (High) Cleric (Pelor); S14 D12 C14 I14 W15 C13; 10 hp; History, Insight, Medicine, Perception, Religion; Common, Dwarvish, Elvish, Goblin, Sylvan; *ray of frost*, *light*, *sacred flame*, *spare the dying*; bless, command, cure wounds, sanctuary, shield of faith; mace, leather armor, dagger, explorer's pack, shield, holy symbol (reliquary), holy symbol (emblem), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t24, 15 gp; ex-Acolyte; T:open minded, optimistic; I:respect; B:common people; F:disrespectful.

**277** Pin Lian, Human (Shou) Fighter (Dueling); S15 D12 C14 I14 W14 C13; 12 hp; Animal Handling, Athletics, History, Intimidation; Dice, Vehicles (Land); Common, Goblin; chain mail, shield, warhammer, handaxe, handaxe, dungeoneer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t77, 10 gp; ex-Soldier (Healer); T:polite, mystery lover; I:self improvement; B:student protector; F:enemy hater.

**278** Travok Ankhalab, Human (Mulan) Fighter (Dueling); S19 D11 C18 I13 W12 C8; 14 hp; Animal Handling, Athletics, Insight, Survival; Brewer, Vehicles (Land); Common, Goblin; chain mail, shield, battleaxe, handaxe, handaxe, dungeoneer's pack, brewer's supplies, shovel, iron pot, common clothes, belt pouch, t72, 10 gp; ex-Folk Hero (People Armer); T:sesquipedalian, determined; I:fairness; B:brothers in arms; F:city vices.

**279** Cade Silverfrond, Halfling (Lightfoot) Rogue; S7 D19 C12 I15 W13 C15; 9 hp; Animal Handling, Deception, Perception, Performance, Sleight of Hand, Survival; Calligrapher, Thieves' Tools, Vehicles (Land); Common, Halfling, Thieves' Cant; shortsword, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, calligrapher's supplies, shovel, iron pot, common clothes, belt pouch, t81, 10 gp; ex-Folk Hero (Corrupt Theft); T:confident, bon vivant; I:self improvement; B:tool carrier; F:impulsive speaker.

**280** Riardon Moonbrook, Elf (Wood) Rogue; S11 D19 C12 I14 W12 C13; 9 hp; Acrobatics, Insight, Perception, Performance, Persuasion, Religion, Stealth; Thieves' Tools; Common, Draconic, Elvish, Primordial, Thieves' Cant; shortsword, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, holy symbol (reliquary), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t13, 15 gp; ex-Acolyte; T:sacred quoter, tolerant; I:tradition; B:adoptive priest; F:trusts hierarchy.

**281** Malark Dunderdragon, Human (Chondathan) Wizard; S6 D16 C14 I18 W10 C17; 8 hp; Deception, Insight, Investigation, Stealth; Cards, Thieves' Tools; Common, Abyssal; *fire bolt*, *prestidigitation*, *shocking grasp*; charm person, comprehend languages, detect magic, magic missile, shield, sleep; dagger, arcane focus (wand), explorer's pack, spellbook, crowbar, dark common clothes, belt pouch, t84, 15 gp; ex-Criminal (Fence); T:strong, mystery lover; I:might; B:become great; F:money chooser.

**282** Taklinn Frostbeard, Dwarf (Mountain) Cleric (Re-Horakhty); S17 D11 C18 I9 W16 C10; 12 hp; Insight, Medicine, Persuasion, Religion; Common, Draconic, Dwarvish, Goblin; *resistance*, *spare the dying*, *thaumaturgy*; bless, command, cure wounds, guiding bolt, healing word,

inflict wounds; warhammer, chain mail, javelin, explorer's pack, shield, holy symbol (amulet), holy symbol (reliquary), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t99, 15 gp; ex-Acolyte; T:polite, crude; I:no limits; B:heretic revenge; F:quick retreat.

**283** Anastrianna High-hill, Elf (High) Rogue; S10 D18 C8 I17 W13 C15; 7 hp; Acrobatics, Deception, Intimidation, Perception, Performance, Sleight of Hand, Stealth; Three-Dragon Ante, Forgery, Thieves' Tools; Common, Elvish, Giant, Thieves' Cant; *minor illusion*; rapier, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t7, 15 gp; ex-Criminal (Hired Killer); T:secret hoarder, friend maker; I:redemption; B:family support; F:disrespectful.

**284** Wan Shui, Human (Shou) Wizard; S10 D15 C17 I18 W11 C10; 9 hp; History, Insight, Investigation, Religion; Common, Giant, Gnomish, Halfling; *light*, *mage hand*, *shocking grasp*; charm person, comprehend languages, identify, magic missile, shield, thunderwave; quarterstaff, arcane focus (crystal), explorer's pack, spellbook, holy symbol (emblem), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t65, 15 gp; ex-Acolyte; T:cloistered, direct; I:knowledge; B:missing family; F:innocent condemner.

**285** Selise Pashar, Human (Turami) Cleric (Boldrei); S14 D7 C17 I13 W18 C12; 11 hp; Deception, History, Insight, Stealth; Three-Dragon Ante, Thieves' Tools; Common, Gnomish; *guidance*, *light*, *spare the dying*; bless, cure wounds, detect magic, guiding bolt, healing word, inflict wounds, sanctuary; mace, chain mail, javelin, explorer's pack, shield, holy symbol (emblem), crowbar, dark common clothes, belt pouch, t35, 15 gp; ex-Criminal (Enforcer); T:reserved, slow speaker; I:faith; B:family support; F:money chooser.

**286** Adrie Amastacia, Elf (Wood) Wizard; S13 D16 C15 I18 W13 C6; 8 hp; Arcana, History, Investigation, Perception, Religion; Common, Dwarvish, Elvish, Goblin; *dancing lights*, *fire bolt*, *ray of frost*; *burning hands*, charm person, mage armor, shield, silent image, sleep; quarterstaff, component pouch, scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t32, 10 gp; ex-Sage (Alchemist); T:unflinching, patient explainer; I:knowledge; B:student protector; F:demon studier.

**287** Kanithar Iltazyara, Human (Rashemi) Fighter (Archery); S9 D18 C16 I11 W12 C15; 13 hp; Acrobatics, Athletics, Insight, Intimidation; Dice, Vehicles (Land); Common, Goblin; leather armor, longbow, 20 arrows, longsword, greatsword, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t94, 10 gp; ex-Soldier (Quartermaster); T:calm, reserved; I:charity; B:stolen keepsake; F:ally distruster.

**288** Seraphina Dankil, Human (Turami) Rogue; S11 D18 C12 I15 W10 C15; 9 hp; Arcana, Athletics, History, Investigation, Persuasion, Sleight of Hand; Thieves' Tools; Common, Deep Speech, Dwarvish, Giant, Thieves' Cant; shortsword, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t62, 10 gp; ex-Sage (Alchemist); T:touchy, motivated; I:no limits; B:protect hapless; F:complicated solver.

**289** Pieron Ironfist, Human (Turami) Wizard; S13 D14 C15 I18 W13 C8; 8 hp; Arcana, Athletics, History, Intimidation; Three-Dragon Ante, Vehicles (Land); Common, Dwarvish; *dancing lights*, *light*, *ray of frost*; *burning hands*, charm person, comprehend languages, mage armor, sleep, thunderwave; quarterstaff, arcane focus (staff), explorer's pack, spellbook, insignia of rank, trophy, playing card set, common clothes, belt pouch, t66, 10 gp; ex-Soldier (Quartermaster); T:unflinching, inspiring; I:power; B:non abandoner; F:innocent condemner.

**290** Erdan Goodbarrel, Halfling (Lightfoot) Fighter (Archery); S11 D18 C15 I13 W11 C13; 12 hp; Acrobatics, Arcana, History, Insight; Common, Dwarvish, Giant, Halfling; chain mail, net, longsword, handaxe, handaxe, explorer's pack, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t29, 10 gp; ex-Sage (Scribe); T:reserved, action oriented; I:beauty; B:soul seller; F:tyrant hunted.

**291** Ivor Hilltopple, Human (Damaran) Wizard; S12 D15 C13 I18 W12 C11; 7 hp; Arcana, History, Medicine, Religion; Common, Deep Speech, Dwarvish, Giant; *dancing lights, mage hand, ray of frost; charm person, identify, mage armor, magic missile, shield, thunderwave*; dagger, arcane focus (rod), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t80, 10 gp; ex-Sage (Librarian); T:patient explainer, idolater; I:logic; B:soul seller; F:easily distracted.

**292** Flint Ironfist, Dwarf (Mountain) Cleric (Diancecht); S17 D10 C17 I12 W17 C8; 11 hp; Deception, History, Persuasion, Stealth; Dice, Thieves' Tools; Common, Dwarvish; *guidance, resistance, spare the dying; bless, command, cure wounds, detect magic, guiding bolt, sanctuary*; warhammer, chain mail, spear, priest's pack, shield, holy symbol (amulet), crowbar, dark common clothes, belt pouch, t61, 15 gp; ex-Criminal (Hired Killer); T:friend maker, cloistered; I:charity; B:old debt; F:mystery obsessed.

**293** Lavinia Hilltopple, Halfling (Lightfoot) Fighter (Dueling); S17 D14 C17 I7 W16 C10; 13 hp; Arcana, Athletics, History, Intimidation; Common, Draconic, Giant, Halfling; chain mail, shield, morningstar, light crossbow, 20 bolts, explorer's pack, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t4, 10 gp; ex-Sage (Wizards Apprentice); T:erronously sesquipedalian, horribly awkward; I:freedom; B:crushing defeat; F:tyrannical dreams.

**294** Wellby High-hill, Halfling (Lightfoot) Fighter (Protection); S17 D15 C17 I10 W8 C14; 13 hp; Arcana, Athletics, History, Intimidation; Common, Elvish, Giant, Halfling; chain mail, shield, longsword, light crossbow, 20 bolts, dungeoneer's pack, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t79, 10 gp; ex-Sage (Wizards Apprentice); T:reserved, voracious reader; I:charity; B:heretic revenge; F:secret blabber.

**295** Varis Sum, Elf (High) Wizard; S13 D17 C15 I17 W6 C13; 8 hp; Arcana, History, Insight, Perception, Religion; Common, Elvish, Halfling, Orc, Primordial; *dancing lights, light, mage hand, shocking grasp; burning hands, charm person, comprehend languages, detect magic, mage armor, silent image*; dagger, component pouch, scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t91, 10 gp; ex-Sage (Alchemist); T:motivated, tolerant; I:honor; B:protect hapless; F:obvious liar.

**296** Cora Fireforge, Dwarf (Mountain) Cleric (Demeter); S17 D13 C17 I8 W15 C11; 11 hp; Insight, Medicine, Persuasion, Religion; Common, Dwarvish, Elvish, Goblin; *resistance, spare the dying, thaumaturgy; bless, cure wounds, detect magic, guiding bolt, healing word*; warhammer, chain mail, light hammer, priest's pack, shield, holy symbol (amulet), holy symbol (emblem), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t88, 15 gp; ex-Acolyte; T:optimistic, peacemaker; I:change; B:student protector; F:innocent condemner.

**297** Shaumar Amastacia, Human (Rashemi) Rogue; S13 D17 C10 I15 W9 C17; 8 hp; Acrobatics, Deception, Intimidation, Performance, Persuasion, Stealth; Dice, Forgery, Thieves' Tools; Common, Deep Speech, Thieves' Cant; rapier, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t14, 15 gp; ex-Criminal (Smuggler); T:slow truster, planner; I:responsibility; B:heretic revenge; F:money chooser.

**298** Kerri Helder, Human (Chondathan) Fighter (Archery); S11 D17 C17 I11 W15 C10; 13 hp; Athletics, Intimidation, Perception, Survival; Dragonchess, Vehicles (Land); Common, Goblin; leather armor, longbow, 20 arrows, scimitar, whip, handaxe, handaxe, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t14, 10 gp; ex-Soldier (Officer); T:polite, slow speaker; I:destiny; B:crushing defeat; F:city vices.

**299** Alton Greenbottle, Halfling (Stout) Wizard; S7 D16 C17 I16 W14 C11; 9 hp; Arcana, History, Insight, Investigation; Common, Elvish, Goblin, Halfling; *minor illusion, ray of frost, shocking grasp; burning hands, detect magic, mage armor, shield, sleep, thunderwave*; dagger,

arcane focus (rod), explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t25, 10 gp; ex-Sage (Scribe); T:slow truster, voracious reader; I:power; B:ally defender; F:enemy hater.

**300** Gunnloda Calabria, Human (Turami) Cleric (Lathander); S15 D11 C16 I15 W17 C7; 11 hp; Arcana, History, Insight, Persuasion; Common, Dwarvish, Goblin, Primordial; *light, resistance, sacred flame; bless, cure wounds, detect magic, guiding bolt, healing word, inflict wounds*; mace, chain mail, spear, explorer's pack, shield, holy symbol (emblem), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t77, 10 gp; ex-Sage (Astronomer); T:optimistic, confident; I:self improvement; B:soul seller; F:city vices.

**301** Antinua Brushgather, Elf (Wood) Wizard; S9 D16 C15 I17 W13 C11; 8 hp; Animal Handling, Arcana, History, Perception, Survival; Brewer, Vehicles (Land); Common, Elvish; *light, mage hand, ray of frost; burning hands, charm person, comprehend languages, mage armor, magic missile, sleep*; dagger, component pouch, scholar's pack, spellbook, brewer's supplies, shovel, iron pot, common clothes, belt pouch, t36, 10 gp; ex-Folk Hero (Corrupt Theft); T:crude, bored; I:greed; B:missing family; F:shameful secret.

**302** Lia Starflower, Elf (Wood) Wizard; S11 D15 C16 I17 W12 C10; 9 hp; Animal Handling, Arcana, Medicine, Perception, Survival; Glassblower, Vehicles (Land); Common, Elvish; *dancing lights, mage hand, ray of frost; burning hands, identify, mage armor, magic missile, shield, thunderwave*; quarterstaff, arcane focus (staff), scholar's pack, spellbook, glassblower's tools, shovel, iron pot, common clothes, belt pouch, t7, 10 gp; ex-Folk Hero (Monster Facer); T:idolater, erroneously sesquipedalian; I:destiny; B:specific lore; F:admits nothing.

**303** Einkil Gorunn, Dwarf (Hill) Cleric (Apollo); S15 D12 C16 I11 W17 C10; 12 hp; Arcana, History, Insight, Medicine; Common, Dwarvish, Giant, Halfling; *light, resistance, thaumaturgy; bless, command, cure wounds, detect magic, guiding bolt, shield of faith*; warhammer, chain mail, javelin, priest's pack, shield, holy symbol (amulet), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t95, 10 gp; ex-Sage (Discredited Academic); T:voracious reader, erroneously sesquipedalian; I:knowledge; B:family support; F:impulsive speaker.

**304** Malark Iltazyara, Human (Tethyrian) Cleric (Demeter); S14 D14 C16 I13 W17 C7; 11 hp; Insight, Medicine, Persuasion, Religion; Common, Abyssal, Dwarvish, Primordial; *light, resistance, thaumaturgy; bless, command, cure wounds, detect magic, sanctuary, shield of faith*; mace, chain mail, light crossbow, 20 bolts, priest's pack, shield, holy symbol (emblem), holy symbol (reliquary), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t53, 15 gp; ex-Acolyte; T:crude, open minded; I:change; B:become great; F:trusts faithful.

**305** Althaea Ironfist, Dwarf (Mountain) Wizard; S14 D14 C17 I16 W9 C11; 9 hp; History, Insight, Investigation, Religion; Common, Abyssal, Dwarvish, Orc; *dancing lights, ray of frost, shocking grasp; burning hands, identify, mage armor, magic missile, shield, silent image*; quarterstaff, component pouch, explorer's pack, spellbook, holy symbol (emblem), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t9, 15 gp; ex-Acolyte; T:bon vivant, peacemaker; I:beauty; B:family support; F:plan forgetter.

**306** Borivik Murnyethara, Human (Rashemi) Fighter (Dueling); S17 D12 C13 I9 W14 C16; 11 hp; Acrobatics, Athletics, Insight, Intimidation; Three-Dragon Ante, Vehicles (Land); Common, Draconic; chain mail, shield, morningstar, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t6, 10 gp; ex-Soldier (Scout); T:intolerant, strong; I:live and let live; B:specific lore; F:city vices.

**307** Torgga Brawnnavil, Dwarf (Mountain) Rogue; S14 D17 C12 I16 W10 C12; 9 hp; Athletics, Deception, Intimidation, Investigation, Sleight of Hand, Stealth; Disguise, Three-Dragon Ante, Thieves' Tools; Common, Dwarvish, Thieves' Cant; shortsword, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools,

crowbar, dark common clothes, belt pouch, t79, 15 gp; ex-Criminal (Smuggler); T:inspiring, horribly awkward; I:greater good; B:relic recovery; F:plan forgetter.

**308** Seipora Dundragon, Human (Calishite) Fighter (Great Weapon); S17 D11 C16 I11 W12 C14; 13 hp; Athletics, Intimidation, Perception, Survival; Cards, Vehicles (Land); Common, Orc; chain mail, maul, longbow, handaxe, handaxe, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t25, 10 gp; ex-Soldier (Officer); T:direct, crude; I:responsibility; B:common people; F:disrespectful.

**309** Natali Marsk, Human (Damaran) Rogue; S11 D17 C12 I14 W11 C16; 9 hp; Acrobatics, Deception, Intimidation, Persuasion, Sleight of Hand, Stealth; Dice, Forgery, Thieves' Tools; Common, Dwarvish, Thieves' Cant; rapier, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t50, 15 gp; ex-Criminal (Burglar); T:reserved, inspiring; I:freedom; B:family support; F:stealing obsessed.

**310** Nulara Uuthrakt, Human (Mulan) Wizard; S11 D13 C16 I17 W12 C12; 9 hp; Arcana, History, Medicine, Religion; Common, Giant, Halfling, Primordial; *light, mage hand, minor illusion*; charm person, detect magic, identify, mage armor, silent image, thunderwave; dagger, component pouch, scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t78, 10 gp; ex-Sage (Researcher); T:risk taker, determined; I:live and let live; B:protect hapless; F:law obeyer.

**311** Errich Hilltopple, Halfling (Lightfoot) Wizard; S10 D15 C15 I17 W11 C13; 8 hp; Animal Handling, History, Medicine, Survival; Vehicles (Land), Woodcarver; Common, Halfling; *dancing lights, mage hand, prestidigitation, burning hands, charm person, comprehend languages, mage armor, magic missile, silent image*; dagger, component pouch, scholar's pack, spellbook, woodcarver's tools, shovel, iron pot, common clothes, belt pouch, t79, 10 gp; ex-Folk Hero (Monster Facer); T:confident, erroneously sesquipedalian; I:freedom; B:library preserver; F:tyrant hunted.

**312** Kathra Hilltopple, Halfling (Lightfoot) Rogue; S11 D17 C12 I14 W12 C15; 9 hp; Acrobatics, Deception, Insight, Performance, Sleight of Hand, Stealth; Three-Dragon Ante, Forgery, Thieves' Tools; Common, Halfling, Thieves' Cant; rapier, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t56, 15 gp; ex-Criminal (Hired Killer); T:motivated, optimistic; I:faith; B:old debt; F:stealing obsessed.

**313** Adrik Gorunn, Dwarf (Mountain) Rogue; S11 D17 C13 I15 W13 C12; 9 hp; Acrobatics, Athletics, Insight, Intimidation, Investigation, Persuasion; Three-Dragon Ante, Thieves' Tools, Vehicles (Land); Common, Dwarvish, Thieves' Cant; rapier, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, insignia of rank, trophy, playing card set, common clothes, belt pouch, t74, 10 gp; ex-Soldier (Standard Bearer); T:slow truster, sesquipedalian; I:change; B:honorable; F:tyrannical dreams.

**314** Corrin Goodbarrel, Halfling (Lightfoot) Fighter (Dueling); S17 D14 C14 I13 W11 C12; 12 hp; Animal Handling, Deception, Stealth, Survival; Three-Dragon Ante, Thieves' Tools; Common, Halfling; chain mail, shield, shortsword, handaxe, handaxe, explorer's pack, crowbar, dark common clothes, belt pouch, t74, 15 gp; ex-Criminal (Blackmailer); T:slow truster, direct; I:redemption; B:honorable; F:demon studier.

**315** Antinua Greenbottle, Halfling (Stout) Wizard; S13 D17 C14 I14 W11 C12; 8 hp; Animal Handling, History, Religion, Survival; Alchemist, Vehicles (Land); Common, Halfling; *light, minor illusion, prestidigitation, burning hands, charm person, detect magic, shield, sleep, thunderwave*; quarterstaff, component pouch, explorer's pack, spellbook, alchemist's supplies, shovel, iron pot, common clothes, belt pouch, t5, 10 gp; ex-Folk Hero (Monster Facer); T:action oriented, patient explainer; I:nation; B:land lover; F:tyrant hunted.

**316** Shava Oakenheel, Elf (Wood) Fighter (Archery); S12 D17 C14 I14 W12 C12; 12 hp; Acrobatics, Athletics, History, Intimidation, Perception;

Dragonchess, Vehicles (Land); Common, Elvish; leather armor, longbow, 20 arrows, warhammer, battleaxe, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t71, 10 gp; ex-Soldier (Scout); T:bored, planner; I:redemption; B:crushing defeat; F:obvious liar.

**317** Seraphina High-hill, Halfling (Lightfoot) Rogue; S12 D17 C13 I13 W12 C14; 9 hp; Acrobatics, Deception, Insight, Intimidation, Persuasion, Stealth; Dragonchess, Forgery, Thieves' Tools; Common, Halfling, Thieves' Cant; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t55, 15 gp; ex-Criminal (Smuggler); T:bored, risk taker; I:faith; B:temple protection; F:stealing obsessed.

**318** Aelar Amakiir, Elf (High) Fighter (Archery); S17 D12 C14 I13 W12 C13; 12 hp; Acrobatics, Animal Handling, Athletics, Intimidation, Perception; Dice, Vehicles (Land); Common, Elvish, Undercommon; *minor illusion*; chain mail, net, longbow, handaxe, handaxe, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t46, 10 gp; ex-Soldier (Support Staff); T:action oriented, polite; I:nation; B:non abandoner; F:innocent condemner.

**319** Immeral Leagallow, Elf (High) Wizard; S11 D16 C15 I16 W10 C13; 8 hp; Arcana, History, Investigation, Perception, Religion; Common, Dwarvish, Elvish, Goblin, Halfling; *dancing lights, mage hand, ray of frost, shocking grasp, burning hands, mage armor, magic missile, shield, silent image, thunderwave*; quarterstaff, component pouch, scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t60, 10 gp; ex-Sage (Astronomer); T:mystery lover, planner; I:knowledge; B:answer seeker; F:complicated solver.

**320** Einkil Ironfist, Dwarf (Mountain) Cleric (Hestia); S16 D10 C16 I12 W15 C12; 11 hp; History, Insight, Persuasion, Religion; Common, Dwarvish, Giant, Sylvan; *light, resistance, thaumaturgy, bless, cure wounds, detect magic, inflict wounds, sanctuary*; warhammer, chain mail, light hammer, priest's pack, shield, holy symbol (reliquary), holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t14, 15 gp; ex-Acolyte; T:inspiring, sacred quoter; I:sincerity; B:protect hapless; F:suspicious.

**321** Kristryd Frostbeard, Dwarf (Hill) Rogue; S11 D16 C14 I16 W10 C14; 11 hp; Acrobatics, Deception, Insight, Performance, Sleight of Hand, Stealth; Dice, Forgery, Thieves' Tools; Common, Dwarvish, Thieves' Cant; rapier, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t95, 15 gp; ex-Criminal (Burglar); T:risk taker, erroneously sesquipedalian; I:people; B:soul seller; F:plan forgetter.

**322** Baern Brawnnavil, Dwarf (Hill) Rogue; S10 D16 C14 I14 W11 C16; 11 hp; Deception, Insight, Perception, Persuasion, Sleight of Hand, Stealth; Dragonchess, Forgery, Thieves' Tools; Common, Dwarvish, Thieves' Cant; shortsword, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t25, 15 gp; ex-Criminal (Burglar); T:troubled helper, slow truster; I:beauty; B:adoptive priest; F:secret blabber.

**323** Andraste Meliamne, Elf (High) Cleric (Demeter); S16 D14 C13 I9 W16 C13; 9 hp; Arcana, History, Medicine, Perception, Religion; Common, Elvish, Giant, Goblin, Primordial; *mage hand, light, resistance, sacred flame, bless, command, cure wounds, detect magic, guiding bolt, sanctuary*; mace, leather armor, javelin, priest's pack, shield, holy symbol (amulet), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t92, 10 gp; ex-Sage (Professor); T:voracious reader, bored; I:greater good; B:sweetheart misser; F:obsessive.

**324** Liftrasa Wan, Dwarf (Hill) Wizard; S13 D14 C16 I16 W10 C12; 10 hp; Deception, Insight, Investigation, Stealth; Dice, Thieves' Tools; Common, Dwarvish; *light, mage hand, minor illusion, burning hands, charm person, detect magic, identify, shield, sleep*; quarterstaff, arcane focus (staff), scholar's pack, spellbook, crowbar, dark common clothes, belt pouch, t60, 15 gp; ex-Criminal (Pickpocket); T:motivated, planner;



I:charity ; B:sweetheart misser; F:stealing obsessed.

**325** Silifrey Hornraven, Human (Illuskan) Wizard; S12 D15 C14 I16 W15 C9; 8 hp; Arcana, History, Insight, Religion; Common, Abyssal, Halfling, Primordial; *dancing lights, fire bolt, shocking grasp; burning hands, charm person, identify, mage armor, shield, sleep*; quarterstaff, arcane focus (wand), explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t51, 10 gp; ex-Sage (Astronomer); T:slow speaker, confident; I:independence; B:answer seeker; F:trusts faithful.

**326** Arannis Oakenheel, Elf (Wood) Wizard; S12 D16 C15 I15 W10 C13; 8 hp; Arcana, History, Insight, Perception, Religion; Common, Deep Speech, Elvish, Goblin; *light, prestidigitation, ray of frost; burning hands, comprehend languages, detect magic, shield, sleep, thunderwave*; quarterstaff, component pouch, scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t25, 10 gp; ex-Sage (Scribe); T:voracious reader, open minded; I:no limits; B:library preserver; F:fearful.

**327** Diesa Rumnahmeim, Dwarf (Mountain) Fighter (Dueling); S16 D15 C15 I11 W13 C11; 12 hp; Acrobatics, Arcana, Athletics, History; Common, Dwarvish, Halfling, Orc; chain mail, shield, rapier, handaxe, handaxe, dungeoneer's pack, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t23, 10 gp; ex-Sage (Researcher); T:action oriented, sesquipedalian; I:knowledge; B:hapless defender; F:impulsive speaker.

**328** Dunderdragon Shan, Human (Shou) Rogue; S11 D16 C11 I14 W14 C15; 8 hp; Animal Handling, Perception, Performance, Sleight of Hand, Stealth, Survival; Leatherworker, Thieves' Tools, Vehicles (Land); Common, Elvish, Thieves' Cant; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, leatherworker's tools, shovel, iron pot, common clothes, belt pouch, t54, 10 gp; ex-Folk Hero (Corrupt Theft); T:horribly awkward, determined; I:freedom ; B:heretic revenge; F:easily distracted.

**329** Erdan Iphelkiir, Elf (Wood) Cleric (Re-Horakhty); S15 D11 C14 I13 W16 C12; 10 hp; History, Insight, Medicine, Perception, Religion; Common, Deep Speech, Dwarvish, Elvish; *light, resistance, spare the dying; bless, command, cure wounds, detect magic, sanctuary, shield of faith*; mace, chain mail, javelin, priest's pack, shield, holy symbol (amulet), holy symbol (reliquary), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t21, 15 gp; ex-Acolyte; T:intolerant, tolerant; I:respect; B:common people; F:innocent condemner.

**330** Erevan Buckman, Elf (Wood) Rogue; S14 D16 C12 I15 W12 C12; 9 hp; Acrobatics, Deception, Investigation, Perception, Persuasion, Sleight of Hand, Stealth; Disguise, Dragonchess, Thieves' Tools; Common, Elvish, Thieves' Cant; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t65, 15 gp; ex-Criminal (Burglar); T:confident, inspiring; I:knowledge; B:heretic revenge; F:plan forgetter.

**331** Sum Jiang, Human (Shou) Wizard; S13 D16 C14 I14 W14 C10; 8 hp; Arcana, History, Insight, Medicine; Common, Celestial, Goblin, Halfling; *fire bolt, light, mage hand; burning hands, identify, mage armor, magic missile, sleep, thunderwave*; quarterstaff, component pouch, scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t75, 10 gp; ex-Sage (Librarian); T:determined, secret hoarder; I:knowledge; B:soul seller; F:secret blabber.

**332** Bruenor Silverfrond, Elf (High) Cleric (Pelor); S14 D14 C13 I13 W16 C11; 9 hp; Athletics, History, Intimidation, Medicine, Perception; Three- Dragon Ante, Vehicles (Land); Common, Elvish, Halfling; *light, guidance, light, sacred flame; bless, cure wounds, detect magic, guiding bolt, healing word, shield of faith*; mace, leather armor, light crossbow, 20 bolts, priest's pack, shield, holy symbol (reliquary), insignia of rank, trophy, dice set, common clothes, belt pouch, t82, 10 gp; ex-Soldier (Support Staff); T:polite, confident; I:respect; B:stolen keepsake; F:easily distracted.

**333** Shava Nailo, Elf (High) Cleric (Hestia); S14 D15 C15 I13 W15 C9; 10 hp; Insight, Medicine, Perception, Persuasion, Religion; Common, Abyssal, Elvish, Infernal, Orc; *prestidigitation; light, resistance, sacred flame; bless, command, cure wounds, detect magic, guiding bolt*; mace, chain mail, light crossbow, 20 bolts, explorer's pack, shield, holy symbol (emblem), holy symbol (reliquary), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t49, 15 gp; ex-Acolyte; T:omen finder, idolater; I:greater good; B:answer seeker; F:suspicious.

**334** Flint Balderk, Dwarf (Mountain) Rogue; S14 D15 C15 I14 W9 C14; 10 hp; Acrobatics, Athletics, Deception, Intimidation, Sleight of Hand, Stealth; Three-Dragon Ante, Poisoner, Thieves' Tools; Common, Dwarvish, Thieves' Cant; rapier, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t40, 15 gp; ex-Criminal (Highway Robber); T:voracious reader, motivated; I:charity ; B:family support; F:quick retreat.

**335** Morgran Mei, Dwarf (Mountain) Rogue; S13 D15 C14 I14 W11 C14; 10 hp; Athletics, Deception, Investigation, Performance, Persuasion, Stealth; Cards, Disguise, Thieves' Tools; Common, Dwarvish, Thieves' Cant; shortsword, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t88, 15 gp; ex-Criminal (Highway Robber); T:cloistered, optimistic; I:freedom; B:bully revenger; F:enemy hater.

**336** Dagnal Tallstag, Human (Chondathan) Fighter (Dueling); S15 D12 C14 I14 W12 C14; 12 hp; Athletics, Insight, Intimidation, Survival; Cards, Vehicles (Land); Common, Elvish; leather armor, longbow, 20 arrows, warhammer, heavy crossbow, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t58, 10 gp; ex-Soldier (Officer); T:valuable noter, inspiring; I:nation; B:brothers in arms; F:ally distruster.

**337** Oskar Battlehammer, Dwarf (Mountain) Rogue; S14 D15 C13 I13 W12 C14; 9 hp; Acrobatics, Athletics, Deception, Intimidation, Persuasion, Stealth; Three-Dragon Ante, Poisoner, Thieves' Tools; Common, Dwarvish, Thieves' Cant; rapier, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t72, 15 gp; ex-Criminal (Smuggler); T:friend maker, determined; I:beauty; B:become great; F:money chooser.

**338** Leshanna Amastacia, Elf (High) Cleric (Hestia); S13 D15 C14 I12 W14 C13; 10 hp; Animal Handling, Insight, Medicine, Perception, Survival; Cook, Vehicles (Land); Common, Draconic, Elvish; *light, light, spare the dying, thaumaturgy; bless, command, cure wounds, guiding bolt, sanctuary*; mace, chain mail, light crossbow, 20 bolts, explorer's pack, shield, holy symbol (emblem), cook's utensils, shovel, iron pot, common clothes, belt pouch, t59, 10 gp; ex-Folk Hero (Militia Leader); T:tolerant, bon vivant; I:nation; B:protect hapless; F:ally distruster.

**339** Iphelkiir Tai, Human (Shou) Fighter (Archery); S19 D13 C15 I7 W11 C15; 12 hp; Acrobatics, Animal Handling, Athletics, Intimidation; Dragonchess, Vehicles (Land); Common, Orc; leather armor, longbow, 20 arrows, scimitar, battleaxe, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t86, 10 gp; ex-Soldier (Officer); T:inspiring, haunted; I:live and let live; B:brothers in arms; F:obsessive.

**340** Huang Tai, Human (Shou) Rogue; S11 D19 C10 I14 W12 C14; 8 hp; Acrobatics, Animal Handling, Deception, Sleight of Hand, Stealth, Survival; Thieves' Tools, Vehicles (Land), Weaver; Common, Abyssal, Thieves' Cant; rapier, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, weaver's tools, shovel, iron pot, common clothes, belt pouch, t56, 10 gp; ex-Folk Hero (Peasantry Trainer); T:sacred quoter, bored; I:sincerity; B:land lover; F:overconfident.

**341** Shin An, Human (Shou) Cleric (Apollo); S17 D12 C17 I7 W18 C9; 11 hp; Arcana, History, Insight, Persuasion; Common, Giant, Goblin, Orc; *light, sacred flame, thaumaturgy; bless, command, cure wounds, detect magic, guiding bolt, inflict wounds, sanctuary*; mace, chain mail, javelin, priest's pack, shield, holy symbol (amulet), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch,

t93, 10 gp; ex-Sage (Librarian); T:peacemaker, bon vivant; I:live and let live; B:hapless defender; F:complicated solver.

**342** Audhild Gorunn, Dwarf (Mountain) Fighter (Dueling); S18 D12 C17 I13 W10 C10; 13 hp; Acrobatics, Athletics, Insight, Religion; Common, Dwarvish, Giant, Gnomish; chain mail, shield, flail, handaxe, handaxe, dungeoneer's pack, holy symbol (amulet), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t20, 15 gp; ex-Acolyte; T:optimistic, erroneously sesquipedalian; I:charity ; B:heretic revenge; F:innocent condemner.

**343** Pisacar Tai, Human (Shou) Wizard; S10 D18 C15 I16 W10 C11; 8 hp; Athletics, History, Intimidation, Investigation; Cards, Vehicles (Land); Common, Celestial; *fire bolt, light, minor illusion; burning hands, charm person, identify, mage armor, shield, sleep*; quarterstaff, component pouch, scholar's pack, spellbook, insignia of rank, trophy, playing card set, common clothes, belt pouch, t61, 10 gp; ex-Soldier (Infantry); T:motivated, voracious reader; I:no limits; B:adoptive priest; F:admits nothing.

**344** Lidda Brushgather, Halfling (Lightfoot) Wizard; S7 D16 C13 I18 W12 C14; 7 hp; History, Insight, Investigation, Religion; Common, Giant, Goblin, Halfling; *fire bolt, light, ray of frost, burning hands, comprehend languages, identify, magic missile, sleep, thunderwave*; dagger, arcane focus (staff), scholar's pack, spellbook, holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t18, 15 gp; ex-Acolyte; T:idolater, bon vivant; I:destiny; B:adoptive priest; F:judgmental.

**345** Tessele Greycastle, Human (Tethyrian) Wizard; S11 D14 C18 I16 W12 C9; 10 hp; Animal Handling, Investigation, Religion, Survival; Tinker, Vehicles (Land); Common, Gnomish; *dancing lights, mage hand, minor illusion; burning hands, comprehend languages, detect magic, mage armor, shield, sleep*; quarterstaff, arcane focus (staff), scholar's pack, spellbook, tinker's tools, shovel, iron pot, common clothes, belt pouch, t69, 10 gp; ex-Folk Hero (Peasantry Trainer); T:optimistic, idolater; I:respect; B:specific lore; F:tyrannical dreams.

**346** Portia Brushgather, Halfling (Stout) Rogue; S6 D18 C15 I15 W11 C15; 10 hp; Acrobatics, Insight, Investigation, Performance, Religion, Stealth; Thieves' Tools; Common, Abyssal, Goblin, Halfling, Thieves' Cant; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t43, 15 gp; ex-Acolyte; T:cloistered, omen finder; I:self improvement; B:temple protection; F:suspicious.

**347** Gardain Balderk, Dwarf (Mountain) Rogue; S13 D18 C12 I12 W10 C15; 9 hp; Athletics, Deception, Intimidation, Performance, Sleight of Hand, Stealth; Dice, Poisoner, Thieves' Tools; Common, Dwarvish, Thieves' Cant; rapier, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t35, 15 gp; ex-Criminal (Blackmailer); T:risk taker, crude; I:honor; B:family support; F:admits nothing.

**348** Verna Tealeaf, Halfling (Lightfoot) Wizard; S12 D16 C17 I17 W8 C10; 9 hp; Athletics, History, Intimidation, Investigation; Dice, Vehicles (Land); Common, Halfling; *fire bolt, minor illusion, shocking grasp; burning hands, charm person, comprehend languages, detect magic, identify, shield*; dagger, arcane focus (crystal), scholar's pack, spellbook, insignia of rank, trophy, dice set, common clothes, belt pouch, t57, 10 gp; ex-Soldier (Officer); T:strong, inspiring; I:might ; B:honorable; F:admits nothing.

**349** Rimardo Balderk, Dwarf (Mountain) Wizard; S14 D14 C17 I17 W12 C6; 9 hp; Arcana, Insight, Medicine, Religion; Common, Celestial, Deep Speech, Dwarvish; *mage hand, prestidigitation, shocking grasp; burning hands, charm person, identify, mage armor, magic missile, silent image*; quarterstaff, arcane focus (staff), scholar's pack, spellbook, holy symbol (emblem), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t53, 15 gp; ex-Acolyte; T:friend maker, mystery lover; I:tradition; B:crushing defeat; F:admits nothing.

**350** Tordek Fezim, Dwarf (Mountain) Wizard; S14 D12 C17 I17 W7 C13;

9 hp; Arcana, Athletics, Intimidation, Medicine; Dice, Vehicles (Land); Common, Dwarvish; *fire bolt, mage hand, prestidigitation; detect magic, identify, shield, silent image, sleep, thunderwave*; quarterstaff, component pouch, scholar's pack, spellbook, insignia of rank, trophy, playing card set, common clothes, belt pouch, t4, 10 gp; ex-Soldier (Cavalry); T:strong, haunted; I:independence; B:student protector; F:enemy hater.

**351** Zasheida Ungart, Human (Calishite) Fighter (Dueling); S17 D16 C16 I11 W10 C10; 13 hp; Animal Handling, Arcana, Athletics, History; Common, Dwarvish, Elvish, Orc; leather armor, longbow, 20 arrows, shield, scimitar, light crossbow, 20 bolts, dungeoneer's pack, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t14, 10 gp; ex-Sage (Professor); T:tolerant, patient explainer; I:knowledge; B:old debt; F:easily distracted.

**352** Kithri Amastacia, Elf (Wood) Cleric (Mishakal); S14 D16 C15 I5 W17 C13; 10 hp; Insight, Medicine, Perception, Persuasion, Religion; Common, Dwarvish, Elvish, Gnomish; *guidance, sacred flame, thaumaturgy, bless, cure wounds, detect magic, inflict wounds, sanctuary, shield of faith*; mace, leather armor, light crossbow, 20 bolts, explorer's pack, shield, holy symbol (reliquary), holy symbol (amulet), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t76, 15 gp; ex-Acolyte; T:tolerant, motivated; I:people; B:temple protection; F:demon studier.

**353** Varis Iphelkiir, Elf (Wood) Fighter (Defense); S17 D15 C16 I13 W7 C12; 13 hp; Acrobatics, Athletics, History, Intimidation, Perception; Dragonchess, Vehicles (Land); Common, Elvish; chain mail, shield, morningstar, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t13, 10 gp; ex-Soldier (Scout); T:unflinching, intolerant; I:live and let live; B:missing family; F:trusts faithful.

**354** Torgga Forgefire, Dwarf (Hill) Cleric (Arawai); S15 D9 C16 I11 W17 C12; 12 hp; Insight, Medicine, Persuasion, Religion; Common, Dwarvish, Gnomish, Orc; *sacred flame, spare the dying, thaumaturgy, bless, command, cure wounds, guiding bolt, healing word, sanctuary*; warhammer, chain mail, javelin, priest's pack, shield, holy symbol (emblem), holy symbol (reliquary), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t48, 15 gp; ex-Acolyte; T:tolerant, sacred quoter; I:change; B:sweetheart misser; F:obsessive.

**355** Ralmevik Loderr, Dwarf (Mountain) Wizard; S12 D17 C15 I16 W9 C11; 8 hp; Arcana, History, Investigation, Religion; Common, Dwarvish, Orc, Undercommon; *mage hand, ray of frost, shocking grasp; burning hands, charm person, detect magic, mage armor, shield, sleep*; dagger, component pouch, explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t13, 10 gp; ex-Sage (Professor); T:direct, tolerant; I:knowledge; B:become great; F:impulsive speaker.

**356** Lavinia High-hill, Halfling (Stout) Fighter (Defense); S17 D9 C16 I14 W13 C11; 13 hp; Athletics, History, Insight, Intimidation; Cards, Vehicles (Land); Common, Halfling; chain mail, shield, warhammer, handaxe, handaxe, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t59, 10 gp; ex-Soldier (Standard Bearer); T:haunted, inspiring; I:nation; B:brothers in arms; F:complicated solver.

**357** Alton Leagallow, Halfling (Lightfoot) Wizard; S13 D17 C13 I16 W9 C12; 7 hp; History, Insight, Investigation, Religion; Common, Dwarvish, Gnomish, Halfling; *dancing lights, light, shocking grasp; burning hands, detect magic, magic missile, shield, sleep, thunderwave*; dagger, component pouch, scholar's pack, spellbook, holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t83, 15 gp; ex-Acolyte; T:omen finder, polite; I:sincerity; B:terrible guilt; F:trusts hierarchy.

**358** Rurik Rumnaheim, Dwarf (Hill) Fighter (Defense); S13 D17 C16 I12 W10 C12; 14 hp; Acrobatics, Athletics, Intimidation, Perception; Cards, Vehicles (Land); Common, Dwarvish; leather armor, longbow, 20 arrows, shield, rapier, handaxe, handaxe, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t55, 10 gp; ex-

Soldier (Infantry); T:inspiring, erroneously sesquipedalian; I:greater good; B:protect hapless; F:obsessive.

**359** Cade Leagallow, Halfling (Stout) Fighter (Dueling); S17 D13 C15 I7 W13 C15; 12 hp; Animal Handling, Athletics, Insight, Intimidation; Cards, Vehicles (Land); Common, Halfling; chain mail, shield, rapier, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t71, 10 gp; ex-Soldier (Scout); T:bored, slow speaker; I:no limits; B:killing mistake; F:mystery obsessed.

**360** Quelenna Siannodel, Elf (High) Fighter (Protection); S11 D17 C15 I9 W15 C13; 12 hp; Acrobatics, Animal Handling, Athletics, Intimidation, Perception; Dice, Vehicles (Land); Common, Dwarvish, Elvish; *light*; leather armor, longbow, 20 arrows, shield, shortsword, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t83, 10 gp; ex-Soldier (Scout); T:unflinching, slow truster; I:greed; B:crushing defeat; F:impulsive speaker.

**361** Leshanna Galanodel, Elf (Wood) Rogue; S7 D17 C13 I15 W14 C14; 9 hp; *Acrobatics*, Athletics, Insight, Intimidation, Investigation, Perception, Performance; Three-Dragon Ante, *Thieves' Tools*, Vehicles (Land); Common, Elvish, Thieves' Cant; rapier, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, insignia of rank, trophy, playing card set, common clothes, belt pouch, t57, 10 gp; ex-Soldier (Scout); T:inspiring, unflinching; I:might ; B:missing family; F:suspicious.

**362** Varis Marivaldi, Elf (High) Rogue; S13 D17 C9 I15 W14 C12; 7 hp; *Arcana*, History, Intimidation, Perception, Performance, Sleight of Hand, *Stealth*; Thieves' Tools; Common, Dwarvish, Elvish, Halfling, Orc, Thieves' Cant; *light*; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t36, 10 gp; ex-Sage (Wizards Apprentice); T:friend maker, omen finder; I:live and let live; B:hapless defender; F:mystery obsessed.

**363** Mival Underbough, Halfling (Lightfoot) Fighter (Dueling); S17 D15 C14 I12 W10 C12; 12 hp; Acrobatics, Animal Handling, Athletics, Intimidation; Three-Dragon Ante, Vehicles (Land); Common, Halfling; chain mail, shield, war pick, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t64, 10 gp; ex-Soldier (Healer); T:direct, open minded; I:greater good; B:specific lore; F:trusts hierarchy.

**364** Alton Frostbeard, Dwarf (Hill) Fighter (Great Weapon); S15 D11 C17 I11 W14 C12; 14 hp; Athletics, Insight, Intimidation, Survival; Three-Dragon Ante, Vehicles (Land); Common, Dwarvish; chain mail, maul, heavy crossbow, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t37, 10 gp; ex-Soldier (Support Staff); T:sacred quoter, fair; I:might ; B:crushing defeat; F:trusts faithful.

**365** Gunnloda Starflower, Elf (Wood) Cleric (Lathander); S15 D13 C13 I13 W17 C9; 9 hp; History, Insight, Medicine, Perception, Religion; Common, Draconic, Elvish, Giant; *guidance*, *light*, *spare the dying*; *bless*, *command*, *cure wounds*, *guiding bolt*, *healing word*, *sanctuary*; mace, chain mail, spear, explorer's pack, shield, holy symbol (amulet), holy symbol (emblem), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t84, 15 gp; ex-Acolyte; T:omen finder, idolater; I:tradition; B:heretic revenge; F:inflexible thinking.

**366** Adrie Mostana, Elf (Wood) Cleric (Mishakal); S15 D10 C13 I13 W17 C12; 9 hp; Arcana, History, Insight, Medicine, Perception; Common, Elvish, Gnomish, Sylvan; *light*, *sacred flame*, *thaumaturgy*; *bless*, *command*, *cure wounds*, *inflict wounds*, *sanctuary*, *shield of faith*; mace, chain mail, javelin, priest's pack, shield, holy symbol (reliquary), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t72, 10 gp; ex-Sage (Discredited Academic); T:bon vivant, action judge; I:fairness; B:specific lore; F:demon studier.

**367** Riardon Siannodel, Elf (Wood) Fighter (Two-Weapon); S10 D17 C14 I13 W14 C12; 12 hp; Athletics, History, Intimidation, Perception, Survival; Three-Dragon Ante, Vehicles (Land); Common, Elvish; leather

armor, longbow, 20 arrows, scimitar, scimitar, handaxe, handaxe, dungeoneer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t81, 10 gp; ex-Soldier (Quartermaster); T:haunted, crude; I:self improvement; B:non abandoner; F:secret mistake.

**368** Hadarai Gemblossom, Elf (Wood) Fighter (Protection); S13 D17 C14 I10 W12 C14; 12 hp; Acrobatics, Animal Handling, Athletics, Intimidation, Perception; Dice, Vehicles (Land); Common, Elvish; chain mail, shield, rapier, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t32, 10 gp; ex-Soldier (Support Staff); T:polite, slow speaker; I:greater good; B:ally defender; F:judgmental.

**369** Valanthe Gemblossom, Elf (Wood) Rogue; S11 D17 C13 I14 W11 C14; 9 hp; Acrobatics, Deception, *Intimidation*, Investigation, Perception, Persuasion, Stealth; Dragonchess, Poisoner, *Thieves' Tools*; Common, Elvish, Thieves' Cant; shortsword, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t61, 15 gp; ex-Criminal (Blackmailer); T:valuable noter, bored; I:redemption; B:become great; F:quick retreat.

**370** Zasheir Dumein, Human (Calishite) Wizard; S13 D14 C13 I17 W13 C10; 7 hp; Arcana, History, Investigation, Religion; Common, Deep Speech, Goblin, Sylvan; *dancing lights*, *light*, *prestidigitation*; *burning hands*, *comprehend languages*, *detect magic*, *magic missile*, *shield*, *sleep*; quarterstaff, arcane focus (wand), explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t78, 10 gp; ex-Sage (Researcher); T:bored, strong; I:beauty; B:bully revenger; F:suspicious.

**371** Meilil Basha, Human (Calishite) Rogue; S16 D14 C7 I16 W13 C14; 6 hp; *Athletics*, Insight, Investigation, *Religion*, Sleight of Hand, Stealth; Thieves' Tools; Common, Dwarvish, Elvish, Giant, Thieves' Cant; shortsword, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, holy symbol (reliquary), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t32, 15 gp; ex-Acolyte; T:planner, idolater; I:change; B:family support; F:enemy hater.

**372** Finnan Thorngage, Halfling (Stout) Wizard; S8 D12 C16 I16 W14 C14; 9 hp; Arcana, History, Investigation, Medicine; Common, Dwarvish, Elvish, Halfling; *fire bolt*, *prestidigitation*, *shocking grasp*; *burning hands*, *charm person*, *comprehend languages*, *magic missile*, *shield*, *sleep*; quarterstaff, component pouch, explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t26, 10 gp; ex-Sage (Scribe); T:horribly awkward, planner; I:beauty; B:student protector; F:easily distracted.

**373** Soveliss Astorio, Elf (Wood) Cleric (Re-Horakhty); S14 D16 C14 I11 W16 C9; 10 hp; Arcana, History, Insight, Perception, Religion; Common, Deep Speech, Elvish, Goblin; *light*, *resistance*, *spare the dying*; *bless*, *command*, *cure wounds*, *detect magic*, *guiding bolt*, *sanctuary*; mace, leather armor, light crossbow, 20 bolts, priest's pack, shield, holy symbol (emblem), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t57, 10 gp; ex-Sage (Researcher); T:idolater, horribly awkward; I:logic; B:text preservation; F:complicated solver.

**374** Alberich Lutgehr, Dwarf (Mountain) Rogue; S11 D16 C11 I16 W12 C14; 8 hp; *Deception*, *Insight*, Intimidation, Investigation, Perception, Stealth; Dice, Poisoner, Thieves' Tools; Common, Dwarvish, Thieves' Cant; shortsword, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t56, 15 gp; ex-Criminal (Highway Robber); T:planner, sacred quoter; I:greed; B:terrible guilt; F:innocent condemner.

**375** Barendd Helder, Human (Illuskan) Wizard; S10 D16 C13 I16 W13 C12; 7 hp; Animal Handling, Arcana, Investigation, Survival; Vehicles (Land), Woodcarver; Common, Giant; *fire bolt*, *ray of frost*, *shocking grasp*; *burning hands*, *charm person*, *detect magic*, *mage armor*, *silent image*, *sleep*; quarterstaff, arcane focus (rod), explorer's pack, spellbook, woodcarver's tools, shovel, iron pot, common clothes, belt pouch, t12, 10 gp; ex-Folk Hero (Decree Protester); T:reserved, polite; I:tradition; B:bully revenger; F:secret mistake.



**376** Einkil Dankil, Dwarf (Mountain) Cleric (Demeter); S16 D11 C15 I10 W14 C14; 10 hp; Insight, Medicine, Persuasion, Religion; Common, Dwarvish, Orc, Sylvan; *sacred flame, spare the dying, thaumaturgy*; *bless, cure wounds, detect magic, healing word, shield of faith*; warhammer, chain mail, javelin, priest's pack, shield, holy symbol (emblem), holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t99, 15 gp; ex-Acolyte; T:action oriented, confident; I:change; B:non abandoner; F:judgmental.

**377** Jillian High-hill, Halfling (Lightfoot) Cleric (Chauntea); S14 D15 C13 I12 W16 C10; 9 hp; History, Insight, Medicine, Religion; Common, Giant, Gnomish, Halfling; *guidance, light, thaumaturgy*; *bless, cure wounds, guiding bolt, healing word, inflict wounds, shield of faith*; mace, scale mail, light crossbow, 20 bolts, explorer's pack, shield, holy symbol (amulet), holy symbol (reliquary), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t97, 15 gp; ex-Acolyte; T:peacemaker, haunted; I:greater good; B:temple protection; F:trusts faithful.

**378** Finnan Thorngage, Halfling (Lightfoot) Cleric (Hathor); S14 D13 C15 I10 W16 C12; 10 hp; Athletics, History, Insight, Intimidation; Dice, Vehicles (Land); Common, Halfling; *guidance, light, thaumaturgy*; *bless, cure wounds, detect magic, guiding bolt, healing word, shield of faith*; mace, leather armor, javelin, priest's pack, shield, holy symbol (reliquary), insignia of rank, trophy, dice set, common clothes, belt pouch, t63, 10 gp; ex-Soldier (Standard Bearer); T:polite, bored; I:faith; B:common people; F:trusts hierarchy.

**379** Delg Battlehammer, Dwarf (Mountain) Wizard; S14 D12 C15 I16 W13 C10; 8 hp; Deception, Investigation, Religion, Stealth; Dice, Thieves' Tools; Common, Dwarvish; *mage hand, prestidigitation, ray of frost*; *charm person, identify, mage armor, magic missile, silent image, thunderwave*; quarterstaff, component pouch, scholar's pack, spellbook, crowbar, dark common clothes, belt pouch, t97, 15 gp; ex-Criminal (Highway Robber); T:tolerant, slow speaker; I:redemption; B:family support; F:quick retreat.

**380** Taman Lackman, Human (Illuskan) Wizard; S13 D14 C14 I16 W10 C13; 8 hp; Insight, Investigation, Medicine, Religion; Common, Celestial, Gnomish, Primordial; *fire bolt, light, mage hand*; *charm person, comprehend languages, identify, mage armor, magic missile, sleep*; quarterstaff, component pouch, explorer's pack, spellbook, holy symbol (reliquary), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t53, 15 gp; ex-Acolyte; T:omen finder, optimistic; I:charity; B:heretic revenge; F:enemy hater.

**381** Jandar Murnyethara, Human (Rashemi) Fighter (Protection); S10 D15 C15 I15 W11 C14; 12 hp; Acrobatics, Athletics, Intimidation, Survival; Dice, Vehicles (Land); Common, Elvish; leather armor, longbow, 20 arrows, shield, longsword, handaxe, handaxe, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t44, 10 gp; ex-Soldier (Infantry); T:slow speaker, direct; I:live and let live; B:family support; F:trusts faithful.

**382** Galinndan Moonwhisper, Elf (High) Cleric (Apollo); S14 D15 C14 I9 W15 C13; 10 hp; History, Insight, Medicine, Perception, Religion; Common, Dwarvish, Elvish, Giant, Goblin; *dancing lights, guidance, sacred flame, thaumaturgy*; *bless, cure wounds, inflict wounds, sanctuary, shield of faith*; mace, scale mail, light crossbow, 20 bolts, priest's pack, shield, holy symbol (amulet), holy symbol (emblem), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t41, 15 gp; ex-Acolyte; T:cloistered, intolerant; I:charity; B:relic recovery; F:secret blabber.

**383** Xanapha Leagallow, Halfling (Lightfoot) Wizard; S11 D15 C13 I14 W12 C15; 7 hp; Animal Handling, History, Investigation, Survival; Potter, Vehicles (Land); Common, Halfling; *mage hand, ray of frost, shocking grasp, burning hands*; *charm person, comprehend languages, magic missile, sleep, thunderwave*; quarterstaff, arcane focus (orb), scholar's pack, spellbook, potter's tools, shovel, iron pot, common clothes, belt pouch, t93, 10 gp; ex-Folk Hero (Secret Origin); T:bored, troubled helper; I:power; B:stolen keepsake; F:stealing obsessed.

**384** Merla Goodbarrel, Halfling (Lightfoot) Cleric (Ilmater); S13 D15 C14 I12 W15 C11; 10 hp; Athletics, History, Insight, Intimidation; Cards, Vehicles (Land); Common, Halfling; *sacred flame, spare the dying, thaumaturgy*; *bless, cure wounds, healing word, sanctuary, shield of faith*; mace, scale mail, javelin, explorer's pack, shield, holy symbol (reliquary), insignia of rank, trophy, playing card set, common clothes, belt pouch, t21, 10 gp; ex-Soldier (Healer); T:motivated, strong; I:live and let live; B:common people; F:secret mistake.

**385** Andry Tosscombe, Halfling (Lightfoot) Cleric (Chauntea); S13 D15 C13 I13 W15 C11; 9 hp; History, Insight, Medicine, Religion; Common, Celestial, Dwarvish, Halfling; *resistance, spare the dying, thaumaturgy*; *bless, command, cure wounds, detect magic, shield of faith*; mace, scale mail, light crossbow, 20 bolts, explorer's pack, shield, holy symbol (amulet), holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t56, 15 gp; ex-Acolyte; T:inspiring, peacemaker; I:power; B:land lover; F:tyrannical dreams.

**386** Perrin Brushgather, Halfling (Lightfoot) Cleric (Mishakal); S14 D12 C14 I11 W15 C14; 10 hp; Insight, Medicine, Persuasion, Religion; Common, Dwarvish, Halfling, Primordial; *guidance, resistance, sacred flame*; *bless, command, cure wounds, healing word, sanctuary*; mace, scale mail, dagger, explorer's pack, shield, holy symbol (reliquary), holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t7, 15 gp; ex-Acolyte; T:omen finder, tolerant; I:tradition; B:temple protection; F:secret mistake.

**387** Roscoe Hilltopple, Halfling (Lightfoot) Rogue; S12 D20 C6 I13 W12 C16; 6 hp; *Deception, Insight*, Investigation, Performance, Sleight of Hand, Stealth; Three-Dragon Ante, Forgery, Thieves' Tools; Common, Halfling, Thieves' Cant; shortsword, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t22, 15 gp; ex-Criminal (Hired Killer); T:risk taker, planner; I:live and let live; B:family support; F:obvious liar.

**388** Arannis Amastacia, Elf (Wood) Rogue; S9 D20 C11 I14 W10 C15; 8 hp; Acrobatics, Athletics, *Deception*, Intimidation, Perception, Sleight of Hand, *Stealth*; Cards, Poisoner, Thieves' Tools; Common, Elvish, Thieves' Cant; shortsword, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t62, 15 gp; ex-Criminal (Hired Killer); T:planner, horribly awkward; I:live and let live; B:crushing defeat; F:obvious liar.

**389** Erevan Moonbrook, Elf (High) Rogue; S11 D19 C9 I18 W11 C11; 7 hp; Acrobatics, Deception, Insight, Investigation, Perception, *Sleight of Hand*, Stealth; Dice, Disguise, *Thieves' Tools*; Common, Elvish, Giant, Thieves' Cant; *minor illusion*; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t46, 15 gp; ex-Criminal (Highway Robber); T:calm, slow truster; I:people; B:stolen keepsake; F:shameful secret.

**390** Aelar High-hill, Elf (High) Fighter (Dueling); S13 D19 C13 I8 W15 C11; 11 hp; Acrobatics, Animal Handling, Arcana, History, Perception; Common, Celestial, Draconic, Elvish, Orc; *mage hand*; leather armor, longbow, 20 arrows, shield, longsword, handaxe, handaxe, dungeoneer's pack, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t34, 10 gp; ex-Sage (Professor); T:slow speaker, secret hoarder; I:power; B:answer seeker; F:mystery obsessed.

**391** Meriele Gemblossom, Dwarf (Mountain) Fighter (Great Weapon); S12 D15 C19 I10 W10 C13; 14 hp; Acrobatics, Animal Handling, Arcana, History; Common, Dwarvish, Goblin, Sylvan; leather armor, longbow, 20 arrows, glaive, blowgun, light crossbow, 20 bolts, explorer's pack, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t83, 10 gp; ex-Sage (Alchemist); T:motivated, unflinching; I:freedom; B:answer seeker; F:disrespectful.

**392** Olga Stormwind, Human (Illuskan) Cleric (Hestia); S18 D10 C15 I7 W18 C11; 10 hp; Insight, Medicine, Persuasion, Religion; Common, Deep Speech, Giant, Undercommon; *resistance, sacred flame, thaumaturgy*; *bless, cure wounds, detect magic, guiding bolt, healing word, inflict wounds, shield of faith*; mace, chain mail, light hammer,

priest's pack, shield, holy symbol (reliquary), holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t79, 15 gp; ex-Acolyte; T:action judger, idolater; I:aspiration; B:library preserver; F:secret blabber.

**393** Dain Silverfrond, Elf (Wood) Wizard; S11 D18 C14 I17 W5 C14; 8 hp; Arcana, History, Investigation, Perception, Religion; Common, Elvish, Gnomish, Halfling; *dancing lights, mage hand, minor illusion; burning hands, charm person, magic missile, shield, silent image, thunderwave*; dagger, component pouch, scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t61, 10 gp; ex-Sage (Alchemist); T:direct, action judger; I:aspiration; B:brothers in arms; F:secret blabber.

**394** Darrak Loderr, Dwarf (Hill) Cleric (Chauntea); S14 D12 C18 I6 W17 C12; 13 hp; Insight, Medicine, Persuasion, Religion; Common, Dwarvish, Gnomish, Halfling; *guidance, light, sacred flame; bless, command, cure wounds, guiding bolt, healing word, shield of faith*; warhammer, chain mail, spear, priest's pack, shield, holy symbol (reliquary), holy symbol (amulet), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t57, 15 gp; ex-Acolyte; T:peacemaker, secret hoarder; I:self improvement; B:adoptive priest; F:inflexible thinking.

**395** Thia Meliamne, Elf (Wood) Wizard; S9 D18 C13 I16 W11 C12; 7 hp; Arcana, History, Insight, Investigation, Perception; Common, Dwarvish, Elvish, Orc; *fire bolt, prestidigitation, shocking grasp; burning hands, charm person, comprehend languages, magic missile, shield, sleep*; dagger, component pouch, scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t22, 10 gp; ex-Sage (Professor); T:horribly awkward, bon vivant; I:knowledge; B:missing family; F:demon studier.

**396** Ralmevik Gorunn, Human (Chondathan) Rogue; S10 D18 C12 I15 W9 C15; 9 hp; Athletics, Insight, Investigation, Persuasion, Religion, Stealth; Thieves' Tools; Common, Deep Speech, Giant, Halfling, Thieves' Cant; shortsword, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, holy symbol (amulet), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t6, 15 gp; ex-Acolyte; T:risk taker, tolerant; I:tradition; B:specific lore; F:mystery obsessed.

**397** Lavinia Xiloscient, Halfling (Lightfoot) Rogue; S15 D18 C9 I15 W11 C11; 7 hp; Athletics, Intimidation, Investigation, Performance, Sleight of Hand, Stealth; Dice, Thieves' Tools, Vehicles (Land); Common, Halfling, Thieves' Cant; rapier, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, insignia of rank, trophy, playing card set, common clothes, belt pouch, t2, 10 gp; ex-Soldier (Scout); T:polite, unflinching; I:might ; B:hapless defender; F:admits nothing.

**398** Quarion Amastacia, Elf (High) Rogue; S11 D18 C13 I15 W8 C14; 9 hp; Acrobatics, Athletics, Insight, Investigation, Perception, Religion, Stealth; Thieves' Tools; Common, Elvish, Gnomish, Orc, Primordial, Thieves' Cant; *fire bolt*; rapier, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, holy symbol (emblem), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t2, 15 gp; ex-Acolyte; T:risk taker, reserved; I:independence; B:temple protection; F:inflexible thinking.

**399** Antinua Oakenheel, Elf (High) Fighter (Two-Weapon); S12 D18 C14 I12 W9 C14; 12 hp; Acrobatics, Athletics, Insight, Intimidation, Perception; Dragonchess, Vehicles (Land); Common, Elvish, Sylvan; *fire bolt*; leather armor, longbow, 20 arrows, shortsword, shortsword, handaxe, handaxe, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t67, 10 gp; ex-Soldier (Cavalry); T:direct, secret hoarder; I:might ; B:hapless defender; F:demon studier.

**400** Thia Starflower, Elf (Wood) Rogue; S11 D18 C12 I14 W11 C13; 9 hp; Acrobatics, Athletics, Deception, Intimidation, Investigation, Perception, Performance; Dice, Thieves' Tools, Vehicles (Land); Common, Elvish, Thieves' Cant; shortsword, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, insignia of rank, trophy, playing card set, common clothes, belt pouch, t31, 10 gp; ex-Soldier (Support Staff); T:open minded, tolerant; I:might; B:brothers in arms; F:admits nothing.

**401** Ielenia Galanodel, Elf (High) Wizard; S10 D17 C15 I17 W10 C10; 8 hp; Deception, Medicine, Perception, Religion, Stealth; Dragonchess, Thieves' Tools; Common, Elvish, Orc; *dancing lights, mage hand, prestidigitation, shocking grasp; burning hands, detect magic, mage armor, magic missile, shield, sleep*; dagger, component pouch, scholar's pack, spellbook, crowbar, dark common clothes, belt pouch, t90, 15 gp; ex-Criminal (Smuggler); T:fair, confident; I:might; B:library preserver; F:plan forgetter.

**402** Brottor Ulmokina, Dwarf (Hill) Cleric (Hathor); S14 D11 C17 I12 W17 C8; 12 hp; History, Insight, Persuasion, Religion; Common, Draconic, Dwarvish, Elvish; *guidance, sacred flame, thaumaturgy; bless, command, cure wounds, detect magic, guiding bolt, sanctuary*; mace, chain mail, spear, priest's pack, shield, holy symbol (amulet), holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t16, 15 gp; ex-Acolyte; T:erronously sesquipedalian, risk taker; I:tradition; B:adoptive priest; F:tyrannical dreams.

**403** Anastrianna Holderhek, Dwarf (Hill) Fighter (Protection); S17 D12 C17 I10 W10 C13; 14 hp; Animal Handling, Athletics, Insight, Survival; Cartographer, Vehicles (Land); Common, Dwarvish; chain mail, shield, warhammer, light crossbow, 20 bolts, dungeoneer's pack, cartographer's tools, shovel, iron pot, common clothes, belt pouch, t49, 10 gp; ex-Folk Hero (Tyrant Defier); T:slow speaker, secret hoarder; I:charity; B:adoptive priest; F:shameful secret.

**404** Olga Lackman, Human (Illuskan) Fighter (Defense); S10 D17 C17 I12 W11 C12; 13 hp; Acrobatics, Animal Handling, Athletics, Intimidation; Dice, Vehicles (Land); Common, Dwarvish; leather armor, longbow, 20 arrows, greataxe, whip, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t48, 10 gp; ex-Soldier (Support Staff); T:optimistic, crude; I:live and let live; B:crushing defeat; F:stealing obsessed.

**405** Osborn Tealeaf, Halfling (Lightfoot) Wizard; S10 D17 C16 I16 W7 C13; 9 hp; Arcana, History, Insight, Religion; Common, Elvish, Halfling, Sylvan; *fire bolt, light, prestidigitation; charm person, identify, mage armor, magic missile, sleep, thunderwave*; dagger, arcane focus (orb), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t66, 10 gp; ex-Sage (Astronomer); T:omen finder, mystery lover; I:responsibility; B:specific lore; F:easily distracted.

**406** Finnan Tosscombe, Halfling (Stout) Fighter (Archery); S15 D17 C16 I14 W10 C7; 13 hp; Acrobatics, Athletics, History, Intimidation; Three- Dragon Ante, Vehicles (Land); Common, Halfling; chain mail, blowgun, blowgun, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t70, 10 gp; ex-Soldier (Officer); T:voracious reader, planner; I:nation; B:honorable; F:enemy hater.

**407** Zasheir Fireforge, Human (Calishite) Cleric (Chauntea); S15 D10 C16 I10 W17 C11; 11 hp; Deception, Persuasion, Religion, Stealth; Dragonchess, Thieves' Tools; Common, Abyssal; *guidance, light, sacred flame; bless, command, cure wounds, guiding bolt, healing word, sanctuary*; mace, chain mail, spear, priest's pack, shield, holy symbol (reliquary), crowbar, dark common clothes, belt pouch, t28, 15 gp; ex-Criminal (Pickpocket); T:bon vivant, secret hoarder; I:power ; B:family support; F:plan forgetter.

**408** Thamior Amakiir, Elf (High) Cleric (Apollo); S16 D11 C14 I11 W17 C10; 10 hp; History, Insight, Medicine, Perception, Religion; Common, Dwarvish, Elvish, Giant, Orc; *light; sacred flame, spare the dying, thaumaturgy; bless, command, cure wounds, detect magic, healing word, inflict wounds*; mace, chain mail, light hammer, explorer's pack, shield, holy symbol (amulet), holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t9, 15 gp; ex-Acolyte; T:sacred quoter, horribly awkward; I:power ; B:ally defender; F:inflexible thinking.

**409** Reed High-hill, Halfling (Stout) Rogue; S13 D17 C11 I16 W9 C13; 8 hp; Athletics, Insight, Intimidation, Investigation, Religion, Sleight of

Hand; Thieves' Tools; Common, Elvish, Halfling, Orc, Thieves' Cant; shortsword, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, holy symbol (reliquary), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t84, 15 gp; ex-Acolyte; T:slow truster, tolerant; I:no limits; B:soul seller; F:easily distracted.

**410** Trym Underbough, Halfling (Stout) Wizard; S10 D17 C13 I16 W11 C12; 7 hp; Animal Handling, Insight, Investigation, Survival; Tinker, Vehicles (Land); Common, Halfling; *light, ray of frost, shocking grasp, burning hands, charm person, comprehend languages, identify, magic missile, shield*; dagger, arcane focus (crystal), explorer's pack, spellbook, tinker's tools, shovel, iron pot, common clothes, belt pouch, t39, 10 gp; ex-Folk Hero (People Armer); T:open minded, confident; I:respect; B:land lover; F:shameful secret.

**411** Shanairra Moonbrook, Elf (Wood) Wizard; S11 D16 C13 I17 W12 C10; 7 hp; Deception, Investigation, Perception, Religion, Stealth; Dice, Thieves' Tools; Common, Elvish; *dancing lights, mage hand, ray of frost, burning hands, charm person, detect magic, identify, silent image, sleep*; dagger, component pouch, explorer's pack, spellbook, crowbar, dark common clothes, belt pouch, t89, 15 gp; ex-Criminal (Fence); T:motivated, sesquipedalian; I:charity; B:bully revenger; F:secret mistake.

**412** Birel Diamonddew, Elf (High) Wizard; S12 D15 C14 I17 W13 C8; 8 hp; Arcana, History, Investigation, Perception, Religion; Common, Elvish, Gnomish, Halfling, Primordial; *dancing lights, fire bolt, ray of frost, shocking grasp, burning hands, charm person, mage armor, magic missile, shield, silent image*; dagger, arcane focus (staff), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t3, 10 gp; ex-Sage (Alchemist); T:mystery lover, planner; I:logic; B:family support; F:obvious liar.

**413** Kethoth Ankhlab, Human (Mulan) Fighter (Great Weapon); S17 D9 C15 I13 W11 C14; 12 hp; Arcana, Athletics, History, Insight; Common, Deep Speech, Draconic, Undercommon; chain mail, trident, shield, handaxe, handaxe, explorer's pack, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t32, 10 gp; ex-Sage (Discredited Academic); T:secret hoarder, patient explainer; I:fairness; B:text preservation; F:secret mistake.

**414** Peren Diamonddew, Elf (Wood) Cleric (Boldrei); S15 D12 C14 I12 W17 C9; 10 hp; Insight, Medicine, Perception, Persuasion, Religion; Common, Dwarvish, Elvish, Orc; *guidance, resistance, sacred flame, bless, command, cure wounds, detect magic, guiding bolt, healing word*; mace, chain mail, dagger, explorer's pack, shield, holy symbol (emblem), holy symbol (reliquary), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t17, 15 gp; ex-Acolyte; T:mystery lover, idolater; I:fairness; B:crushing defeat; F:complicated solver.

**415** Andry High-hill, Halfling (Stout) Cleric (Chauntea); S17 D12 C14 I12 W15 C9; 10 hp; Insight, Medicine, Persuasion, Religion; Common, Elvish, Giant, Halfling; *light, sacred flame, spare the dying, bless, cure wounds, guiding bolt, healing word, shield of faith*; mace, chain mail, light hammer, explorer's pack, shield, holy symbol (amulet), holy symbol (emblem), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t55, 15 gp; ex-Acolyte; T:cloistered, bon vivant; I:aspiration; B:killing mistake; F:inflexible thinking.

**416** Thoradin Moonbrook, Elf (Wood) Wizard; S12 D15 C17 I14 W11 C10; 9 hp; Arcana, History, Investigation, Medicine, Perception; Common, Elvish, Giant, Gnomish; *dancing lights, mage hand, ray of frost, charm person, comprehend languages, detect magic, identify, sleep, thunderwave*; dagger, arcane focus (rod), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t67, 10 gp; ex-Sage (Wizards Apprentice); T:patient explainer, horribly awkward; I:might; B:heretic revenge; F:tyrannical dreams.

**417** Antinua Agosto, Human (Turami) Rogue; S12 D17 C11 I14 W10 C15; 8 hp; Acrobatics, Deception, Insight, Religion, Sleight of Hand, Stealth; Thieves' Tools; Common, Gnomish, Goblin, Infernal, Thieves' Cant; shortsword, shortsword, explorer's pack, leather armor, dagger,

dagger, thieves' tools, holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t44, 15 gp; ex-Acolyte; T:omen finder, bon vivant; I:no limits; B:missing family; F:trusts hierarchy.

**418** Ehput-Ki Sepret, Human (Mulan) Cleric (Arawai); S15 D13 C12 I11 W17 C11; 9 hp; Athletics, Insight, Intimidation, Medicine; Three-Dragon Ante, Vehicles (Land); Common, Giant; *resistance, sacred flame, spare the dying, bless, command, cure wounds, detect magic, guiding bolt, inflict wounds*; mace, scale mail, dagger, explorer's pack, shield, holy symbol (emblem), insignia of rank, trophy, dice set, common clothes, belt pouch, t93, 10 gp; ex-Soldier (Scout); T:omen finder, reserved; I:live and let live; B:honorable; F:law obeyer.

**419** Errich Frostbeard, Halfling (Lightfoot) Cleric (Lathander); S17 D13 C12 I12 W13 C12; 9 hp; Animal Handling, Insight, Medicine, Survival; Painter, Vehicles (Land); Common, Halfling; *light, spare the dying, thaumaturgy, bless, cure wounds, inflict wounds, sanctuary*; mace, chain mail, light hammer, priest's pack, shield, holy symbol (emblem), painter's supplies, shovel, iron pot, common clothes, belt pouch, t46, 10 gp; ex-Folk Hero (Militia Leader); T:calm, idolater; I:might; B:land lover; F:tyrant hunted.

**420** Wellby Tealeaf, Halfling (Lightfoot) Cleric (Chauntea); S16 D6 C12 I14 W16 C15; 9 hp; Arcana, History, Insight, Medicine; Common, Elvish, Giant, Halfling; *guidance, resistance, thaumaturgy, bless, command, cure wounds, healing word, inflict wounds, shield of faith*; mace, chain mail, javelin, priest's pack, shield, holy symbol (emblem), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t56, 10 gp; ex-Sage (Professor); T:calm, erroneously sesquipedalian; I:freedom; B:answer seeker; F:easily distracted.

**421** Merla High-hill, Halfling (Stout) Wizard; S10 D16 C15 I16 W9 C13; 8 hp; Arcana, History, Investigation, Religion; Common, Elvish, Gnomish, Halfling; *mage hand, ray of frost, shocking grasp, burning hands, comprehend languages, mage armor, silent image, sleep, thunderwave*; quarterstaff, arcane focus (crystal), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t84, 10 gp; ex-Sage (Astronomer); T:strong, idolater; I:power; B:library preserver; F:ally distruster.

**422** Theren Iphelkiir, Elf (Wood) Fighter (Two-Weapon); S16 D16 C14 I8 W14 C11; 12 hp; Acrobatics, Athletics, Insight, Perception, Religion; Common, Dwarvish, Elvish, Giant; chain mail, shortsword, shortsword, light crossbow, 20 bolts, dungeoneer's pack, holy symbol (reliquary), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t15, 15 gp; ex-Acolyte; T:secret hoarder, action judge; I:tradition; B:relic recovery; F:money chooser.

**423** Sannl Holderhek, Dwarf (Mountain) Rogue; S14 D16 C8 I16 W13 C12; 7 hp; Athletics, Deception, Insight, Intimidation, Sleight of Hand, Stealth; Dragonchess, Poisoner, Thieves' Tools; Common, Dwarvish, Thieves' Cant; shortsword, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t92, 15 gp; ex-Criminal (Fence); T:unflinching, peacemaker; I:people; B:sweetheart misser; F:obsessive.

**424** Immith Gemflower, Elf (High) Wizard; S12 D16 C14 I16 W9 C12; 8 hp; Arcana, History, Investigation, Perception, Religion; Common, Dwarvish, Elvish, Goblin, Halfling; *light, mage hand, ray of frost, shocking grasp, burning hands, charm person, comprehend languages, identify, mage armor, sleep*; quarterstaff, component pouch, scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t26, 10 gp; ex-Sage (Wizards Apprentice); T:mystery lover, sacred quoter; I:no limits; B:common people; F:shameful secret.

**425** Finnan Rumnaheim, Halfling (Stout) Wizard; S12 D16 C14 I16 W12 C9; 8 hp; Arcana, History, Investigation, Religion; Common, Abyssal, Gnomish, Halfling; *dancing lights, mage hand, shocking grasp, burning hands, comprehend languages, detect magic, mage armor, magic missile, sleep*; dagger, component pouch, explorer's pack, spellbook,



bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t79, 10 gp; ex-Sage (Professor); T:action oriented, confident; I:beauty; B:specific lore; F:suspicious.

**426** Jasmal Jassan, Human (Calishite) Cleric (Re-Horakhty); S15 D14 C14 I8 W16 C12; 10 hp; Insight, Medicine, Persuasion, Religion; Common, Giant, Gnomish, Primordial; *resistance, spare the dying, thaumaturgy; bless, command, cure wounds, healing word, inflict wounds, shield of faith*; mace, chain mail, javelin, explorer's pack, shield, holy symbol (reliquary), holy symbol (emblem), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t19, 15 gp; ex-Acolyte; T:sacred quoter, intolerant; I:redemption; B:common people; F:plan forgetter.

**427** Garret Chergoba, Human (Rashemi) Wizard; S12 D13 C15 I16 W14 C9; 8 hp; Arcana, History, Insight, Religion; Common, Elvish, Gnomish, Orc; *dancing lights, mage hand, ray of frost; burning hands, detect magic, magic missile, shield, sleep, thunderwave*; quarterstaff, arcane focus (orb), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t80, 10 gp; ex-Sage (Discredited Academic); T:voracious reader, open minded; I:no limits; B:soul seller; F:easily distracted.

**428** Fargrim Torunn, Dwarf (Mountain) Wizard; S12 D15 C14 I16 W9 C13; 8 hp; Arcana, History, Investigation, Religion; Common, Dwarvish, Halfling, Orc; *light, mage hand, ray of frost; charm person, comprehend languages, detect magic, identify, magic missile, silent image*; dagger, component pouch, scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t48, 10 gp; ex-Sage (Wizards Apprentice); T:bored, voracious reader; I:live and let live; B:honorable; F:trusts faithful.

**429** Anton Domine, Human (Turami) Wizard; S9 D16 C13 I15 W14 C12; 7 hp; Arcana, Deception, Investigation, Stealth; Three-Dragon Ante, Thieves' Tools; Common, Abyssal; *light, mage hand, shocking grasp; burning hands, charm person, mage armor, magic missile, sleep, thunderwave*; dagger, component pouch, scholar's pack, spellbook, crowbar, dark common clothes, belt pouch, t19, 15 gp; ex-Criminal (Hired Killer); T:friend maker, peacemaker; I:charity; B:become great; F:obvious liar.

**430** Zasheir Pashar, Human (Calishite) Wizard; S12 D15 C14 I16 W12 C10; 8 hp; Arcana, History, Insight, Investigation; Common, Dwarvish, Giant, Orc; *fire bolt, light, mage hand; burning hands, charm person, magic missile, shield, silent image, sleep*; quarterstaff, component pouch, explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t65, 10 gp; ex-Sage (Astronomer); T:intolerant, optimistic; I:destiny; B:bully revenger; F:admits nothing.

**431** Kristryd Moonwhisper, Elf (Wood) Wizard; S10 D16 C15 I14 W12 C12; 8 hp; Arcana, History, Investigation, Medicine, Perception; Common, Elvish, Giant, Gnomish; *dancing lights, mage hand, minor illusion; charm person, detect magic, mage armor, magic missile, silent image, sleep*; quarterstaff, arcane focus (orb), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t96, 10 gp; ex-Sage (Scribe); T:sesquipedalian, motivated; I:faith; B:brothers in arms; F:easily distracted.

**432** Wellby Goodbarrel, Halfling (Stout) Fighter (Archery); S16 D15 C14 I11 W12 C11; 12 hp; Athletics, Deception, Insight, Stealth; Three-Dragon Ante, Thieves' Tools; Common, Halfling; chain mail, hand crossbow, battleaxe, light crossbow, 20 bolts, dungeoneer's pack, crowbar, dark common clothes, belt pouch, t79, 15 gp; ex-Criminal (Blackmailer); T:touchy, voracious reader; I:honor; B:brothers in arms; F:plan forgetter.

**433** Gurdis Torunn, Dwarf (Hill) Rogue; S12 D16 C12 I15 W11 C13; 10 hp; Insight, Intimidation, Investigation, Religion, Sleight of Hand, Stealth; Thieves' Tools; Common, Dwarvish, Gnomish, Halfling, Thieves' Cant; shortsword, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, holy symbol (reliquary), prayer

wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t57, 15 gp; ex-Acolyte; T:haunted, inspiring; I:charity; B:stolen keepsake; F:inflexible thinking.

**434** Merla Brushgather, Halfling (Lightfoot) Cleric (Ilmater); S16 D14 C13 I14 W13 C9; 9 hp; Animal Handling, History, Religion, Survival; Alchemist, Vehicles (Land); Common, Halfling; *guidance, sacred flame, thaumaturgy; bless, cure wounds, healing word, inflict wounds*; mace, chain mail, javelin, priest's pack, shield, holy symbol (reliquary), alchemist's supplies, shovel, iron pot, common clothes, belt pouch, t67, 10 gp; ex-Folk Hero (Tyrant Defier); T:bored, determined; I:faith; B:protect hapless; F:innocent condemner.

**435** Sannl Holderhek, Dwarf (Hill) Wizard; S10 D13 C16 I14 W14 C12; 10 hp; Athletics, History, Intimidation, Religion; Cards, Vehicles (Land); Common, Dwarvish; *mage hand, ray of frost, shocking grasp, burning hands, charm person, comprehend languages, detect magic, mage armor, sleep*; dagger, arcane focus (wand), explorer's pack, spellbook, insignia of rank, trophy, playing card set, common clothes, belt pouch, t29, 10 gp; ex-Soldier (Quartermaster); T:reserved, intolerant; I:self improvement; B:hapless defender; F:trusts hierarchy.

**436** Mumed Sepret, Human (Mulan) Fighter (Great Weapon); S16 D10 C14 I13 W12 C14; 12 hp; Deception, History, Intimidation, Stealth; Three-Dragon Ante, Thieves' Tools; Common, Elvish; chain mail, warhammer, shortsword, light crossbow, 20 bolts, dungeoneer's pack, crowbar, dark common clothes, belt pouch, t5, 15 gp; ex-Criminal (Smuggler); T:secret hoarder, unflinching; I:freedom; B:terrible guilt; F:plan forgetter.

**437** Mumed Nathandem, Human (Mulan) Wizard; S12 D14 C14 I16 W10 C13; 8 hp; Arcana, Insight, Investigation, Religion; Common, Dwarvish, Elvish, Goblin; *light, mage hand, prestidigitation; burning hands, charm person, comprehend languages, identify, shield, sleep*; quarterstaff, component pouch, scholar's pack, spellbook, holy symbol (emblem), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t30, 15 gp; ex-Acolyte; T:cloistered, optimistic; I:knowledge; B:temple protection; F:secret blabber.

**438** Arannis Goodbarrel, Halfling (Lightfoot) Cleric (Demeter); S14 D12 C14 I13 W16 C10; 10 hp; Animal Handling, Insight, Medicine, Survival; Carpenter, Vehicles (Land); Common, Halfling; *guidance, light, sacred flame; bless, cure wounds, detect magic, guiding bolt, healing word, shield of faith*; mace, chain mail, javelin, priest's pack, shield, holy symbol (emblem), carpenter's tools, shovel, iron pot, common clothes, belt pouch, t93, 10 gp; ex-Folk Hero (Militia Leader); T:determined, erroneously sesquipedalian; I:freedom; B:protect hapless; F:tyrannical dreams.

**439** Kathra Ironfist, Dwarf (Hill) Wizard; S11 D15 C15 I15 W11 C12; 9 hp; Arcana, History, Investigation, Religion; Common, Dwarvish, Goblin, Orc; *light, minor illusion, shocking grasp; charm person, identify, shield, silent image, sleep, thunderwave*; dagger, component pouch, scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t43, 10 gp; ex-Sage (Researcher); T:voracious reader, open minded; I:self improvement; B:library preserver; F:secret blabber.

**440** Rurik Lutgehr, Dwarf (Hill) Rogue; S11 D15 C13 I14 W13 C13; 10 hp; Deception, Intimidation, Investigation, Performance, Sleight of Hand, Stealth; Cards, Disguise, Thieves' Tools; Common, Dwarvish, Thieves' Cant; shortsword, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t40, 15 gp; ex-Criminal (Fence); T:voracious reader, valuable noter; I:people; B:old debt; F:quick retreat.

**441** Sergor Shemov, Human (Damaran) Rogue; S12 D15 C13 I14 W12 C13; 9 hp; Athletics, Insight, Performance, Religion, Sleight of Hand, Stealth; Thieves' Tools; Common, Dwarvish, Goblin, Primordial, Thieves' Cant; shortsword, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t32, 15 gp; ex-Acolyte; T:peacemaker, mystery lover; I:faith; B:common

people; F:law obeyer.

**442** Andraste Gemblossom, Elf (High) Fighter (Archery); S14 D20 C15 I7 W9 C13; 12 hp; Acrobatics, Animal Handling, Athletics, Intimidation, Perception; Three-Dragon Ante, Vehicles (Land); Common, Elvish, Infernal; *light*; leather armor, longbow, 20 arrows, blowgun, scimitar, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t59, 10 gp; ex-Soldier (Scout); T:friend maker, secret hoarder; I:live and let live; B:crushing defeat; F:law obeyer.

**443** Portia Galanodel, Halfling (Lightfoot) Fighter (Archery); S9 D20 C14 I9 W11 C15; 12 hp; Acrobatics, Animal Handling, Athletics, Intimidation; Three-Dragon Ante, Vehicles (Land); Common, Halfling; chain mail, blowgun, handaxe, handaxe, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t11, 10 gp; ex-Soldier (Standard Bearer); T:unflinching, tolerant; I:power; B:text withholder; F:disrespectful.

**444** Himo Goldpetal, Elf (Wood) Rogue; S11 D20 C8 I13 W11 C15; 7 hp; Acrobatics, Athletics, Deception, Intimidation, Investigation, Perception, Persuasion; Three-Dragon Ante, Thieves' Tools, Vehicles (Land); Common, Elvish, Thieves' Cant; rapier, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, insignia of rank, trophy, dice set, common clothes, belt pouch, t69, 10 gp; ex-Soldier (Standard Bearer); T:crude, erroneously sesquipedalian; I:responsibility; B:hapless defender; F:secret mistake.

**445** Ielenia Nightbreeze, Elf (High) Rogue; S9 D18 C7 I19 W11 C14; 6 hp; Athletics, Insight, Investigation, Perception, Performance, Religion, Stealth; Thieves' Tools; Common, Celestial, Elvish, Gnomish, Sylvan, Thieves' Cant; *mage hand*; rapier, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, holy symbol (reliquary), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t42, 15 gp; ex-Acolyte; T:voracious reader, peacemaker; I:tradition; B:protect hapless; F:mystery obsessed.

**446** Rurik Ironfist, Dwarf (Mountain) Fighter (Dueling); S19 D9 C18 I13 W6 C13; 14 hp; Animal Handling, Athletics, History, Intimidation; Three-Dragon Ante, Vehicles (Land); Common, Dwarvish; chain mail, shield, flail, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t48, 10 gp; ex-Soldier (Healer); T:inspiring, strong; I:live and let live; B:brothers in arms; F:stealing obsessed.

**447** Wan Jun, Human (Shou) Cleric (Lathander); S12 D11 C17 I10 W19 C9; 11 hp; Animal Handling, Insight, Persuasion, Survival; Brewer, Vehicles (Land); Common, Elvish; *sacred flame*, *spare the dying*, *thaumaturgy*; bless, command, cure wounds, detect magic, guiding bolt, inflict wounds, shield of faith; mace, scale mail, javelin, explorer's pack, shield, holy symbol (reliquary), brewer's supplies, shovel, iron pot, common clothes, belt pouch, t55, 10 gp; ex-Folk Hero (Decree Protester); T:idolater, sesquipedalian; I:destiny; B:tool carrier; F:overconfident.

**448** Jandar Iltazyara, Human (Rashemi) Rogue; S9 D18 C10 I14 W9 C18; 8 hp; Arcana, Deception, History, Performance, Persuasion, Sleight of Hand; Thieves' Tools; Common, Dwarvish, Elvish, Orc, Thieves' Cant; rapier, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t100, 10 gp; ex-Sage (Scribe); T:voracious reader, open minded; I:power; B:land lover; F:impulsive speaker.

**449** Falkrann Dankil, Dwarf (Mountain) Fighter (Defense); S18 D7 C17 I12 W11 C13; 13 hp; Athletics, History, Intimidation, Survival; Dice, Vehicles (Land); Common, Dwarvish; chain mail, shield, rapier, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t78, 10 gp; ex-Soldier (Scout); T:erroneously sesquipedalian, reserved; I:responsibility; B:student protector; F:enemy hater.

**450** Heian Leagallow, Halfling (Lightfoot) Fighter (Protection); S13 D18 C15 I8 W12 C12; 12 hp; Animal Handling, Athletics, Perception, Survival;

Vehicles (Land), Woodcarver; Common, Halfling; chain mail, shield, warhammer, handaxe, handaxe, explorer's pack, woodcarver's tools, shovel, iron pot, common clothes, belt pouch, t25, 10 gp; ex-Folk Hero (Disaster Saver); T:inspiring, secret hoarder; I:faith; B:hapless defender; F:trusts faithful.

**451** Tana Holimion, Elf (Wood) Fighter (Great Weapon); S15 D18 C13 I11 W9 C12; 11 hp; Acrobatics, Athletics, Intimidation, Perception, Survival; Cards, Vehicles (Land); Common, Elvish; chain mail, longsword, longbow, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t14, 10 gp; ex-Soldier (Scout); T:inspiring, friend maker; I:tradition; B:relic recovery; F:quick retreat.

**452** Rowan Evenwood, Human (Tethyrian) Rogue; S11 D18 C9 I15 W12 C13; 7 hp; Animal Handling, Insight, Perception, Sleight of Hand, Stealth, Survival; Leatherworker, Thieves' Tools, Vehicles (Land); Common, Elvish, Thieves' Cant; rapier, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, leatherworker's tools, shovel, iron pot, common clothes, belt pouch, t85, 10 gp; ex-Folk Hero (Tyrant Defier); T:fair, friend maker; I:might; B:honorable; F:ally distrust.

**453** Adrie Goldpetal, Elf (High) Wizard; S11 D18 C12 I14 W14 C9; 7 hp; Arcana, History, Insight, Perception, Religion; Common, Draconic, Elvish, Gnomish, Halfling; *dancing lights*, *fire bolt*, *mage hand*, *prestidigitation*; burning hands, *charm person*, *comprehend languages*, *mage armor*, shield, sleep; quarterstaff, arcane focus (crystal), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t41, 10 gp; ex-Sage (Scribe); T:action oriented, valuable noter; I:knowledge; B:terrible guilt; F:complicated solver.

**454** Rurik Goodbarrel, Halfling (Lightfoot) Wizard; S8 D14 C13 I18 W12 C13; 7 hp; Insight, Investigation, Medicine, Religion; Common, Deep Speech, Gnomish, Halfling; *dancing lights*, *light*, *minor illusion*; burning hands, *charm person*, detect magic, magic missile, silent image, sleep; quarterstaff, component pouch, explorer's pack, spellbook, holy symbol (amulet), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t58, 15 gp; ex-Acolyte; T:mystery lover, risk taker; I:freedom; B:student protector; F:inflexible thinking.

**455** Seipora Jassan, Human (Calishite) Cleric (Apollo); S14 D12 C12 I10 W18 C12; 9 hp; Arcana, History, Medicine, Persuasion; Common, Giant, Halfling, Orc; *guidance*, *light*, *resistance*; bless, cure wounds, detect magic, guiding bolt, inflict wounds, sanctuary, shield of faith; mace, chain mail, spear, explorer's pack, shield, holy symbol (emblem), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t85, 10 gp; ex-Sage (Astronomer); T:direct, open minded; I:power; B:specific lore; F:impulsive speaker.

**456** Finnan Battlehammer, Halfling (Lightfoot) Wizard; S10 D15 C17 I17 W8 C11; 9 hp; Arcana, Deception, Investigation, Stealth; Three-Dragon Ante, Thieves' Tools; Common, Halfling; *light*, *minor illusion*, *ray of frost*; burning hands, detect magic, identify, mage armor, magic missile, thunderwave; dagger, arcane focus (wand), scholar's pack, spellbook, crowbar, dark common clothes, belt pouch, t24, 15 gp; ex-Criminal (Burglar); T:peacemaker, calm; I:freedom; B:land lover; F:obvious liar.

**457** Shandri Buckman, Human (Tethyrian) Fighter (Protection); S8 D17 C11 I16 W16 C10; 10 hp; Animal Handling, Athletics, History, Intimidation; Dragonchess, Vehicles (Land); Common, Infernal; leather armor, longbow, 20 arrows, shield, scimitar, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t39, 10 gp; ex-Soldier (Support Staff); T:haunted, fair; I:responsibility; B:brothers in arms; F:disrespectful.

**458** Imzel Strakeln, Dwarf (Mountain) Cleric (Arawai); S16 D11 C17 I6 W15 C13; 11 hp; Insight, Medicine, Persuasion, Religion; Common, Dwarvish, Goblin, Halfling; *light*, *resistance*, *sacred flame*; bless, cure wounds, detect magic, sanctuary, shield of faith; warhammer, chain mail, javelin, priest's pack, shield, holy symbol (amulet), holy symbol (emblem), prayer book, 5 sticks of incense, vestments, common clothes,

belt pouch, t49, 15 gp; ex-Acolyte; T:peacemaker, planner; I:faith; B:answer seeker; F:trusts faithful.

**459** Thoradin Fireforge, Dwarf (Mountain) Rogue; S12 D17 C9 I16 W9 C15; 7 hp; Acrobatics, Athletics, Deception, Persuasion, Sleight of Hand, Stealth; Cards, Disguise, Thieves' Tools; Common, Dwarvish, Thieves' Cant; shortsword, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t62, 15 gp; ex-Criminal (Enforcer); T:planner, friend maker; I:honor; B:become great; F:suspicious.

**460** Aramil Xiloscient, Elf (High) Fighter (Great Weapon); S17 D16 C11 I15 W10 C9; 10 hp; Animal Handling, Athletics, Deception, Perception, Stealth; Cards, Thieves' Tools; Common, Abyssal, Elvish; *light*; chain mail, greataxe, greatsword, light crossbow, 20 bolts, dungeoneer's pack, crowbar, dark common clothes, belt pouch, t31, 15 gp; ex-Criminal (Blackmailer); T:slow speaker, valuable noter; I:freedom; B:crushing defeat; F:plan forgetter.

**461** Varis Iphelkiir, Elf (High) Cleric (Boldrei); S16 D14 C13 I10 W17 C8; 9 hp; Deception, History, Insight, Perception, Stealth; Dice, Thieves' Tools; Common, Elvish, Gnomish; *prestidigitation*; *light*, *sacred flame*, *spare the dying*; bless, command, cure wounds, detect magic, guiding bolt, sanctuary; mace, leather armor, spear, explorer's pack, shield, holy symbol (emblem), crowbar, dark common clothes, belt pouch, t43, 15 gp; ex-Criminal (Fence); T:planner, slow truster; I:greed; B:relic recovery; F:ally distruster.

**462** Gurdin Liadon, Elf (High) Wizard; S9 D16 C14 I17 W11 C11; 8 hp; Arcana, History, Insight, Perception, Religion; Common, Celestial, Dwarvish, Elvish, Goblin; *dancing lights*, *fire bolt*, *light*, *minor illusion*; burning hands, identify, mage armor, magic missile, shield, sleep; dagger, arcane focus (orb), explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t25, 10 gp; ex-Sage (Discredited Academic); T:bored, open minded; I:beauty; B:soul seller; F:demon studier.

**463** Enialis Meliamne, Elf (Wood) Cleric (Lathander); S15 D10 C15 I6 W17 C15; 10 hp; Athletics, Insight, Intimidation, Medicine, Perception; Dragonchess, Vehicles (Land); Common, Elvish; *light*, *resistance*, *spare the dying*; bless, command, cure wounds, healing word, inflict wounds, shield of faith; mace, chain mail, javelin, explorer's pack, shield, holy symbol (emblem), insignia of rank, trophy, dice set, common clothes, belt pouch, t8, 10 gp; ex-Soldier (Infantry); T:confident, sesquipedalian; I:logic; B:non abandoner; F:inflexible thinking.

**464** Mardred Rumaheim, Dwarf (Mountain) Wizard; S15 D14 C15 I17 W10 C7; 8 hp; Athletics, Intimidation, Investigation, Religion; Dice, Vehicles (Land); Common, Dwarvish; *mage hand*, *prestidigitation*, *ray of frost*; burning hands, charm person, detect magic, identify, magic missile, shield; quarterstaff, arcane focus (staff), explorer's pack, spellbook, insignia of rank, trophy, dice set, common clothes, belt pouch, t68, 10 gp; ex-Soldier (Quartermaster); T:haunted, slow speaker; I:responsibility; B:non abandoner; F:city vices.

**465** Geth Galanodel, Elf (Wood) Fighter (Archery); S11 D17 C15 I10 W15 C10; 12 hp; Acrobatics, Deception, Perception, Stealth, Survival; Dice, Thieves' Tools; Common, Elvish; leather armor, longbow, 20 arrows, net, trident, handaxe, handaxe, explorer's pack, crowbar, dark common clothes, belt pouch, t29, 15 gp; ex-Criminal (Pickpocket); T:sacred quoter, action judge; I:freedom; B:terrible guilt; F:money chooser.

**466** Jillian Leagallow, Halfling (Stout) Fighter (Great Weapon); S13 D14 C15 I17 W10 C9; 12 hp; Animal Handling, Arcana, Athletics, History; Common, Goblin, Halfling, Primordial; chain mail, warhammer, longsword, light crossbow, 20 bolts, explorer's pack, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t89, 10 gp; ex-Sage (Researcher); T:patient explainer, haunted; I:respect; B:soul seller; F:obsessive.

**467** Trym Leagallow, Halfling (Stout) Fighter (Protection); S17 D13 C15 I10 W12 C11; 12 hp; Athletics, History, Intimidation, Perception; Dragonchess, Vehicles (Land); Common, Halfling; chain mail, shield,

rapier, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t46, 10 gp; ex-Soldier (Quartermaster); T:crude, inspiring; I:responsibility; B:temple protection; F:fearful.

**468** Callie Basha, Halfling (Lightfoot) Wizard; S10 D15 C12 I17 W11 C13; 7 hp; Arcana, History, Investigation, Religion; Common, Dwarvish, Halfling, Orc; *mage hand*, *minor illusion*, *shocking grasp*; burning hands, identify, mage armor, shield, silent image, thunderwave; dagger, arcane focus (staff), explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t52, 10 gp; ex-Sage (Wizards Apprentice); T:optimistic, sesquipedalian; I:independence; B:protect hapless; F:money chooser.

**469** Seraphina Falone, Human (Turami) Fighter (Dueling); S14 D17 C14 I10 W11 C12; 12 hp; Acrobatics, Animal Handling, Arcana, History; Common, Halfling, Orc, Undercommon; chain mail, shield, shortsword, light crossbow, 20 bolts, explorer's pack, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t45, 10 gp; ex-Sage (Researcher); T:secret hoarder, mystery lover; I:knowledge; B:killing mistake; F:easily distracted.

**470** Kung Tai, Human (Shou) Cleric (Arawai); S12 D11 C17 I10 W14 C14; 11 hp; Athletics, Intimidation, Medicine, Religion; Cards, Vehicles (Land); Common, Halfling; *guidance*, *spare the dying*, *thaumaturgy*; bless, cure wounds, detect magic, healing word, sanctuary; mace, scale mail, spear, priest's pack, shield, holy symbol (reliquary), insignia of rank, trophy, playing card set, common clothes, belt pouch, t3, 10 gp; ex-Soldier (Officer); T:confident, polite; I:redemption; B:ally defender; F:city vices.

**471** Erdan Diamonddew, Elf (High) Rogue; S10 D17 C11 I13 W13 C14; 8 hp; Acrobatics, Arcana, History, Insight, Intimidation, Perception, Persuasion; Thieves' Tools; Common, Elvish, Gnomish, Halfling, Orc, Thieves' Cant; *prestidigitation*; shortsword, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t29, 10 gp; ex-Sage (Researcher); T:action judge, intolerant; I:power; B:library preserver; F:quick retreat.

**472** Caelynn Thorngage, Halfling (Stout) Wizard; S10 D16 C15 I16 W9 C12; 8 hp; Athletics, History, Insight, Intimidation; Dragonchess, Vehicles (Land); Common, Halfling; *light*, *ray of frost*, *shocking grasp*; charm person, comprehend languages, identify, shield, sleep, thunderwave; dagger, component pouch, explorer's pack, spellbook, insignia of rank, trophy, playing card set, common clothes, belt pouch, t25, 10 gp; ex-Soldier (Officer); T:unflinching, planner; I:independence; B:text preservation; F:stealing obsessed.

**473** Brottor Holderhek, Dwarf (Mountain) Wizard; S14 D13 C16 I16 W7 C12; 9 hp; Arcana, History, Investigation, Religion; Common, Dwarvish, Giant, Halfling; *dancing lights*, *light*, *mage hand*; burning hands, charm person, mage armor, shield, silent image, sleep; quarterstaff, arcane focus (wand), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t6, 10 gp; ex-Sage (Discredited Academic); T:patient explainer, confident; I:no limits; B:non abandoner; F:demon studier.

**474** Keyleth Oakenheel, Elf (Wood) Rogue; S9 D16 C11 I16 W12 C14; 8 hp; Acrobatics, Insight, Perception, Performance, Religion, Sleight of Hand, Stealth; Thieves' Tools; Common, Elvish, Gnomish, Goblin, Thieves' Cant; rapier, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, holy symbol (reliquary), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t3, 15 gp; ex-Acolyte; T:idolater, direct; I:logic; B:adoptive priest; F:judgmental.

**475** Kanithar Dyernina, Human (Rashemi) Cleric (Hestia); S16 D9 C13 I11 W16 C13; 9 hp; Insight, Medicine, Persuasion, Religion; Common, Elvish, Giant, Gnomish; *light*, *resistance*, *sacred flame*; bless, command, cure wounds, inflict wounds, sanctuary, shield of faith; mace, chain mail, javelin, priest's pack, shield, holy symbol (emblem), holy symbol (reliquary), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t81, 15 gp; ex-Acolyte; T:bored, friend maker;



I:faith; B:old debt; F:disrespectful.

**476** Bareris Uuthrakt, Human (Mulan) Cleric (Lathander); S12 D12 C16 I9 W16 C13; 11 hp; Insight, Medicine, Persuasion, Religion; Common, Dwarvish, Goblin, Primordial; *light, spare the dying, thaumaturgy, bless, command, cure wounds, detect magic, healing word, inflict wounds*; mace, scale mail, javelin, explorer's pack, shield, holy symbol (emblem), holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t14, 15 gp; ex-Acolyte; T:sesquipedalian, optimistic; I:charity; B:bully revenger; F:inflexible thinking.

**477** Enna Nightbreeze, Elf (Wood) Wizard; S11 D16 C13 I16 W10 C12; 7 hp; Arcana, Insight, Investigation, Perception, Religion; Common, Celestial, Dwarvish, Elvish; *light, mage hand, prestidigitation; burning hands, charm person, identify, mage armor, silent image, thunderwave*; dagger, component pouch, explorer's pack, spellbook, holy symbol (emblem), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t63, 15 gp; ex-Acolyte; T:unflinching, secret hoarder; I:people; B:land lover; F:trusts faithful.

**478** Ander Liadon, Elf (Wood) Wizard; S10 D15 C15 I16 W9 C13; 8 hp; Athletics, History, Intimidation, Perception, Religion; Cards, Vehicles (Land); Common, Elvish; *light, mage hand, minor illusion; charm person, detect magic, magic missile, shield, silent image, sleep*; quarterstaff, arcane focus (orb), explorer's pack, spellbook, insignia of rank, trophy, dice set, common clothes, belt pouch, t83, 10 gp; ex-Soldier (Scout); T:inspiring, erroneously sesquipedalian; I:aspiration; B:hapless defender; F:obvious liar.

**479** Osborn Leagallow, Halfling (Stout) Fighter (Archery); S16 D15 C15 I9 W11 C12; 12 hp; Athletics, Intimidation, Perception, Survival; Three-Dragon Ante, Vehicles (Land); Common, Halfling; chain mail, blowgun, war pick, handaxe, handaxe, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t64, 10 gp; ex-Soldier (Standard Bearer); T:sacred quoter, polite; I:live and let live; B:honorable; F:enemy hater.

**480** Evendur Evenwood, Human (Tethyrian) Fighter (Two-Weapon); S16 D13 C15 I8 W14 C12; 12 hp; Acrobatics, Athletics, Insight, Intimidation; Cards, Vehicles (Land); Common, Halfling; chain mail, scimitar, shortsword, handaxe, handaxe, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t71, 10 gp; ex-Soldier (Healer); T:unflinching, sacred quoter; I:live and let live; B:hapless defender; F:quick retreat.

**481** Baern Battlehammer, Dwarf (Mountain) Rogue; S11 D15 C16 I13 W9 C14; 11 hp; Acrobatics, Athletics, Deception, Investigation, Sleight of Hand, Stealth; Three-Dragon Ante, Poisoner, Thieves' Tools; Common, Dwarvish, Thieves' Cant; shortsword, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t78, 15 gp; ex-Criminal (Hired Killer); T:troubled helper, valuable noter; I:greed; B:tool carrier; F:quick retreat.

**482** Dain Holderhek, Dwarf (Mountain) Wizard; S12 D14 C16 I15 W9 C12; 9 hp; Athletics, Intimidation, Investigation, Religion; Three-Dragon Ante, Vehicles (Land); Common, Dwarvish; *mage hand, minor illusion, prestidigitation; burning hands, detect magic, mage armor, magic missile, shield, thunderwave*; quarterstaff, arcane focus (rod), explorer's pack, spellbook, insignia of rank, trophy, playing card set, common clothes, belt pouch, t40, 10 gp; ex-Soldier (Cavalry); T:strong, risk taker; I:greater good; B:brothers in arms; F:easily distracted.

**483** Seraphina Loderr, Halfling (Lightfoot) Fighter (Two-Weapon); S16 D15 C14 I11 W12 C10; 12 hp; Animal Handling, Athletics, Intimidation, Survival; Dice, Vehicles (Land); Common, Halfling; chain mail, scimitar, scimitar, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t65, 10 gp; ex-Soldier (Support Staff); T:haunted, open minded; I:freedom; B:library preserver; F:enemy hater.

**484** Rowan Amblecrown, Human (Chondathan) Wizard; S14 D16 C12 I15 W11 C10; 7 hp; Arcana, History, Investigation, Medicine; Common, Dwarvish, Goblin, Orc; *dancing lights, light, mage hand; burning hands,*

*charm person, identify, mage armor, magic missile, shield*; quarterstaff, component pouch, scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t36, 10 gp; ex-Sage (Alchemist); T:slow truster, troubled helper; I:respect; B:text withholder; F:demon studier.

**485** Artin Strakeln, Dwarf (Mountain) Rogue; S13 D16 C12 I13 W9 C15; 9 hp; Acrobatics, Athletics, Deception, Perception, Performance, Stealth; Three-Dragon Ante, Forgery, Thieves' Tools; Common, Dwarvish, Thieves' Cant; shortsword, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t81, 15 gp; ex-Criminal (Enforcer); T:fair, motivated; I:independence; B:missing family; F:overconfident.

**486** Seraphina Jassan, Halfling (Lightfoot) Cleric (Re-Horakhty); S15 D13 C13 I10 W16 C11; 9 hp; Deception, Insight, Medicine, Stealth; Dragonchess, Thieves' Tools; Common, Halfling; *guidance, spare the dying, thaumaturgy, bless, command, cure wounds, guiding bolt, inflict wounds, shield of faith*; mace, chain mail, light hammer, priest's pack, shield, holy symbol (amulet), crowbar, dark common clothes, belt pouch, t22, 15 gp; ex-Criminal (Smuggler); T:unflinching, polite; I:greed; B:become great; F:impulsive speaker.

**487** Kithri High-hill, Halfling (Lightfoot) Cleric (Apollo); S15 D13 C12 I10 W16 C12; 9 hp; Insight, Medicine, Persuasion, Religion; Common, Gnomish, Halfling, Orc; *light, sacred flame, spare the dying; bless, cure wounds, healing word, inflict wounds, sanctuary, shield of faith*; mace, chain mail, spear, priest's pack, shield, holy symbol (reliquary), holy symbol (emblem), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t46, 15 gp; ex-Acolyte; T:peacemaker, calm; I:tradition; B:common people; F:quick retreat.

**488** Jhessail Greycastle, Human (Tethyrian) Wizard; S11 D15 C13 I16 W12 C11; 7 hp; Arcana, History, Investigation, Religion; Common, Dwarvish, Elvish, Gnomish; *dancing lights, light, prestidigitation; burning hands, comprehend languages, mage armor, magic missile, shield, silent image*; dagger, component pouch, scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t72, 10 gp; ex-Sage (Discredited Academic); T:planner, open minded; I:honor; B:honorable; F:demon studier.

**489** Euphemia Greenbottle, Halfling (Stout) Cleric (Chauntea); S14 D8 C14 I13 W16 C13; 10 hp; Athletics, History, Insight, Intimidation; Three-Dragon Ante, Vehicles (Land); Common, Halfling; *light, resistance, sacred flame; bless, cure wounds, detect magic, healing word, inflict wounds, shield of faith*; mace, chain mail, spear, priest's pack, shield, holy symbol (amulet), insignia of rank, trophy, playing card set, common clothes, belt pouch, t44, 10 gp; ex-Soldier (Officer); T:optimistic, reserved; I:greater good; B:brothers in arms; F:judgmental.

**490** Bardeid Holderhek, Human (Calishite) Fighter (Duelling); S16 D13 C14 I13 W9 C13; 12 hp; Acrobatics, Animal Handling, Athletics, Intimidation; Dragonchess, Vehicles (Land); Common, Giant; chain mail, rapier, blowgun, handaxe, handaxe, dungeoneer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t25, 10 gp; ex-Soldier (Officer); T:unflinching, bon vivant; I:beauty; B:protect hapless; F:easily distracted.

**491** Gurdis Fireforge, Dwarf (Mountain) Cleric (Re-Horakhty); S15 D13 C15 I9 W15 C11; 10 hp; Insight, Medicine, Persuasion, Religion; Common, Dwarvish, Elvish, Undercommon; *guidance, resistance, thaumaturgy, bless, command, cure wounds, guiding bolt, inflict wounds*; warhammer, chain mail, javelin, explorer's pack, shield, holy symbol (emblem), holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t89, 15 gp; ex-Acolyte; T:omen finder, open minded; I:change; B:bully revenger; F:obvious liar.

**492** Thoradin Ungart, Dwarf (Hill) Rogue; S10 D15 C14 I15 W10 C14; 11 hp; Animal Handling, Athletics, Investigation, Sleight of Hand, Stealth, Survival; Alchemist, Thieves' Tools, Vehicles (Land); Common, Dwarvish, Thieves' Cant; shortsword, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, alchemist's supplies, shovel, iron pot, common clothes, belt pouch, t31, 10 gp; ex-Folk Hero

(Tyrant Defier); T:strong, omen finder; I:fairness; B:crushing defeat; F:tyrant hunted.

**493** Quarion Moonbrook, Dwarf (Hill) Rogue; S10 D15 C13 I14 W11 C15; 10 hp; Athletics, Insight, Performance, Persuasion, Religion, Stealth; Thieves' Tools; Common, Abyssal, Deep Speech, Dwarvish, Thieves' Cant; shortsword, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, holy symbol (reliquary), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t78, 15 gp; ex-Acolyte; T:cloistered, horribly awkward; I:no limits; B:temple protection; F:trusts hierarchy.

**494** Dagnal Brushgather, Dwarf (Mountain) Wizard; S10 D14 C15 I15 W13 C11; 8 hp; Deception, Insight, Religion, Stealth; Dice, Thieves' Tools; Common, Dwarvish; *dancing lights, mage hand, minor illusion; burning hands, identify, mage armor, magic missile, shield, sleep*; dagger, arcane focus (rod), explorer's pack, spellbook, crowbar, dark common clothes, belt pouch, t24, 15 gp; ex-Criminal (Burglar); T:motivated, idolater; I:live and let live; B:killing mistake; F:plan forgetter.

**495** Travok Brawnnavil, Dwarf (Hill) Rogue; S13 D15 C12 I15 W11 C12; 10 hp; Acrobatics, Animal Handling, Investigation, Sleight of Hand, Stealth, Survival; Painter, Thieves' Tools, Vehicles (Land); Common, Dwarvish, Thieves' Cant; rapier, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, painter's supplies, shovel, iron pot, common clothes, belt pouch, t61, 10 gp; ex-Folk Hero (Corrupt Theft); T:erronously sesquipedalian, action judge; I:knowledge; B:missing family; F:tyrant hunted.

**496** Torbera Leagallow, Dwarf (Hill) Rogue; S10 D15 C13 I12 W14 C14; 10 hp; Deception, Intimidation, Perception, Performance, Sleight of Hand, Stealth; Disguise, Dragonchess, Thieves' Tools; Common, Dwarvish, Thieves' Cant; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t12, 15 gp; ex-Criminal (Smuggler); T:friend maker, unflinching; I:people; B:become great; F:obvious liar.

**497** Himo Meliamne, Elf (High) Fighter (Duelling); S14 D15 C13 I12 W13 C11; 11 hp; Acrobatics, Insight, Intimidation, Perception, Religion; Common, Draconic, Elvish, Giant, Gnomish; *prestidigitation*; leather armor, longbow, 20 arrows, longsword, morningstar, light crossbow, 20 bolts, dungeoneer's pack, holy symbol (emblem), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t47, 15 gp; ex-Acolyte; T:confident, action oriented; I:nation; B:answer seeker; F:secret blabber.

**498** Cora Pisacar, Human (Turami) Fighter (Two-Weapon); S13 D12 C15 I13 W13 C12; 12 hp; Athletics, Insight, Intimidation, Perception; Dice, Vehicles (Land); Common, Dwarvish; chain mail, shortsword, scimitar, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t73, 10 gp; ex-Soldier (Support Staff); T:crude, inspiring; I:knowledge; B:answer seeker; F:innocent condemner.

**499** Oskar Meliamne, Elf (High) Rogue; S7 D19 C9 I19 W11 C12; 7 hp; Acrobatics, Arcana, History, Perception, Persuasion, Sleight of Hand, Stealth; Thieves' Tools; Common, Elvish, Halfling, Primordial, Sylvan, Thieves' Cant; *mage hand*; rapier, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t12, 10 gp; ex-Sage (Researcher); T:idolater, horribly awkward; I:destiny; B:bully revenger; F:demon studier.

**500** Eldon High-hill, Halfling (Lightfoot) Rogue; S6 D19 C9 I16 W12 C15; 7 hp; Acrobatics, Athletics, Deception, Insight, Perception, Religion; Thieves' Tools; Common, Elvish, Giant, Halfling, Thieves' Cant; shortsword, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t26, 15 gp; ex-Acolyte; T:tolerant, sacred quoter; I:logic; B:heretic revenge; F:obvious liar.

**501** Meriele Amastacia, Elf (High) Rogue; S9 D19 C11 I16 W11 C11; 8

hp; Acrobatics, Arcana, Athletics, History, Investigation, Perception, Persuasion; Thieves' Tools; Common, Elvish, Giant, Goblin, Orc, Thieves' Cant; *mage hand*; shortsword, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t81, 10 gp; ex-Sage (Wizards Apprentice); T:reserved, secret hoarder; I:faith; B:tool carrier; F:innocent condemner.

**502** Taklinn Dankil, Dwarf (Hill) Fighter (Duelling); S14 D14 C19 I11 W8 C11; 15 hp; Acrobatics, Athletics, History, Intimidation; Dice, Vehicles (Land); Common, Dwarvish; chain mail, shield, battleaxe, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t21, 10 gp; ex-Soldier (Cavalry); T:troubled helper, slow truster; I:no limits; B:hapless defender; F:disrespectful.

**503** Kanithar Tealeaf, Halfling (Stout) Rogue; S11 D19 C11 I14 W10 C12; 8 hp; Deception, Intimidation, Investigation, Performance, Persuasion, Stealth; Three-Dragon Ante, Forgery, Thieves' Tools; Common, Halfling, Thieves' Cant; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t69, 15 gp; ex-Criminal (Enforcer); T:risk taker, unflinching; I:greed; B:become great; F:stealing obsessed.

**504** Dagnal Rumnaheim, Dwarf (Hill) Wizard; S8 D13 C19 I13 W12 C12; 11 hp; Arcana, History, Insight, Investigation; Common, Abyssal, Dwarvish, Orc; *fire bolt, light, ray of frost; burning hands, charm person, comprehend languages, shield, sleep, thunderwave*; quarterstaff, component pouch, explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t47, 10 gp; ex-Sage (Alchemist); T:haunted, patient explainer; I:knowledge; B:student protector; F:ally distruster.

**505** Bethryna Meliamne, Elf (High) Wizard; S10 D18 C14 I17 W10 C8; 8 hp; Arcana, History, Insight, Medicine, Perception; Common, Deep Speech, Draconic, Elvish, Orc; *mage hand, prestidigitation, ray of frost, shocking grasp; burning hands, charm person, mage armor, magic missile, shield, sleep*; dagger, arcane focus (staff), explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t77, 10 gp; ex-Sage (Researcher); T:slow speaker, mystery lover; I:might; B:crushing defeat; F:enemy hater.

**506** Paela Ironfist, Dwarf (Mountain) Fighter (Great Weapon); S18 D11 C17 I8 W11 C12; 13 hp; Athletics, History, Insight, Intimidation; Three-Dragon Ante, Vehicles (Land); Common, Dwarvish; chain mail, greatsword, flail, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t89, 10 gp; ex-Soldier (Healer); T:tolerant, patient explainer; I:logic; B:family support; F:city vices.

**507** Ander Battlehammer, Halfling (Stout) Cleric (Lathander); S12 D10 C17 I9 W18 C11; 11 hp; Deception, Insight, Persuasion, Stealth; Three-Dragon Ante, Thieves' Tools; Common, Halfling; *light, sacred flame, thaumaturgy; bless, cure wounds, detect magic, guiding bolt, healing word, inflict wounds, shield of faith*; mace, scale mail, javelin, priest's pack, shield, holy symbol (reliquary), crowbar, dark common clothes, belt pouch, t3, 15 gp; ex-Criminal (Fence); T:bon vivant, touchy; I:independence; B:family support; F:judgmental.

**508** Alton Underbough, Halfling (Lightfoot) Rogue; S12 D18 C10 I15 W6 C16; 8 hp; Arcana, Athletics, History, Intimidation, Persuasion, Sleight of Hand; Thieves' Tools; Common, Dwarvish, Gnomish, Halfling, Thieves' Cant; rapier, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t5, 10 gp; ex-Sage (Discredited Academic); T:sesquipedalian, troubled helper; I:no limits; B:text withholder; F:innocent condemner.

**509** Liftrasa Ungart, Dwarf (Hill) Wizard; S12 D16 C14 I18 W7 C10; 9 hp; Arcana, History, Investigation, Medicine; Common, Dwarvish, Giant, Goblin; *light, mage hand, ray of frost; burning hands, charm person, identify, shield, sleep, thunderwave*; quarterstaff, component pouch, scholar's pack, spellbook, bottle of black ink, quill, small knife, letter

from dead colleague, common clothes, belt pouch, t19, 10 gp; ex-Sage (Professor); T:determined, cloistered; I:logic; B:become great; F:secret blabber.

**510** Ander Thorngage, Halfling (Stout) Wizard; S9 D14 C16 I18 W12 C8; 9 hp; Arcana, History, Investigation, Religion; Common, Halfling, Orc, Sylvan; *prestidigitation, ray of frost, shocking grasp; burning hands, comprehend languages, mage armor, silent image, sleep, thunderwave*; dagger, arcane focus (crystal), explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t48, 10 gp; ex-Sage (Alchemist); T:valuable noter, sesquipedalian; I:live and let live; B:student protector; F:easily distracted.

**511** Lindal Goodbarrel, Halfling (Lightfoot) Fighter (Two-Weapon); S14 D18 C15 I13 W9 C8; 12 hp; Animal Handling, Athletics, Intimidation, Survival; Cards, Vehicles (Land); Common, Halfling; chain mail, shortsword, shortsword, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t93, 10 gp; ex-Soldier (Quartermaster); T:bon vivant, unflinching; I:responsibility; B:family support; F:suspicious.

**512** Hadarai Diamonddew, Elf (High) Wizard; S12 D15 C13 I18 W6 C13; 7 hp; Arcana, History, Investigation, Perception, Religion; Common, Dwarvish, Elvish, Gnomish, Goblin; *fire bolt, mage hand, ray of frost, shocking grasp; charm person, comprehend languages, detect magic, mage armor, magic missile, sleep*; dagger, arcane focus (staff), explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t46, 10 gp; ex-Sage (Librarian); T:sesquipedalian, open minded; I:responsibility; B:relic recovery; F:demon studier.

**513** Miri Tallstag, Human (Chondathan) Cleric (Ilmater); S15 D9 C13 I9 W18 C13; 9 hp; Athletics, History, Intimidation, Medicine; Dice, Vehicles (Land); Common, Giant; *light, resistance, spare the dying; bless, command, cure wounds, healing word, inflict wounds, sanctuary, shield of faith*; mace, chain mail, spear, explorer's pack, shield, holy symbol (reliquary), insignia of rank, trophy, playing card set, common clothes, belt pouch, t65, 10 gp; ex-Soldier (Support Staff); T:mystery lover, horribly awkward; I:self improvement; B:crushing defeat; F:disrespectful.

**514** Perrin High-hill, Halfling (Lightfoot) Fighter (Protection); S10 D18 C13 I13 W10 C13; 11 hp; Acrobatics, Athletics, History, Intimidation; Three-Dragon Ante, Vehicles (Land); Common, Halfling; chain mail, shield, shortsword, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t84, 10 gp; ex-Soldier (Scout); T:crude, direct; I:people; B:common people; F:city vices.

**515** Barendt Holderhek, Dwarf (Mountain) Cleric (Demeter); S16 D7 C15 I9 W17 C13; 10 hp; Arcana, History, Insight, Religion; Common, Dwarvish, Gnomish, Orc; *light, sacred flame, thaumaturgy; bless, command, cure wounds, healing word, sanctuary, shield of faith*; warhammer, chain mail, javelin, explorer's pack, shield, holy symbol (emblem), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t71, 10 gp; ex-Sage (Librarian); T:action judger, open minded; I:self improvement; B:text withholder; F:demon studier.

**516** Orsik Dankil, Dwarf (Mountain) Rogue; S11 D16 C13 I14 W6 C17; 9 hp; *Athletics*, Deception, *Intimidation*, Investigation, Performance, Stealth; Cards, Disguise, Thieves' Tools; Common, Dwarvish, Thieves' Cant; shortsword, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t3, 15 gp; ex-Criminal (Highway Robber); T:valuable noter, calm; I:live and let live; B:old debt; F:mystery obsessed.

**517** Torbera Gemflower, Dwarf (Mountain) Cleric (Chauntea); S17 D9 C14 I10 W16 C11; 10 hp; Athletics, Intimidation, Medicine, Religion; Dragonchess, Vehicles (Land); Common, Dwarvish; *guidance, resistance, sacred flame; bless, command, cure wounds, detect magic, healing word, inflict wounds*; warhammer, chain mail, javelin, priest's pack, shield, holy symbol (reliquary), insignia of rank, trophy, playing card set, common

clothes, belt pouch, t74, 10 gp; ex-Soldier (Cavalry); T:action oriented, peacemaker; I:might ; B:hapless defender; F:obvious liar.

**518** Bree Xiloscient, Halfling (Lightfoot) Rogue; S12 D17 C6 I13 W13 C16; 6 hp; Acrobatics, *Animal Handling*, Deception, *Performance*, Stealth, Survival; Cook, Thieves' Tools, Vehicles (Land); Common, Halfling, Thieves' Cant; shortsword, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, cook's utensils, shovel, iron pot, common clothes, belt pouch, t85, 10 gp; ex-Folk Hero (Corrupt Theft); T:bored, fair; I:fairness; B:student protector; F:tyrannical dreams.

**519** Falkrunn Diamonddew, Dwarf (Mountain) Cleric (Demeter); S17 D7 C15 I11 W15 C12; 10 hp; History, Insight, Medicine, Religion; Common, Celestial, Dwarvish, Halfling; *guidance, resistance, thaumaturgy; bless, command, cure wounds, detect magic, sanctuary*; warhammer, chain mail, javelin, priest's pack, shield, holy symbol (amulet), holy symbol (reliquary), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t73, 15 gp; ex-Acolyte; T:action oriented, open minded; I:respect; B:temple protection; F:obsessive.

**520** Kung Qiao, Human (Shou) Wizard; S8 D14 C15 I17 W11 C12; 8 hp; Athletics, History, Intimidation, Religion; Cards, Vehicles (Land); Common, Orc; *fire bolt, mage hand, minor illusion; charm person, comprehend languages, detect magic, identify, magic missile, sleep*; quarterstaff, component pouch, scholar's pack, spellbook, insignia of rank, trophy, dice set, common clothes, belt pouch, t11, 10 gp; ex-Soldier (Standard Bearer); T:friend maker, haunted; I:might ; B:non abandoner; F:obsessive.

**521** Wellby Brushgather, Halfling (Stout) Cleric (Chauntea); S15 D9 C14 I11 W17 C11; 10 hp; Arcana, History, Insight, Medicine; Common, Dwarvish, Giant, Halfling; *resistance, sacred flame, thaumaturgy; bless, command, cure wounds, detect magic, inflict wounds, sanctuary*; mace, chain mail, javelin, priest's pack, shield, holy symbol (amulet), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t4, 10 gp; ex-Sage (Researcher); T:horribly awkward, strong; I:beauty; B:soul seller; F:tyrant hunted.

**522** Thia Nailo, Elf (Wood) Wizard; S10 D17 C13 I15 W11 C11; 7 hp; Arcana, History, Investigation, Medicine, Perception; Common, Celestial, Elvish, Goblin; *light, ray of frost, shocking grasp; burning hands, comprehend languages, detect magic, mage armor, magic missile, thunderwave*; dagger, arcane focus (rod), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t95, 10 gp; ex-Sage (Scribe); T:open minded, unflinching; I:self improvement; B:specific lore; F:trusts faithful.

**523** Errich Underbough, Halfling (Stout) Rogue; S14 D17 C8 I14 W10 C14; 7 hp; Acrobatics, *Arcana*, Athletics, Deception, History, *Persuasion*; Thieves' Tools; Common, Draconic, Halfling, Orc, Thieves' Cant; shortsword, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t89, 10 gp; ex-Sage (Researcher); T:sesquipedalian, action judger; I:independence; B:answer seeker; F:complicated solver.

**524** Wellby Leagallow, Halfling (Stout) Rogue; S12 D17 C11 I13 W10 C14; 8 hp; Acrobatics, *Athletics*, Intimidation, Performance, Persuasion, Stealth; Dice, *Thieves' Tools*, Vehicles (Land); Common, Halfling, Thieves' Cant; rapier, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, insignia of rank, trophy, playing card set, common clothes, belt pouch, t3, 10 gp; ex-Soldier (Scout); T:cloistered, bored; I:faith; B:tool carrier; F:inflexible thinking.

**525** Aust Moonwhisper, Elf (Wood) Wizard; S13 D13 C13 I17 W12 C9; 7 hp; Arcana, Athletics, Insight, Intimidation, Perception; Dice, Vehicles (Land); Common, Elvish; *dancing lights, mage hand, prestidigitation; burning hands, charm person, mage armor, shield, silent image, sleep*; dagger, component pouch, explorer's pack, spellbook, insignia of rank, trophy, dice set, common clothes, belt pouch, t87, 10 gp; ex-Soldier (Cavalry); T:unflinching, bored; I:might; B:terrible guilt; F:tyrannical dreams.



**526** Yuldra Dyernina, Human (Rashemi) Fighter (Archery); S12 D17 C13 I10 W13 C12; 11 hp; Acrobatics, Athletics, Intimidation, Survival; Dice, Vehicles (Land); Common, Orc; leather armor, longbow, 20 arrows, rapier, morningstar, handaxe, handaxe, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t32, 10 gp; ex-Soldier (Standard Bearer); T:reserved, crude; I:tradition; B:non abandoner; F:secret mistake.

**527** Reed Amakiir, Human (Tethyrian) Fighter (Defense); S10 D16 C16 I14 W11 C10; 13 hp; Acrobatics, Animal Handling, Perception, Survival; Alchemist, Vehicles (Land); Common, Giant; leather armor, longbow, 20 arrows, heavy crossbow, scimitar, light crossbow, 20 bolts, dungeoneer's pack, alchemist's supplies, shovel, iron pot, common clothes, belt pouch, t69, 10 gp; ex-Folk Hero (Secret Origin); T:erronously sesquipedalian, action judge; I:sincerity; B:bully revenger; F:shameful secret.

**528** Baern Evenwood, Dwarf (Mountain) Fighter (Archery); S10 D16 C16 I10 W14 C11; 13 hp; Arcana, History, Intimidation, Perception; Common, Dwarvish, Gnomish, Sylvan; leather armor, longbow, 20 arrows, greataxe, heavy crossbow, handaxe, handaxe, dungeoneer's pack, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t5, 10 gp; ex-Sage (Wizards Apprentice); T:slow speaker, sesquipedalian; I:greed; B:heretic revenge; F:stealing obsessed.

**529** Hadarai Tealeaf, Halfling (Lightfoot) Fighter (Great Weapon); S16 D13 C16 I13 W7 C12; 13 hp; Acrobatics, Athletics, Insight, Intimidation; Cards, Vehicles (Land); Common, Halfling; chain mail, longsword, shield, handaxe, handaxe, dungeoneer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t81, 10 gp; ex-Soldier (Healer); T:reserved, motivated; I:respect; B:crushing defeat; F:disrespectful.

**530** Arannis Siannodel, Elf (Wood) Wizard; S11 D15 C15 I16 W11 C9; 8 hp; Arcana, History, Investigation, Perception, Religion; Common, Elvish, Giant, Goblin; *dancing lights, prestidigitation, ray of frost, burning hands, detect magic, mage armor, magic missile, silent image, sleep*; dagger, component pouch, explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t36, 10 gp; ex-Sage (Discredited Academic); T:open minded, secret hoarder; I:self improvement; B:temple protection; F:mystery obsessed.

**531** Aramil Gemblossom, Elf (Wood) Cleric (Boldrei); S15 D13 C14 I9 W16 C10; 10 hp; Deception, Medicine, Perception, Persuasion, Stealth; Cards, Thieves' Tools; Common, Elvish; *resistance, sacred flame, thaumaturgy, bless, command, cure wounds, detect magic, guiding bolt, healing word*; mace, scale mail, dagger, priest's pack, shield, holy symbol (reliquary), crowbar, dark common clothes, belt pouch, t40, 15 gp; ex-Criminal (Smuggler); T:slow truster, voracious reader; I:tradition; B:tool carrier; F:demon studier.

**532** Torbera Dankil, Dwarf (Hill) Fighter (Dueling); S15 D8 C16 I13 W12 C13; 14 hp; Athletics, Insight, Intimidation, Perception; Cards, Vehicles (Land); Common, Dwarvish; chain mail, rapier, net, handaxe, handaxe, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t50, 10 gp; ex-Soldier (Cavalry); T:bored, inspiring; I:live and let live; B:sweetheart misser; F:secret blabber.

**533** Yuldra Ulmokina, Human (Rashemi) Rogue; S9 D16 C12 I12 W13 C15; 9 hp; Arcana, Deception, History, Insight, Intimidation, Sleight of Hand; Thieves' Tools; Common, Giant, Orc, Sylvan, Thieves' Cant; shortsword, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t100, 10 gp; ex-Sage (Researcher); T:valuable noter, horribly awkward; I:knowledge; B:specific lore; F:impulsive speaker.

**534** Kosef Shemov, Human (Damaran) Fighter (Defense); S16 D14 C14 I10 W9 C14; 12 hp; Arcana, History, Intimidation, Perception; Common, Dwarvish, Giant, Orc; leather armor, longbow, 20 arrows, heavy crossbow, longsword, handaxe, handaxe, dungeoneer's pack, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t12, 10 gp; ex-Sage (Wizards Apprentice); T:direct,

action judge; I:self improvement; B:become great; F:secret blabber.

**535** Leshanna Galanodel, Elf (High) Rogue; S12 D16 C12 I14 W10 C13; 9 hp; Acrobatics, Athletics, Deception, Intimidation, Perception, Persuasion, Stealth; Three-Dragon Ante, Forgery, Thieves' Tools; Common, Draconic, Elvish, Thieves' Cant; *light*; shortsword, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t31, 15 gp; ex-Criminal (Highway Robber); T:risk taker, action oriented; I:redemption; B:family support; F:innocent condemner.

**536** Shaena Iphelkiir, Elf (High) Rogue; S11 D16 C11 I14 W12 C13; 8 hp; Deception, Insight, Perception, Persuasion, Religion, Sleight of Hand, Stealth; Thieves' Tools; Common, Elvish, Giant, Halfling, Sylvan, Thieves' Cant; *fire bolt*; shortsword, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, holy symbol (emblem), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t93, 15 gp; ex-Acolyte; T:confident, planner; I:honor; B:common people; F:inflexible thinking.

**537** Heian Iphelkiir, Elf (Wood) Wizard; S10 D16 C13 I13 W13 C12; 7 hp; Arcana, History, Investigation, Perception, Religion; Common, Dwarvish, Elvish, Primordial; *fire bolt, light, mage hand, burning hands, charm person, mage armor, shield, silent image, thunderwave*; dagger, arcane focus (orb), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t60, 10 gp; ex-Sage (Astronomer); T:bon vivant, patient explainer; I:no limits; B:soul seller; F:city vices.

**538** Birel Xiloscient, Elf (High) Fighter (Defense); S16 D13 C13 I12 W11 C12; 11 hp; Acrobatics, Athletics, Insight, Intimidation, Perception; Dice, Vehicles (Land); Common, Elvish, Infernal; *mage hand*; chain mail, shortsword, greatsword, handaxe, handaxe, dungeoneer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t89, 10 gp; ex-Soldier (Healer); T:horribly awkward, haunted; I:respect; B:family support; F:suspicious.

**539** Silaqui Basha, Elf (High) Cleric (Lathander); S14 D9 C15 I14 W14 C11; 10 hp; History, Insight, Perception, Persuasion, Religion; Common, Deep Speech, Elvish, Orc, Primordial; *mage hand, guidance, resistance, thaumaturgy, bless, command, cure wounds, detect magic, healing word*; mace, chain mail, javelin, priest's pack, shield, holy symbol (emblem), holy symbol (amulet), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t56, 15 gp; ex-Acolyte; T:intolerant, valuable noter; I:faith; B:heretic revenge; F:trusts hierarchy.

**540** Rangrim Pisacar, Human (Turami) Rogue; S11 D15 C14 I14 W9 C14; 10 hp; Acrobatics, Arcana, Deception, History, Insight, Stealth; Thieves' Tools; Common, Draconic, Halfling, Sylvan, Thieves' Cant; shortsword, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t39, 10 gp; ex-Sage (Librarian); T:reserved, peacemaker; I:no limits; B:stolen keepsake; F:tyrant hunted.

**541** Seipora Basha, Human (Calishite) Cleric (Boldrei); S14 D10 C14 I10 W15 C14; 10 hp; Athletics, Insight, Intimidation, Medicine; Dice, Vehicles (Land); Common, Goblin; *resistance, sacred flame, thaumaturgy, bless, command, cure wounds, healing word, sanctuary*; mace, chain mail, javelin, priest's pack, shield, holy symbol (emblem), insignia of rank, trophy, dice set, common clothes, belt pouch, t75, 10 gp; ex-Soldier (Standard Bearer); T:crude, inspiring; I:beauty; B:honorable; F:enemy hater.

**542** Cade Hilltopple, Halfling (Stout) Cleric (Demeter); S15 D14 C14 I11 W13 C10; 10 hp; Arcana, History, Insight, Medicine; Common, Halfling, Orc, Sylvan; *guidance, resistance, spare the dying, bless, cure wounds, guiding bolt, shield of faith*; mace, chain mail, spear, priest's pack, shield, holy symbol (amulet), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t51, 10 gp; ex-Sage (Alchemist); T:strong, sesquipedalian; I:greater good; B:adoptive priest; F:impulsive speaker.

**543** Trym Tealeaf, Halfling (Lightfoot) Cleric (Lathander); S13 D13 C13 I9 W15 C14; 9 hp; Arcana, History, Medicine, Persuasion; Common,

Gnomish, Halfling, Infernal; *guidance, resistance, spare the dying; bless, cure wounds, healing word, inflict wounds, sanctuary*; mace, scale mail, light crossbow, 20 bolts, explorer's pack, shield, holy symbol (reliquary), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t25, 10 gp; ex-Sage (Wizards Apprentice); T:haunted, friend maker; I:power; B:temple protection; F:secret blabber.

**544** Ander Rein, Human (Illuskan) Cleric (Demeter); S13 D12 C14 I10 W15 C13; 10 hp; Insight, Medicine, Persuasion, Religion; Common, Dwarvish, Goblin, Orc; *guidance, light, spare the dying; bless, cure wounds, detect magic, guiding bolt, shield of faith*; mace, leather armor, spear, priest's pack, shield, holy symbol (reliquary), holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t74, 15 gp; ex-Acolyte; T:planner, unflinching; I:freedom; B:answer seeker; F:obsessive.

**545** Hulmarra Brushgather, Halfling (Stout) Fighter (Two-Weapon); S14 D13 C15 I11 W12 C12; 12 hp; Animal Handling, History, Insight, Survival; Vehicles (Land), Woodcarver; Common, Halfling; chain mail, scimitar, shortsword, light crossbow, 20 bolts, explorer's pack, woodcarver's tools, shovel, iron pot, common clothes, belt pouch, t15, 10 gp; ex-Folk Hero (People Armer); T:troubled helper, sacred quoter; I:knowledge; B:student protector; F:city vices.

**546** Bardryn Frostbeard, Dwarf (Hill) Rogue; S11 D15 C13 I12 W12 C14; 10 hp; Arcana, *Deception*, History, Performance, *Persuasion*, Sleight of Hand; Thieves' Tools; Common, Dwarvish, Halfling, Sylvan, Thieves' Cant; rapier, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t16, 10 gp; ex-Sage (Professor); T:voracious reader, secret hoarder; I:fairness; B:crushing defeat; F:mystery obsessed.

**547** Rangrim Lutgehr, Dwarf (Mountain) Rogue; S12 D15 C13 I13 W12 C12; 9 hp; *Acrobatics*, Athletics, Deception, Performance, *Sleight of Hand*, Stealth; Three-Dragon Ante, Poisoner, Thieves' Tools; Common, Dwarvish, Thieves' Cant; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t77, 15 gp; ex-Criminal (Smuggler); T:touchy, friend maker; I:greater good; B:missing family; F:tyrannical dreams.

**548** Helja Loderr, Dwarf (Mountain) Wizard; S13 D12 C14 I14 W12 C12; 8 hp; Animal Handling, Arcana, Investigation, Survival; Jeweler, Vehicles (Land); Common, Dwarvish; *dancing lights, ray of frost, shocking grasp, burning hands, charm person, identify, mage armor, magic missile, shield*; quarterstaff, arcane focus (rod), scholar's pack, spellbook, jeweler's tools, shovel, iron pot, common clothes, belt pouch, t42, 10 gp; ex-Folk Hero (Militia Leader); T:action oriented, action judge; I:freedom; B:terrible guilt; F:suspicious.

**549** Milo Thorngage, Halfling (Stout) Rogue; S6 D20 C12 I14 W10 C14; 9 hp; Athletics, Deception, Intimidation, Persuasion, Sleight of Hand, *Stealth*; Three-Dragon Ante, Forgery, *Thieves' Tools*; Common, Halfling, Thieves' Cant; shortsword, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t17, 15 gp; ex-Criminal (Pickpocket); T:voracious reader, touchy; I:freedom; B:stolen keepsake; F:complicated solver.

**550** Euphemia Goodbarrel, Halfling (Stout) Fighter (Archery); S9 D20 C14 I11 W12 C10; 12 hp; Animal Handling, Insight, Intimidation, Survival; Brewer, Vehicles (Land); Common, Halfling; chain mail, blowgun, morningstar, light crossbow, 20 bolts, dungeoneer's pack, brewer's supplies, shovel, iron pot, common clothes, belt pouch, t42, 10 gp; ex-Folk Hero (Peasantry Trainer); T:troubled helper, haunted; I:power; B:missing family; F:mystery obsessed.

**551** Gunnloda Gorunn, Dwarf (Mountain) Fighter (Dueling); S19 D6 C16 I12 W11 C12; 13 hp; Deception, History, Stealth, Survival; Dice, Thieves' Tools; Common, Dwarvish; chain mail, battleaxe, rapier, light crossbow, 20 bolts, explorer's pack, crowbar, dark common clothes, belt pouch, t45, 15 gp; ex-Criminal (Blackmailer); T:touchy, risk taker; I:redemption; B:become great; F:quick retreat.

**552** Alton Brushgather, Halfling (Lightfoot) Rogue; S10 D19 C6 I15 W12

C14; 6 hp; Acrobatics, *Athletics*, Deception, Intimidation, Investigation, Persuasion; Dragonchess, *Thieves' Tools*, Vehicles (Land); Common, Halfling, Thieves' Cant; shortsword, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, insignia of rank, trophy, playing card set, common clothes, belt pouch, t47, 10 gp; ex-Soldier (Quartermaster); T:crude, haunted; I:greater good; B:temple protection; F:obsessive.

**553** Merric Hilltopple, Halfling (Lightfoot) Rogue; S10 D19 C14 I14 W6 C13; 10 hp; Acrobatics, *Deception*, Investigation, Perception, Sleight of Hand, *Stealth*; Three-Dragon Ante, Poisoner, Thieves' Tools; Common, Halfling, Thieves' Cant; rapier, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t49, 15 gp; ex-Criminal (Pickpocket); T:voracious reader, risk taker; I:charity; B:library preserver; F:overconfident.

**554** Ielenia Thorngage, Halfling (Lightfoot) Fighter (Archery); S6 D19 C13 I13 W12 C13; 11 hp; Acrobatics, Athletics, Insight, Intimidation; Dragonchess, Vehicles (Land); Common, Halfling; chain mail, hand crossbow, rapier, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t10, 10 gp; ex-Soldier (Officer); T:crude, unflinching; I:responsibility; B:hapless defender; F:admits nothing.

**555** Thoradin Fireforge, Dwarf (Hill) Cleric (Mishakal); S15 D8 C18 I7 W18 C10; 13 hp; Arcana, History, Insight, Medicine; Common, Dwarvish, Elvish, Goblin; *guidance, spare the dying, thaumaturgy; bless, command, cure wounds, guiding bolt, healing word, sanctuary, shield of faith*; warhammer, chain mail, light hammer, priest's pack, shield, holy symbol (emblem), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t3, 10 gp; ex-Sage (Astronomer); T:calm, sesquipedalian; I:no limits; B:non abandoner; F:overconfident.

**556** Aust Ilphelkiir, Elf (Wood) Cleric (Re-Horakhty); S12 D11 C16 I11 W18 C8; 11 hp; Insight, Medicine, Perception, Persuasion, Religion; Common, Elvish, Giant, Orc; *guidance, resistance, thaumaturgy; bless, command, cure wounds, detect magic, inflict wounds, sanctuary, shield of faith*; mace, scale mail, javelin, priest's pack, shield, holy symbol (emblem), holy symbol (reliquary), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t52, 15 gp; ex-Acolyte; T:cloistered, sacred quoter; I:charity; B:tool carrier; F:trusts faithful.

**557** Bree Goodbarrel, Halfling (Stout) Wizard; S11 D15 C18 I15 W9 C8; 10 hp; Arcana, Insight, Investigation, Religion; Common, Celestial, Halfling, Primordial; *mage hand, prestidigitation, shocking grasp, burning hands, detect magic, mage armor, magic missile, shield, sleep*; dagger, arcane focus (staff), scholar's pack, spellbook, holy symbol (emblem), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t56, 15 gp; ex-Acolyte; T:optimistic, slow speaker; I:greed; B:tool carrier; F:trusts hierarchy.

**558** Laucian Dumein, Elf (Wood) Fighter (Two-Weapon); S9 D18 C14 I8 W15 C12; 12 hp; Deception, History, Insight, Perception, Stealth; Dice, Thieves' Tools; Common, Elvish; leather armor, longbow, 20 arrows, scimitar, scimitar, light crossbow, 20 bolts, dungeoneer's pack, crowbar, dark common clothes, belt pouch, t52, 15 gp; ex-Criminal (Burglar); T:motivated, valuable noter; I:charity; B:adoptive priest; F:innocent condemner.

**559** Arizima Uthrakt, Human (Mulan) Rogue; S12 D18 C12 I14 W8 C12; 9 hp; Animal Handling, Insight, Investigation, *Sleight of Hand*, Stealth, Survival; Glassblower, *Thieves' Tools*, Vehicles (Land); Common, Orc, Thieves' Cant; shortsword, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, glassblower's tools, shovel, iron pot, common clothes, belt pouch, t100, 10 gp; ex-Folk Hero (Monster Facer); T:polite, action judge; I:might; B:sweetheart misser; F:disrespectful.

**560** Eldeth Brushgather, Dwarf (Hill) Rogue; S12 D12 C9 I18 W11 C14; 8 hp; *Athletics*, Deception, *Intimidation*, Investigation, Persuasion, Stealth; Three-Dragon Ante, Forgery, Thieves' Tools; Common, Dwarvish, Thieves' Cant; shortsword, shortbow, 20 arrows, explorer's pack, leather

armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t4, 15 gp; ex-Criminal (Smuggler); T:friend maker, troubled helper; I:responsibility; B:stolen keepsake; F:suspicious.

**561** Sefris Uuthrakt, Human (Mulan) Wizard; S11 D18 C14 I12 W10 C11; 8 hp; Arcana, History, Medicine, Religion; Common, Celestial, Goblin, Undercommon; *dancing lights, fire bolt, ray of frost, burning hands, charm person, mage armor, magic missile, sleep, thunderwave*; dagger, component pouch, scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t88, 10 gp; ex-Sage (Scribe); T:mystery lover, determined; I:responsibility; B:answer seeker; F:impulsive speaker.

**562** Flint Frostbeard, Dwarf (Hill) Rogue; S11 D18 C12 I11 W11 C13; 10 hp; Deception, Insight, Performance, Religion, Sleight of Hand, Stealth; Thieves' Tools; Common, Dwarvish, Gnomish, Goblin, Thieves' Cant; rapier, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, holy symbol (reliquary), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t53, 15 gp; ex-Acolyte; T:intolerant, sacred quoter; I:aspiration; B:text preservation; F:trusts hierarchy.

**563** Kathra Ungart, Dwarf (Hill) Cleric (Hestia); S11 D9 C17 I10 W17 C12; 12 hp; Animal Handling, Medicine, Persuasion, Survival; Glassblower, Vehicles (Land); Common, Dwarvish; *guidance, resistance, thaumaturgy, bless, cure wounds, detect magic, guiding bolt, sanctuary, shield of faith*; warhammer, scale mail, javelin, explorer's pack, shield, holy symbol (amulet), glassblower's tools, shovel, iron pot, common clothes, belt pouch, t54, 10 gp; ex-Folk Hero (Monster Facer); T:fair, bored; I:power; B:land lover; F:secret mistake.

**564** Barendd Rumnaheim, Dwarf (Mountain) Rogue; S14 D16 C11 I10 W8 C17; 8 hp; Acrobatics, Deception, Performance, Persuasion, Sleight of Hand, Stealth; Cards, Forgery, Thieves' Tools; Common, Dwarvish, Thieves' Cant; shortsword, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t6, 15 gp; ex-Criminal (Burglar); T:calm, idolater; I:change; B:become great; F:overconfident.

**565** Oskar Ungart, Dwarf (Hill) Wizard; S12 D13 C16 I17 W6 C12; 10 hp; Arcana, History, Investigation, Religion; Common, Dwarvish, Giant, Goblin; *mage hand, ray of frost, shocking grasp, burning hands, detect magic, mage armor, magic missile, shield, thunderwave*; dagger, arcane focus (crystal), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t43, 10 gp; ex-Sage (Researcher); T:risk taker, mystery lover; I:power; B:specific lore; F:secret mistake.

**566** Drusilia Moonbrook, Elf (High) Cleric (Demeter); S16 D9 C11 I11 W17 C12; 8 hp; Insight, Medicine, Perception, Persuasion, Religion; Common, Elvish, Goblin, Halfling, Sylvan; *ray of frost, light, resistance, spare the dying, bless, cure wounds, guiding bolt, healing word, sanctuary, shield of faith*; mace, chain mail, spear, priest's pack, shield, holy symbol (amulet), holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t69, 15 gp; ex-Acolyte; T:troubled helper, crude; I:no limits; B:adoptive priest; F:disrespectful.

**567** Finnan Torunn, Halfling (Lightfoot) Cleric (Diancecht); S14 D13 C17 I12 W15 C5; 11 hp; History, Insight, Persuasion, Religion; Common, Gnomish, Halfling, Orc; *guidance, resistance, thaumaturgy, bless, command, cure wounds, guiding bolt, sanctuary*; mace, scale mail, javelin, explorer's pack, shield, holy symbol (emblem), holy symbol (amulet), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t89, 15 gp; ex-Acolyte; T:idolater, direct; I:aspiration; B:land lover; F:impulsive speaker.

**568** Helja Balderk, Dwarf (Mountain) Wizard; S13 D14 C17 I15 W9 C8; 9 hp; Animal Handling, Arcana, History, Survival; Mason, Vehicles (Land); Common, Dwarvish; *mage hand, ray of frost, shocking grasp, burning hands, charm person, magic missile, shield, silent image, sleep*; quarterstaff, arcane focus (rod), scholar's pack, spellbook, mason's tools, shovel, iron pot, common clothes, belt pouch, t5, 10 gp; ex-Folk

Hero (Army Hero); T:troubled helper, patient explainer; I:destiny; B:land lover; F:overconfident.

**569** Eldon Greenbottle, Elf (High) Rogue; S10 D17 C12 I15 W9 C13; 9 hp; Arcana, History, Investigation, Perception, Persuasion, Sleight of Hand, Stealth; Thieves' Tools; Common, Elvish, Giant, Halfling, Infernal, Thieves' Cant; *dancing lights*; shortsword, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t76, 10 gp; ex-Sage (Astronomer); T:optimistic, action judge; I:honor; B:hapless defender; F:mystery obsessed.

**570** Rangrim Balderk, Dwarf (Hill) Rogue; S11 D17 C10 I15 W10 C13; 9 hp; Acrobatics, Deception, Intimidation, Investigation, Sleight of Hand, Stealth; Disguise, Dragonchess, Thieves' Tools; Common, Dwarvish, Thieves' Cant; shortsword, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t86, 15 gp; ex-Criminal (Blackmailer); T:planner, mystery lover; I:people; B:stolen keepsake; F:trusts hierarchy.

**571** Gunnloda Gorunn, Dwarf (Hill) Fighter (Defense); S10 D15 C17 I12 W10 C12; 14 hp; Acrobatics, Athletics, History, Intimidation; Three-Dragon Ante, Vehicles (Land); Common, Dwarvish; leather armor, longbow, 20 arrows, hand crossbow, blowgun, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t62, 10 gp; ex-Soldier (Healer); T:unflinching, strong; I:nation; B:non abandoner; F:enemy hater.

**572** Mardred Holderhek, Dwarf (Mountain) Rogue; S13 D17 C14 I13 W7 C12; 10 hp; Acrobatics, Deception, Investigation, Perception, Sleight of Hand, Stealth; Dice, Poisoner, Thieves' Tools; Common, Dwarvish, Thieves' Cant; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t9, 15 gp; ex-Criminal (Pickpocket); T:motivated, planner; I:charity; B:become great; F:fearful.

**573** Zasheir Amblecrown, Human (Tethyrian) Wizard; S10 D14 C13 I17 W11 C11; 7 hp; Arcana, History, Insight, Investigation; Common, Dwarvish, Elvish, Undercommon; *fire bolt, light, mage hand, charm person, comprehend languages, identify, mage armor, silent image, sleep*; dagger, arcane focus (wand), explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t18, 10 gp; ex-Sage (Wizards Apprentice); T:intolerant, omen finder; I:freedom; B:heretic revenge; F:obvious liar.

**574** Cade Tosscobble, Halfling (Lightfoot) Rogue; S10 D17 C11 I14 W11 C13; 8 hp; Deception, Investigation, Performance, Persuasion, Sleight of Hand, Stealth; Dragonchess, Forgery, Thieves' Tools; Common, Halfling, Thieves' Cant; rapier, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t25, 15 gp; ex-Criminal (Hired Killer); T:intolerant, slow speaker; I:people; B:killing mistake; F:innocent condemner.

**575** Romero Astorio, Human (Turami) Fighter (Defense); S17 D9 C13 I13 W11 C13; 11 hp; Deception, Insight, Stealth, Survival; Three-Dragon Ante, Thieves' Tools; Common, Goblin; chain mail, war pick, maul, light crossbow, 20 bolts, explorer's pack, crowbar, dark common clothes, belt pouch, t37, 15 gp; ex-Criminal (Smuggler); T:risk taker, motivated; I:greed; B:become great; F:quick retreat.

**576** Orsik Dankil, Dwarf (Hill) Rogue; S8 D16 C12 I16 W8 C16; 10 hp; Arcana, History, Investigation, Perception, Sleight of Hand, Stealth; Thieves' Tools; Common, Draconic, Dwarvish, Gnomish, Thieves' Cant; shortsword, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t41, 10 gp; ex-Sage (Professor); T:slow speaker, patient explainer; I:tradition; B:sweetheart misser; F:enemy hater.

**577** Tharivol Lutgehr, Dwarf (Mountain) Cleric (Hathor); S16 D6 C15 I11 W16 C12; 10 hp; Athletics, Insight, Intimidation, Persuasion; Three-Dragon Ante, Vehicles (Land); Common, Dwarvish; *light, resistance, spare the dying, bless, command, cure wounds, guiding bolt, sanctuary, shield of faith*; warhammer, chain mail, javelin, priest's pack, shield, holy



symbol (emblem), insignia of rank, trophy, dice set, common clothes, belt pouch, t40, 10 gp; ex-Soldier (Scout); T:troubled helper, crude; I:live and let live; B:non abandoner; F:easily distracted.

**578** Ulfgar Holderhek, Dwarf (Mountain) Cleric (Apollo); S16 D8 C14 I10 W16 C12; 10 hp; History, Insight, Medicine, Religion; Common, Deep Speech, Dwarvish, Halfling; *guidance, resistance, thaumaturgy; bless, cure wounds, guiding bolt, healing word, inflict wounds, sanctuary*; warhammer, chain mail, javelin, explorer's pack, shield, holy symbol (amulet), holy symbol (reliquary), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t94, 15 gp; ex-Acolyte; T:idolater, planner; I:live and let live; B:temple protection; F:judgmental.

**579** Malcer Xiloscient, Elf (Wood) Rogue; S10 D16 C9 I14 W11 C16; 7 hp; *Acrobatics*, Animal Handling, Athletics, Intimidation, Perception, Stealth, Survival; Potter, *Thieves' Tools*, Vehicles (Land); Common, Elvish, Thieves' Cant; rapier, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, potter's tools, shovel, iron pot, common clothes, belt pouch, t87, 10 gp; ex-Folk Hero (Monster Facer); T:confident, bored; I:destiny; B:crushing defeat; F:judgmental.

**580** Enna Gorunn, Dwarf (Hill) Cleric (Chauntea); S13 D8 C16 I10 W16 C13; 12 hp; Athletics, Insight, Intimidation, Religion; Dragonchess, Vehicles (Land); Common, Dwarvish; *guidance, light, spare the dying; bless, command, cure wounds, guiding bolt, healing word, inflict wounds*; warhammer, chain mail, light hammer, priest's pack, shield, holy symbol (amulet), insignia of rank, trophy, dice set, common clothes, belt pouch, t16, 10 gp; ex-Soldier (Infantry); T:slow speaker, omen finder; I:responsibility; B:ally defender; F:enemy hater.

**581** Natali Starag, Human (Damaran) Fighter (Protection); S11 D16 C12 I16 W13 C8; 11 hp; Acrobatics, Deception, History, Stealth; Dice, Thieves' Tools; Common, Abyssal; leather armor, longbow, 20 arrows, shield, shortsword, handaxe, handaxe, dungeoneer's pack, crowbar, dark common clothes, belt pouch, t12, 15 gp; ex-Criminal (Smuggler); T:touchy, motivated; I:faith; B:terrible guilt; F:innocent condemner.

**582** Ilde Holderhek, Dwarf (Mountain) Cleric (Apollo); S15 D10 C15 I13 W16 C7; 10 hp; History, Insight, Medicine, Religion; Common, Dwarvish, Giant, Orc; *guidance, spare the dying, thaumaturgy; bless, command, cure wounds, detect magic, guiding bolt, healing word*; warhammer, chain mail, light hammer, explorer's pack, shield, holy symbol (emblem), holy symbol (reliquary), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t7, 15 gp; ex-Acolyte; T:open minded, inspiring; I:aspiration; B:text preservation; F:inflexible thinking.

**583** Jhessail Liadon, Human (Tethyrian) Rogue; S12 D15 C13 I14 W6 C16; 9 hp; Deception, *Insight, Intimidation*, Performance, Religion, Stealth; Thieves' Tools; Common, Elvish, Goblin, Halfling, Thieves' Cant; rapier, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t91, 15 gp; ex-Acolyte; T:haunted, slow speaker; I:destiny; B:relic recovery; F:fearful.

**584** Katernin Nemetsk, Human (Damaran) Wizard; S11 D13 C15 I16 W12 C9; 8 hp; Arcana, History, Insight, Investigation; Common, Giant, Goblin, Orc; *light, mage hand, shocking grasp; burning hands, identify, mage armor, magic missile, shield, sleep*; quarterstaff, component pouch, explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t73, 10 gp; ex-Sage (Astronomer); T:secret hoarder, touchy; I:might; B:land lover; F:judgmental.

**585** Gunnloda Strakeln, Dwarf (Hill) Cleric (Lathander); S13 D12 C16 I11 W15 C9; 12 hp; History, Insight, Medicine, Religion; Common, Draconic, Dwarvish, Elvish; *guidance, sacred flame, spare the dying; bless, cure wounds, guiding bolt, inflict wounds, shield of faith*; warhammer, leather armor, javelin, priest's pack, shield, holy symbol (amulet), holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t57, 15 gp; ex-Acolyte; T:omen finder, bored; I:nation; B:text preservation; F:easily distracted.

**586** Eldon Underbough, Halfling (Lightfoot) Cleric (Hestia); S15 D13 C11 I12 W16 C9; 8 hp; History, Insight, Medicine, Religion; Common,

Goblin, Halfling, Sylvan; *light, resistance, sacred flame; bless, cure wounds, detect magic, healing word, inflict wounds, sanctuary*; mace, leather armor, light hammer, explorer's pack, shield, holy symbol (emblem), holy symbol (reliquary), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t93, 15 gp; ex-Acolyte; T:fair, motivated; I:fairness; B:heretic revenge; F:trusts faithful.

**587** Drusilia Liadon, Elf (High) Wizard; S12 D15 C13 I16 W9 C11; 7 hp; Deception, Investigation, Perception, Religion, Stealth; Dice, Thieves' Tools; Common, Elvish, Orc; *fire bolt, light, mage hand, minor illusion; charm person, identify, mage armor, magic missile, shield, sleep*; dagger, arcane focus (rod), scholar's pack, spellbook, crowbar, dark common clothes, belt pouch, t35, 15 gp; ex-Criminal (Enforcer); T:motivated, bored; I:greed; B:old debt; F:overconfident.

**588** Eldeth Holderhek, Dwarf (Hill) Fighter (Two-Weapon); S6 D14 C16 I14 W14 C12; 14 hp; Athletics, History, Insight, Intimidation; Three- Dragon Ante, Vehicles (Land); Common, Dwarvish; leather armor, longbow, 20 arrows, shortsword, scimitar, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t60, 10 gp; ex-Soldier (Officer); T:unflinching, strong; I:faith; B:ally defender; F:easily distracted.

**589** Beiro Diamonddew, Elf (High) Cleric (Re-Horakhty); S13 D14 C14 I12 W16 C7; 10 hp; History, Insight, Medicine, Perception, Religion; Common, Elvish, Halfling, Infernal, Orc; *light, resistance, spare the dying, thaumaturgy; bless, command, cure wounds, healing word, inflict wounds, shield of faith*; mace, scale mail, light crossbow, 20 bolts, priest's pack, shield, holy symbol (amulet), holy symbol (reliquary), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t91, 15 gp; ex-Acolyte; T:cloistered, sacred quoter; I:power; B:adoptive priest; F:secret mistake.

**590** Jelenneth Siannodel, Elf (High) Cleric (Chauntea); S14 D9 C14 I10 W16 C13; 10 hp; Arcana, History, Medicine, Perception, Religion; Common, Elvish, Goblin, Halfling, Orc; *minor illusion; guidance, light, sacred flame; bless, cure wounds, detect magic, guiding bolt, sanctuary, shield of faith*; mace, chain mail, javelin, priest's pack, shield, holy symbol (reliquary), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t26, 10 gp; ex-Sage (Researcher); T:patient explainer, troubled helper; I:redemption; B:answer seeker; F:demon studier.

**591** Sovelliss Frostbeard, Elf (Wood) Wizard; S9 D14 C14 I16 W12 C11; 8 hp; Arcana, History, Insight, Perception, Religion; Common, Dwarvish, Elvish, Orc; *dancing lights, light, mage hand; burning hands, detect magic, identify, magic missile, shield, sleep*; dagger, arcane focus (wand), explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t31, 10 gp; ex-Sage (Astronomer); T:peacemaker, open minded; I:faith; B:bully revenger; F:demon studier.

**592** Jhessail Siannodel, Elf (High) Fighter (Archery); S16 D13 C13 I14 W12 C8; 11 hp; Animal Handling, Athletics, History, Intimidation, Perception; Dice, Vehicles (Land); Common, Elvish, Undercommon; *mage hand*; chain mail, longbow, hand crossbow, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t63, 10 gp; ex-Soldier (Scout); T:peacemaker, strong; I:sincerity; B:become great; F:fearful.

**593** Baern Balderk, Dwarf (Hill) Wizard; S13 D12 C16 I14 W12 C9; 10 hp; Animal Handling, History, Investigation, Survival; Mason, Vehicles (Land); Common, Dwarvish; *light, mage hand, prestidigitation; charm person, mage armor, magic missile, shield, sleep, thunderwave*; quarterstaff, arcane focus (orb), explorer's pack, spellbook, mason's tools, shovel, iron pot, common clothes, belt pouch, t24, 10 gp; ex-Folk Hero (People Armer); T:idolater, action judge; I:freedom ; B:land lover; F:city vices.

**594** Quelenna Siannodel, Elf (Wood) Wizard; S10 D16 C12 I14 W13 C11; 7 hp; Arcana, History, Investigation, Perception, Religion; Common, Abyssal, Elvish, Halfling; *light, mage hand, prestidigitation; burning hands, charm person, comprehend languages, detect magic,*

*mage armor*, *sleep*; dagger, component pouch, explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t46, 10 gp; ex-Sage (Librarian); T:determined, mystery lover; I:change; B:terrible guilt; F:trusts hierarchy.

**595** Thia Iphelkiir, Elf (High) Fighter (Defense); S12 D16 C13 I9 W13 C13; 11 hp; Athletics, Insight, Intimidation, Perception, Religion; Common, Celestial, Elvish, Orc, Undercommon; *mage hand*; leather armor, longbow, 20 arrows, shield, rapier, light crossbow, 20 bolts, explorer's pack, holy symbol (reliquary), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t58, 15 gp; ex-Acolyte; T:secret hoarder, confident; I:people; B:relic recovery; F:enemy hater.

**596** Andry Tosscooble, Halfling (Lightfoot) Fighter (Two-Weapon); S13 D16 C13 I12 W10 C12; 11 hp; Acrobatics, Athletics, Insight, Intimidation; Dragonchess, Vehicles (Land); Common, Halfling; chain mail, shortsword, scimitar, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t88, 10 gp; ex-Soldier (Infantry); T:slow truster, idolater; I:fairness; B:adoptive priest; F:enemy hater.

**597** Shaena Hilltopple, Halfling (Stout) Wizard; S12 D14 C15 I15 W10 C10; 8 hp; Arcana, History, Investigation, Religion; Common, Halfling, Infernal, Sylvan; *mage hand*, *prestidigitation*, *ray of frost*; *burning hands*, *charm person*, *magic missile*, *shield*, *silent image*, *thunderwave*; quarterstaff, arcane focus (orb), explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t46, 10 gp; ex-Sage (Librarian); T:mystery lover, cloistered; I:beauty; B:soul seller; F:judgmental.

**598** Ander Tealeaf, Halfling (Stout) Cleric (Boldrei); S14 D15 C12 I10 W14 C11; 9 hp; Athletics, Intimidation, Medicine, Persuasion; Three- Dragon Ante, Vehicles (Land); Common, Halfling; *guidance*, *light*, *resistance*; *bless*, *cure wounds*, *healing word*, *inflict wounds*, *sanctuary*; mace, scale mail, light crossbow, 20 bolts, explorer's pack, shield, holy symbol (amulet), insignia of rank, trophy, dice set, common clothes, belt pouch, t81, 10 gp; ex-Soldier (Quartermaster); T:patient explainer, voracious reader; I:might ; B:missing family; F:enemy hater.

**599** Silaqui Nightbreeze, Elf (Wood) Wizard; S13 D15 C13 I14 W12 C9; 7 hp; Arcana, History, Investigation, Medicine, Perception; Common, Dwarvish, Elvish, Halfling; *fire bolt*, *light*, *mage hand*; *detect magic*, *identify*, *mage armor*, *magic missile*, *shield*, *silent image*; dagger, arcane focus (rod), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t56, 10 gp; ex-Sage (Scribe); T:secret hoarder, tolerant; I:beauty; B:library preserver; F:complicated solver.

**600** Eldon Goodbarrel, Halfling (Lightfoot) Rogue; S11 D15 C12 I12 W12 C14; 9 hp; Acrobatics, Deception, Intimidation, Persuasion, Sleight of Hand, Stealth; Three-Dragon Ante, Forgery, Thieves' Tools; Common, Halfling, Thieves' Cant; shortsword, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t86, 15 gp; ex-Criminal (Pickpocket); T:determined, valuable noter; I:sincerity; B:become great; F:law obeyer.

**601** Silifrey Lackman, Human (Illuskan) Cleric (Mishakal); S12 D11 C13 I14 W14 C12; 9 hp; Insight, Medicine, Persuasion, Religion; Common, Giant, Halfling, Orc; *guidance*, *resistance*, *spare the dying*; *bless*, *command*, *cure wounds*, *detect magic*, *guiding bolt*; mace, scale mail, javelin, priest's pack, shield, holy symbol (amulet), holy symbol (reliquary), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t28, 15 gp; ex-Acolyte; T:fair, action judge; I:greater good; B:bully revenger; F:ally distruster.

**602** Caelynn Torunn, Elf (High) Cleric (Ilmater); S12 D13 C13 I13 W13 C12; 9 hp; Animal Handling, Medicine, Perception, Religion, Survival; Calligrapher, Vehicles (Land); Common, Deep Speech, Elvish; *ray of frost*; *guidance*, *resistance*, *thaumaturgy*; *bless*, *cure wounds*, *healing word*, *sanctuary*; mace, scale mail, light crossbow, 20 bolts, priest's pack, shield, holy symbol (emblem), calligrapher's supplies, shovel, iron pot, common clothes, belt pouch, t94, 10 gp; ex-Folk Hero (Corrupt

Theft); T:confident, calm; I:fairness; B:missing family; F:overconfident.

**603** Ilde Galanodel, Halfling (Lightfoot) Rogue; S8 D19 C10 I13 W11 C14; 8 hp; Acrobatics, Deception, Insight, Intimidation, Investigation, Stealth; Three-Dragon Ante, Forgery, Thieves' Tools; Common, Halfling, Thieves' Cant; rapier, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t74, 15 gp; ex-Criminal (Enforcer); T:mystery lover, tolerant; I:nation; B:crushing defeat; F:suspicious.

**604** Vondal Torunn, Dwarf (Mountain) Fighter (Great Weapon); S14 D18 C16 I8 W9 C10; 13 hp; Athletics, History, Intimidation, Survival; Dragonchess, Vehicles (Land); Common, Dwarvish; leather armor, longbow, 20 arrows, warhammer, shield, handaxe, handaxe, dungeoneer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t2, 10 gp; ex-Soldier (Scout); T:slow truster, haunted; I:responsibility; B:non abandoner; F:ally distruster.

**605** Rolen Iphelkiir, Elf (High) Fighter (Defense); S12 D18 C16 I8 W9 C12; 13 hp; Acrobatics, Animal Handling, Athletics, Intimidation, Perception; Dice, Vehicles (Land); Common, Elvish, Giant; *prestidigitation*; leather armor, longbow, 20 arrows, shortsword, war pick, handaxe, handaxe, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t96, 10 gp; ex-Soldier (Support Staff); T:polite, horribly awkward; I:no limits; B:killing mistake; F:trusts faithful.

**606** Esvele Evenwood, Human (Tethyrian) Fighter (Two-Weapon); S10 D18 C14 I10 W14 C9; 12 hp; Acrobatics, Athletics, Intimidation, Survival; Cards, Vehicles (Land); Common, Abyssal; leather armor, longbow, 20 arrows, shortsword, shortsword, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t35, 10 gp; ex-Soldier (Officer); T:polite, crude; I:nation; B:non abandoner; F:mystery obsessed.

**607** Thia Starflower, Elf (Wood) Fighter (Great Weapon); S18 D14 C13 I8 W12 C10; 11 hp; Athletics, Deception, Insight, Perception, Stealth; Three-Dragon Ante, Thieves' Tools; Common, Elvish; chain mail, longsword, scimitar, handaxe, handaxe, explorer's pack, crowbar, dark common clothes, belt pouch, t76, 15 gp; ex-Criminal (Blackmailer); T:reserved, risk taker; I:honor; B:crushing defeat; F:easily distracted.

**608** Kithri Leagallow, Halfling (Stout) Fighter (Protection); S12 D18 C14 I8 W10 C13; 12 hp; Athletics, Intimidation, Perception, Survival; Three-Dragon Ante, Vehicles (Land); Common, Halfling; chain mail, shield, trident, handaxe, handaxe, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t94, 10 gp; ex-Soldier (Cavalry); T:reserved, direct; I:nation; B:hapless defender; F:secret mistake.

**609** Eldeth Tosscooble, Halfling (Stout) Rogue; S10 D18 C12 I13 W8 C14; 9 hp; Acrobatics, Animal Handling, Athletics, Investigation, Persuasion, Survival; Leatherworker, Thieves' Tools, Vehicles (Land); Common, Halfling, Thieves' Cant; shortsword, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, leatherworker's tools, shovel, iron pot, common clothes, belt pouch, t29, 10 gp; ex-Folk Hero (Corrupt Theft); T:erronously sesquipedalian, troubled helper; I:respect; B:hapless defender; F:ally distruster.

**610** Traubon Meliamne, Dwarf (Mountain) Rogue; S11 D18 C11 I13 W8 C14; 8 hp; Deception, Intimidation, Investigation, Performance, Persuasion, Stealth; Dice, Forgery, Thieves' Tools; Common, Dwarvish, Thieves' Cant; rapier, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t57, 15 gp; ex-Criminal (Pickpocket); T:planner, idolater; I:fairness; B:library preserver; F:plan forgetter.

**611** Aramil Siannodel, Elf (High) Rogue; S10 D18 C9 I13 W14 C11; 7 hp; Athletics, Deception, Insight, Intimidation, Perception, Performance, Persuasion; Dice, Thieves' Tools, Vehicles (Land); Common, Elvish, Halfling, Thieves' Cant; *dancing lights*; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, insignia of rank, trophy, playing card set, common clothes, belt pouch, t34, 10 gp; ex-Soldier (Cavalry); T:strong, motivated; I:greater good; B:terrible

guilt; F:secret mistake.

**612** Riardon Xiloscient, Elf (Wood) Fighter (Archery); S10 D18 C12 I13 W11 C11; 11 hp; Deception, Insight, Intimidation, Perception, Stealth; Dragonchess, Thieves' Tools; Common, Elvish; leather armor, longbow, 20 arrows, whip, blowgun, light crossbow, 20 bolts, explorer's pack, crowbar, dark common clothes, belt pouch, t94, 15 gp; ex-Criminal (Pickpocket); T:touchy, slow speaker; I:beauty; B:specific lore; F:innocent condemner.

**613** Harbek Brawnnavil, Dwarf (Hill) Cleric (Re-Horakhty); S15 D6 C17 I10 W17 C10; 12 hp; Arcana, History, Persuasion, Religion; Common, Celestial, Dwarvish, Gnomish; *guidance, light, sacred flame; bless, cure wounds, detect magic, inflict wounds, sanctuary, shield of faith*; warhammer, chain mail, light hammer, explorer's pack, shield, holy symbol (amulet), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t61, 10 gp; ex-Sage (Professor); T:crude, open minded; I:logic; B:student protector; F:suspicious.

**614** Tordek Balderk, Dwarf (Hill) Cleric (Lathander); S13 D10 C17 I11 W17 C7; 12 hp; Animal Handling, Medicine, Religion, Survival; Tinker, Vehicles (Land); Common, Dwarvish; *guidance, resistance, spare the dying; bless, cure wounds, detect magic, guiding bolt, healing word, inflict wounds*; warhammer, chain mail, javelin, explorer's pack, shield, holy symbol (reliquary), tinker's tools, shovel, iron pot, common clothes, belt pouch, t79, 10 gp; ex-Folk Hero (Secret Origin); T:action oriented, confident; I:sincerity; B:land lover; F:trusts faithful.

**615** Felosial Moonwhisper, Elf (Wood) Fighter (Two-Weapon); S12 D17 C17 I9 W11 C9; 13 hp; Acrobatics, Athletics, Insight, Intimidation, Perception; Three-Dragon Ante, Vehicles (Land); Common, Elvish; leather armor, longbow, 20 arrows, shortsword, shortsword, handaxe, handaxe, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t95, 10 gp; ex-Soldier (Infantry); T:action judger, slow speaker; I:responsibility; B:crushing defeat; F:admits nothing.

**616** Enialis Xiloscient, Elf (High) Wizard; S11 D16 C13 I17 W11 C7; 7 hp; Athletics, History, Intimidation, Perception, Religion; Dice, Vehicles (Land); Common, Elvish, Goblin; *light, mage hand, prestidigitation, ray of frost; burning hands, detect magic, mage armor, magic missile, sleep, thunderwave*; quarterstaff, component pouch, explorer's pack, spellbook, insignia of rank, trophy, playing card set, common clothes, belt pouch, t61, 10 gp; ex-Soldier (Quartermaster); T:strong, reserved; I:nation; B:crushing defeat; F:demon studier.

**617** Merric Leagallow, Halfling (Lightfoot) Fighter (Defense); S8 D17 C15 I14 W8 C13; 12 hp; Animal Handling, Athletics, History, Intimidation; Three-Dragon Ante, Vehicles (Land); Common, Halfling; chain mail, shield, whip, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t86, 10 gp; ex-Soldier (Healer); T:unflinching, omen finder; I:nation; B:honorable; F:disrespectful.

**618** Cade Leagallow, Halfling (Stout) Fighter (Archery); S11 D17 C15 I13 W12 C7; 12 hp; Acrobatics, Athletics, History, Intimidation; Cards, Vehicles (Land); Common, Halfling; chain mail, net, net, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t4, 10 gp; ex-Soldier (Cavalry); T:bored, voracious reader; I:logic; B:honorable; F:suspicious.

**619** Grigor Starag, Human (Damaran) Cleric (Apollo); S13 D10 C15 I12 W17 C8; 10 hp; History, Insight, Medicine, Religion; Common, Draconic, Elvish, Halfling; *guidance, resistance, sacred flame; bless, command, cure wounds, guiding bolt, sanctuary, shield of faith*; mace, chain mail, javelin, priest's pack, shield, holy symbol (reliquary), holy symbol (emblem), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t56, 15 gp; ex-Acolyte; T:bored, tolerant; I:independence; B:temple protection; F:obsessive.

**620** Rolan Liadon, Elf (Wood) Wizard; S10 D12 C14 I17 W14 C8; 8 hp; Arcana, History, Investigation, Perception, Religion; Common, Draconic, Dwarvish, Elvish; *fire bolt, mage hand, shocking grasp; burning hands, charm person, identify, mage armor, magic missile, shield*; quarterstaff,

component pouch, explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t68, 10 gp; ex-Sage (Librarian); T:reserved, slow speaker; I:beauty; B:hapless defender; F:tyrant hunted.

**621** Helm Dundragon, Human (Chondathan) Fighter (Archery); S10 D17 C14 I12 W14 C8; 12 hp; Acrobatics, Animal Handling, History, Survival; Brewer, Vehicles (Land); Common, Undercommon; leather armor, longbow, 20 arrows, net, morningstar, light crossbow, 20 bolts, explorer's pack, brewer's supplies, shovel, iron pot, common clothes, belt pouch, t77, 10 gp; ex-Folk Hero (Disaster Saver); T:cloistered, bon vivant; I:respect; B:non abandoner; F:overconfident.

**622** Roscoe Tealeaf, Halfling (Lightfoot) Wizard; S10 D14 C12 I17 W11 C11; 7 hp; Arcana, History, Insight, Religion; Common, Elvish, Gnomish, Halfling; *fire bolt, light, ray of frost; burning hands, charm person, identify, mage armor, magic missile, shield*; quarterstaff, arcane focus (rod), scholar's pack, spellbook, holy symbol (emblem), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t78, 15 gp; ex-Acolyte; T:bored, intolerant; I:tradition; B:bully revenger; F:trusts faithful.

**623** Reed Leagallow, Halfling (Lightfoot) Cleric (Hathor); S13 D11 C13 I8 W17 C13; 9 hp; Deception, Medicine, Persuasion, Stealth; Dice, Thieves' Tools; Common, Halfling; *resistance, sacred flame, spare the dying; bless, command, cure wounds, guiding bolt, inflict wounds, shield of faith*; mace, chain mail, javelin, priest's pack, shield, holy symbol (emblem), crowbar, dark common clothes, belt pouch, t77, 15 gp; ex-Criminal (Hired Killer); T:troubled helper, risk taker; I:greed; B:old debt; F:judgmental.

**624** Mehmen Dumein, Human (Calishite) Rogue; S12 D17 C10 I13 W11 C12; 8 hp; Acrobatics, Athletics, Deception, Investigation, Sleight of Hand, Stealth; Dice, Disguise, Thieves' Tools; Common, Elvish, Thieves' Cant; shortsword, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t27, 15 gp; ex-Criminal (Hired Killer); T:touchy, crude; I:redemption; B:terrible guilt; F:judgmental.

**625** Taman Helder, Human (Illuskan) Rogue; S11 D17 C11 I12 W11 C13; 8 hp; Acrobatics, Deception, Intimidation, Perception, Persuasion, Stealth; Cards, Poisoner, Thieves' Tools; Common, Goblin, Thieves' Cant; rapier, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t29, 15 gp; ex-Criminal (Fence); T:valuable noter, risk taker; I:people; B:land lover; F:obvious liar.

**626** Ielenia Siannodel, Elf (Wood) Wizard; S9 D16 C13 I16 W13 C8; 7 hp; Animal Handling, Arcana, History, Perception, Survival; Tinker, Vehicles (Land); Common, Elvish; *dancing lights, mage hand, prestidigitation; burning hands, charm person, mage armor, magic missile, shield, sleep*; dagger, component pouch, explorer's pack, spellbook, tinker's tools, shovel, iron pot, common clothes, belt pouch, t86, 10 gp; ex-Folk Hero (Decree Protester); T:motivated, confident; I:aspiration; B:hapless defender; F:tyrannical dreams.

**627** Ander Greenbottle, Halfling (Stout) Fighter (Archery); S12 D16 C16 I11 W8 C12; 13 hp; Acrobatics, Athletics, Intimidation, Perception; Three-Dragon Ante, Vehicles (Land); Common, Halfling; chain mail, blowgun, battleaxe, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t28, 10 gp; ex-Soldier (Scout); T:voracious reader, motivated; I:might; B:hapless defender; F:secret mistake.

**628** Torgga Liadon, Dwarf (Hill) Cleric (Boldrei); S15 D7 C16 I13 W15 C9; 12 hp; Arcana, History, Insight, Religion; Common, Dwarvish, Giant, Gnomish; *guidance, light, spare the dying; bless, command, cure wounds, detect magic, inflict wounds*; warhammer, chain mail, light hammer, explorer's pack, shield, holy symbol (emblem), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t70, 10 gp; ex-Sage (Wizards Apprentice); T:inspiring, slow speaker; I:honor; B:specific lore; F:complicated solver.

**629** Natali Bersk, Human (Damaran) Fighter (Two-Weapon); S9 D16



C15 I13 W7 C15; 12 hp; Acrobatics, Athletics, History, Intimidation; Three-Dragon Ante, Vehicles (Land); Common, Sylvan; leather armor, longbow, 20 arrows, scimitar, shortsword, handaxe, handaxe, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t27, 10 gp; ex-Soldier (Healer); T:strong, patient explainer; I:charity; B:ally defender; F:mystery obsessed.

**630** Birel Diamonddew, Elf (High) Wizard; S11 D15 C15 I16 W7 C11; 8 hp; Arcana, History, Investigation, Perception, Religion; Common, Elvish, Giant, Gnomish, Orc; *fire bolt, light, minor illusion, shocking grasp; burning hands, charm person, detect magic, mage armor, shield, sleep*; dagger, component pouch, explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t54, 10 gp; ex-Sage (Researcher); T:open minded, secret hoarder; I:charity ; B:adoptive priest; F:secret blabber.

**631** Vistra Fireforge, Dwarf (Mountain) Wizard; S14 D14 C15 I16 W9 C7; 8 hp; Animal Handling, Arcana, Religion, Survival; Alchemist, Vehicles (Land); Common, Dwarvish; *dancing lights, minor illusion, prestidigitation; burning hands, mage armor, magic missile, shield, silent image, sleep*; dagger, arcane focus (rod), explorer's pack, spellbook, alchemist's supplies, shovel, iron pot, common clothes, belt pouch, t78, 10 gp; ex-Folk Hero (Tyrant Defier); T:erronously sesquipedalian, fair; I:might; B:library preserver; F:secret mistake.

**632** Felosial Starflower, Elf (Wood) Fighter (Two-Weapon); S15 D16 C14 I13 W5 C12; 12 hp; Athletics, History, Insight, Intimidation, Perception; Dice, Vehicles (Land); Common, Elvish; chain mail, scimitar, scimitar, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t37, 10 gp; ex-Soldier (Infantry); T:action judger, crude; I:independence; B:crushing defeat; F:obsessive.

**633** Flint Siannodel, Dwarf (Hill) Wizard; S11 D14 C16 I15 W10 C9; 10 hp; Arcana, History, Insight, Investigation; Common, Dwarvish, Giant, Halfling; *light, minor illusion, prestidigitation; charm person, comprehend languages, magic missile, shield, sleep, thunderwave*; dagger, arcane focus (wand), explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t50, 10 gp; ex-Sage (Professor); T:action oriented, sesquipedalian; I:knowledge; B:specific lore; F:tyrannical dreams.

**634** Lyle Leagallow, Halfling (Stout) Cleric (Ilmater); S10 D10 C15 I10 W16 C14; 10 hp; History, Insight, Medicine, Religion; Common, Celestial, Giant, Halfling; *guidance, resistance, sacred flame; bless, command, cure wounds, guiding bolt, healing word, shield of faith*; mace, scale mail, spear, explorer's pack, shield, holy symbol (emblem), holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t25, 15 gp; ex-Acolyte; T:optimistic, bon vivant; I:might ; B:stolen keepsake; F:money chooser.

**635** Chathi Anskuld, Human (Mulan) Fighter (Archery); S11 D16 C15 I13 W13 C7; 12 hp; Acrobatics, Athletics, Insight, Intimidation; Dragonchess, Vehicles (Land); Common, Celestial; leather armor, longbow, 20 arrows, longsword, greatsword, handaxe, handaxe, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t87, 10 gp; ex-Soldier (Officer); T:voracious reader, valuable noter; I:greater good; B:brothers in arms; F:easily distracted.

**636** Mara Lackman, Human (Illuskan) Wizard; S9 D13 C15 I16 W13 C9; 8 hp; Animal Handling, Arcana, Insight, Survival; Cook, Vehicles (Land); Common, Giant; *dancing lights, mage hand, ray of frost; burning hands, detect magic, identify, magic missile, shield, sleep*; dagger, arcane focus (crystal), explorer's pack, spellbook, cook's utensils, shovel, iron pot, common clothes, belt pouch, t87, 10 gp; ex-Folk Hero (Peasant Trainer); T:action judger, troubled helper; I:greater good; B:protect hapless; F:secret blabber.

**637** Callie Torunn, Dwarf (Mountain) Wizard; S11 D13 C16 I15 W9 C11; 9 hp; Arcana, History, Insight, Religion; Common, Dwarvish, Goblin, Undercommon; *light, prestidigitation, ray of frost; burning hands, comprehend languages, detect magic, magic missile, shield, thunderwave*; quarterstaff, arcane focus (staff), explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead

colleague, common clothes, belt pouch, t63, 10 gp; ex-Sage (Alchemist); T:patient explainer, idolater; I:beauty; B:relic recovery; F:demon studier.

**638** Caelynn Battlehammer, Elf (High) Rogue; S10 D15 C11 I13 W10 C16; 8 hp; Arcana, Deception, History, Intimidation, Perception, Performance, Persuasion; Thieves' Tools; Common, Celestial, Elvish, Goblin, Undercommon, Thieves' Cant; *ray of frost*; shortsword, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t72, 10 gp; ex-Sage (Scribe); T:sesquipedalian, open minded; I:aspiration; B:temple protection; F:mystery obsessed.

**639** Finellen Holderhek, Dwarf (Mountain) Wizard; S11 D9 C16 I15 W12 C12; 9 hp; Arcana, History, Insight, Investigation; Common, Dwarvish, Halfling, Orc; *fire bolt, mage hand, minor illusion; charm person, identify, mage armor, shield, silent image, sleep*; quarterstaff, arcane focus (crystal), explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t70, 10 gp; ex-Sage (Astronomer); T:patient explainer, slow speaker; I:respect; B:answer seeker; F:ally distruster.

**640** Shaena Greenbottle, Halfling (Stout) Cleric (Boldrei); S12 D10 C15 I11 W16 C11; 10 hp; History, Insight, Medicine, Religion; Common, Elvish, Gnomish, Halfling; *light, spare the dying, thaumaturgy; bless, command, cure wounds, detect magic, sanctuary, shield of faith*; mace, scale mail, javelin, explorer's pack, shield, holy symbol (reliquary), holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t15, 15 gp; ex-Acolyte; T:idolater, intolerant; I:faith; B:specific lore; F:trusts hierarchy.

**641** Sariel Meliamne, Elf (Wood) Wizard; S12 D16 C14 I14 W8 C11; 8 hp; Arcana, History, Insight, Perception, Religion; Common, Elvish, Giant, Undercommon; *fire bolt, minor illusion, shocking grasp; burning hands, charm person, comprehend languages, detect magic, magic missile, silent image*; dagger, component pouch, scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t21, 10 gp; ex-Sage (Discredited Academic); T:secret hoarder, mystery lover; I:no limits; B:sweetheart misser; F:shameful secret.

**642** Hadarai Starflower, Elf (Wood) Cleric (Arawai); S14 D10 C13 I9 W16 C13; 9 hp; Insight, Medicine, Perception, Persuasion, Religion; Common, Elvish, Gnomish, Goblin; *guidance, light, thaumaturgy; bless, cure wounds, detect magic, healing word, inflict wounds, sanctuary*; mace, chain mail, javelin, explorer's pack, shield, holy symbol (amulet), holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t100, 15 gp; ex-Acolyte; T:erronously sesquipedalian, cloistered; I:greater good; B:specific lore; F:impulsive speaker.

**643** Faurgar Chergoba, Human (Rashemi) Wizard; S11 D13 C13 I16 W10 C12; 7 hp; Arcana, History, Investigation, Religion; Common, Dwarvish, Giant, Goblin; *light, minor illusion, ray of frost; comprehend languages, detect magic, shield, silent image, sleep, thunderwave*; dagger, component pouch, explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t26, 10 gp; ex-Sage (Alchemist); T:motivated, valuable noter; I:beauty; B:soul seller; F:trusts hierarchy.

**644** Euphemia High-hill, Halfling (Lightfoot) Rogue; S12 D15 C11 I15 W9 C13; 8 hp; Arcana, History, Investigation, Perception, Performance, Stealth; Thieves' Tools; Common, Giant, Goblin, Halfling, Thieves' Cant; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t84, 10 gp; ex-Sage (Scribe); T:slow speaker, action judger; I:responsibility; B:missing family; F:stealing obsessed.

**645** Ulfgar Strakeln, Dwarf (Hill) Wizard; S10 D15 C15 I12 W13 C10; 9 hp; Arcana, History, Investigation, Medicine; Common, Celestial, Dwarvish, Sylvan; *mage hand, prestidigitation, ray of frost; burning*

hands, charm person, comprehend languages, mage armor, sleep, thunderwave; quarterstaff, arcane focus (rod), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t95, 10 gp; ex-Sage (Astronomer); T:mystery lover, planner; I:power ; B:specific lore; F:complicated solver.

**646** Shanairra Moonbrook, Elf (Wood) Cleric (Ilmater); S15 D11 C14 I10 W14 C11; 10 hp; Deception, Insight, Medicine, Perception, Stealth; Dragonchess, Thieves' Tools; Common, Elvish; light, resistance, sacred flame; bless, cure wounds, detect magic, inflict wounds, shield of faith; mace, chain mail, javelin, explorer's pack, shield, holy symbol (amulet), crowbar, dark common clothes, belt pouch, t87, 15 gp; ex-Criminal (Hired Killer); T:motivated, friend maker; I:charity ; B:become great; F:overconfident.

**647** Andry Murnyethara, Halfling (Lightfoot) Cleric (Demeter); S13 D14 C13 I7 W15 C13; 9 hp; Athletics, Insight, Intimidation, Medicine; Dragonchess, Vehicles (Land); Common, Halfling; resistance, sacred flame, thaumaturgy; bless, command, cure wounds, inflict wounds, shield of faith; mace, scale mail, light crossbow, 20 bolts, explorer's pack, shield, holy symbol (reliquary), insignia of rank, trophy, dice set, common clothes, belt pouch, t37, 10 gp; ex-Soldier (Cavalry); T:peacemaker, touchy; I:nation; B:brothers in arms; F:obsessive.

**648** Adrie Moonbrook, Elf (Wood) Rogue; S11 D14 C9 I15 W13 C13; 7 hp; Acrobatics, Deception, Insight, Investigation, Perception, Persuasion, Stealth; Dice, Forgery, Thieves' Tools; Common, Elvish, Thieves' Cant; shortsword, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t31, 15 gp; ex-Criminal (Blackmailer); T:calm, idolater; I:charity ; B:family support; F:money chooser.

**649** Verna Tosscombe, Halfling (Lightfoot) Wizard; S10 D14 C13 I15 W12 C11; 7 hp; Animal Handling, Arcana, Religion, Survival; Smith, Vehicles (Land); Common, Halfling; light, minor illusion, ray of frost; burning hands, charm person, identify, magic missile, silent image, sleep; dagger, component pouch, scholar's pack, spellbook, smith's tools, shovel, iron pot, common clothes, belt pouch, t84, 10 gp; ex-Folk Hero (Militia Leader); T:erronously sesquipedalian, action oriented; I:fairness; B:protect hapless; F:admits nothing.

**650** Riswynn Frostbeard, Dwarf (Mountain) Fighter (Great Weapon); S14 D13 C15 I12 W10 C11; 12 hp; Acrobatics, Athletics, Insight, Intimidation; Cards, Vehicles (Land); Common, Dwarvish; chain mail, warhammer, longbow, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t80, 10 gp; ex-Soldier (Healer); T:planner, voracious reader; I:sincerity; B:temple protection; F:secret mistake.

**651** Vondal Brawnnavil, Dwarf (Hill) Wizard; S13 D13 C15 I13 W12 C9; 9 hp; Animal Handling, Insight, Religion, Survival; Alchemist, Vehicles (Land); Common, Dwarvish; dancing lights, mage hand, ray of frost; burning hands, charm person, comprehend languages, identify, magic missile, sleep; quarterstaff, component pouch, scholar's pack, spellbook, alchemist's supplies, shovel, iron pot, common clothes, belt pouch, t77, 10 gp; ex-Folk Hero (Disaster Saver); T:secret hoarder, erroneously sesquipedalian; I:freedom ; B:protect hapless; F:shameful secret.

**652** Helm Goodbarrel, Halfling (Lightfoot) Cleric (Ilmater); S13 D14 C14 I11 W14 C9; 10 hp; History, Insight, Persuasion, Religion; Common, Giant, Gnomish, Halfling; guidance, light, thaumaturgy; bless, cure wounds, detect magic, inflict wounds, sanctuary; mace, scale mail, light hammer, priest's pack, shield, holy symbol (reliquary), holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t46, 15 gp; ex-Acolyte; T:idolater, sacred quoter; I:tradition; B:bully revenger; F:tyrant hunted.

**653** Mindartis Moonbrook, Elf (Wood) Fighter (Archery); S14 D14 C12 I11 W14 C10; 11 hp; Acrobatics, Athletics, History, Intimidation, Perception; Cards, Vehicles (Land); Common, Elvish; leather armor, longbow, 20 arrows, longsword, net, handaxe, handaxe, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t32, 10 gp; ex-Soldier (Support Staff); T:cloistered,

sesquipedalian; I:might; B:hapless defender; F:enemy hater.

**654** Tan Jia, Human (Shou) Fighter (Great Weapon); S14 D11 C14 I11 W14 C11; 12 hp; Animal Handling, Athletics, History, Intimidation; Dragonchess, Vehicles (Land); Common, Elvish; chain mail, greataxe, warhammer, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t46, 10 gp; ex-Soldier (Scout); T:idolater, haunted; I:greater good; B:brothers in arms; F:tyrannical dreams.

**655** Ling Shui, Human (Shou) Wizard; S9 D13 C14 I14 W13 C12; 8 hp; Arcana, History, Insight, Religion; Common, Elvish, Giant, Halfling; dancing lights, mage hand, ray of frost; burning hands, charm person, comprehend languages, detect magic, identify, sleep; dagger, arcane focus (wand), explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t5, 10 gp; ex-Sage (Librarian); T:sesquipedalian, open minded; I:knowledge; B:specific lore; F:obsessive.

**656** Artin Ironfist, Dwarf (Mountain) Rogue; S13 D13 C13 I13 W10 C13; 9 hp; Deception, Intimidation, Investigation, Perception, Performance, Stealth; Cards, Forgery, Thieves' Tools; Common, Dwarvish, Thieves' Cant; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t67, 15 gp; ex-Criminal (Burglar); T:planner, slow truster; I:fairness; B:stolen keepsake; F:money chooser.

**657** Morn Leagallow, Human (Chondathan) Cleric (Chauntea); S16 D11 C19 I6 W11 C11; 12 hp; History, Insight, Medicine, Religion; Common, Giant, Goblin, Orc; guidance, light, thaumaturgy; bless, cure wounds, sanctuary; mace, chain mail, javelin, explorer's pack, shield, holy symbol (amulet), holy symbol (emblem), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t87, 15 gp; ex-Acolyte; T:determined, intolerant; I:greater good; B:honorable; F:innocent condemner.

**658** Wellby Moonbrook, Elf (High) Rogue; S10 D19 C8 I12 W11 C14; 7 hp; Acrobatics, Animal Handling, Deception, Investigation, Perception, Persuasion, Survival; Alchemist, Thieves' Tools, Vehicles (Land); Common, Elvish, Infernal, Thieves' Cant; light; shortsword, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, alchemist's supplies, shovel, iron pot, common clothes, belt pouch, t25, 10 gp; ex-Folk Hero (Secret Origin); T:strong, unflinching; I:knowledge; B:tool carrier; F:tyrant hunted.

**659** Cade Underbough, Halfling (Stout) Wizard; S7 D18 C11 I17 W11 C10; 6 hp; Animal Handling, Insight, Religion, Survival; Smith, Vehicles (Land); Common, Halfling; light, mage hand, ray of frost; charm person, detect magic, mage armor, magic missile, shield, thunderwave; dagger, arcane focus (orb), scholar's pack, spellbook, smith's tools, shovel, iron pot, common clothes, belt pouch, t89, 10 gp; ex-Folk Hero (Militia Leader); T:bored, troubled helper; I:nation; B:crushing defeat; F:overconfident.

**660** Bardryn Torunn, Dwarf (Mountain) Cleric (Mishakal); S18 D13 C15 I9 W13 C6; 10 hp; Deception, Insight, Medicine, Stealth; Dragonchess, Thieves' Tools; Common, Dwarvish; light, resistance, spare the dying; bless, command, cure wounds, detect magic; mace, chain mail, javelin, priest's pack, shield, holy symbol (amulet), crowbar, dark common clothes, belt pouch, t66, 15 gp; ex-Criminal (Smuggler); T:risk taker, action oriented; I:logic; B:hapless defender; F:trusts faithful.

**661** Galinndan Nightbreeze, Elf (Wood) Rogue; S13 D18 C7 I13 W9 C14; 6 hp; Animal Handling, Insight, Perception, Performance, Persuasion, Sleight of Hand, Survival; Carpenter, Thieves' Tools, Vehicles (Land); Common, Elvish, Thieves' Cant; shortsword, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, carpenter's tools, shovel, iron pot, common clothes, belt pouch, t96, 10 gp; ex-Folk Hero (Disaster Saver); T:fair, determined; I:might; B:sweetheart misser; F:admits nothing.

**662** Xanaphia Ironfist, Dwarf (Mountain) Cleric (Chauntea); S14 D11 C18 I10 W13 C8; 12 hp; Deception, Persuasion, Religion, Stealth; Three-  
Dragon Ante, Thieves' Tools; Common, Dwarvish; resistance, sacred

*flame, spare the dying; bless, cure wounds, guiding bolt, sanctuary*; warhammer, chain mail, javelin, priest's pack, shield, holy symbol (amulet), crowbar, dark common clothes, belt pouch, t99, 15 gp; ex-Criminal (Pickpocket); T:peacemaker, motivated; I:greater good; B:tool carrier; F:quick retreat.

**663** Erevan Xiloscient, Elf (Wood) Cleric (Arawai); S14 D8 C13 I11 W18 C10; 9 hp; History, Insight, Medicine, Perception, Religion; Common, Elvish, Giant, Gnomish; *light, resistance, sacred flame; bless, command, cure wounds, detect magic, healing word, inflict wounds, shield of faith*; mace, chain mail, dagger, priest's pack, shield, holy symbol (amulet), holy symbol (emblem), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t76, 15 gp; ex-Acolyte; T:troubled helper, intolerant; I:freedom ; B:stolen keepsake; F:secret mistake.

**664** Meilil Rein, Human (Calishite) Wizard; S7 D11 C14 I17 W17 C8; 8 hp; Athletics, Intimidation, Investigation, Medicine; Dice, Vehicles (Land); Common, Halfling; *mage hand, minor illusion, ray of frost, burning hands, charm person, comprehend languages, shield, silent image, sleep*; dagger, arcane focus (orb), explorer's pack, spellbook, insignia of rank, trophy, dice set, common clothes, belt pouch, t77, 10 gp; ex-Soldier (Healer); T:friend maker, touchy; I:faith; B:non abandoner; F:admits nothing.

**665** Lindal Underbough, Halfling (Stout) Wizard; S8 D15 C16 I17 W12 C6; 9 hp; Arcana, History, Insight, Investigation; Common, Deep Speech, Dwarvish, Halfling; *light, ray of frost, shocking grasp; burning hands, charm person, detect magic, shield, silent image, sleep*; dagger, component pouch, scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t18, 10 gp; ex-Sage (Librarian); T:secret hoarder, patient explainer; I:faith; B:specific lore; F:admits nothing.

**666** Ulfgar Rumnaheim, Dwarf (Mountain) Cleric (Arawai); S16 D11 C12 I4 W17 C14; 9 hp; Insight, Medicine, Persuasion, Religion; Common, Deep Speech, Dwarvish, Goblin; *guidance, light, spare the dying; bless, command, cure wounds, guiding bolt, inflict wounds, sanctuary*; warhammer, chain mail, spear, explorer's pack, shield, holy symbol (amulet), holy symbol (reliquary), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t9, 15 gp; ex-Acolyte; T:fair, slow truster; I:aspiration; B:heretic revenge; F:obsessive.

**667** Romero Calabria, Human (Turami) Fighter (Great Weapon); S17 D8 C16 I12 W8 C13; 13 hp; Arcana, Athletics, History, Survival; Common, Abyssal, Goblin, Orc; chain mail, greataxe, pike, light crossbow, 20 bolts, dungeoneer's pack, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t11, 10 gp; ex-Sage (Discredited Academic); T:patient explainer, crude; I:self improvement; B:bully revenger; F:plan forgetter.

**668** Erevan Nightbreeze, Elf (High) Wizard; S12 D16 C11 I17 W10 C8; 6 hp; Arcana, Athletics, Intimidation, Medicine, Perception; Dragonchess, Vehicles (Land); Common, Elvish, Infernal; *fire bolt, light, minor illusion, shocking grasp; burning hands, charm person, magic missile, shield, sleep, thunderwave*; dagger, arcane focus (rod), explorer's pack, spellbook, insignia of rank, trophy, playing card set, common clothes, belt pouch, t42, 10 gp; ex-Soldier (Scout); T:unflinching, strong; I:faith; B:ally defender; F:impulsive speaker.

**669** Soveliss Silverfrond, Elf (High) Rogue; S10 D17 C11 I15 W9 C12; 8 hp; Acrobatics, Athletics, Deception, Perception, Performance, Persuasion, Stealth; Dragonchess, Poisoner, Thieves' Tools; Common, Elvish, Goblin, Thieves' Cant; *shocking grasp*; shortsword, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t20, 15 gp; ex-Criminal (Blackmailer); T:reserved, horribly awkward; I:honor; B:stolen keepsake; F:law obeyer.

**670** Errich Brushgather, Halfling (Lightfoot) Fighter (Two-Weapon); S9 D17 C15 I12 W11 C10; 12 hp; Athletics, Deception, Perception, Stealth; Three-Dragon Ante, Thieves' Tools; Common, Halfling; chain mail, shortsword, shortsword, light crossbow, 20 bolts, explorer's pack, crowbar, dark common clothes, belt pouch, t99, 15 gp; ex-Criminal (Smuggler); T:cloistered, slow truster; I:charity ; B:killing mistake; F:plan

forgetter.

**671** Portia Leagallow, Halfling (Lightfoot) Cleric (Ilmater); S14 D11 C14 I6 W17 C12; 10 hp; History, Insight, Medicine, Religion; Common, Deep Speech, Halfling, Primordial; *resistance, sacred flame, thaumaturgy; bless, cure wounds, detect magic, guiding bolt, inflict wounds, shield of faith*; mace, chain mail, dagger, priest's pack, shield, holy symbol (amulet), holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t5, 15 gp; ex-Acolyte; T:risk taker, motivated; I:people; B:relic recovery; F:fearful.

**672** Anastrianna Thorngage, Halfling (Stout) Cleric (Apollo); S14 D10 C14 I9 W17 C10; 10 hp; Insight, Medicine, Persuasion, Religion; Common, Halfling, Infernal, Orc; *guidance, light, spare the dying; bless, command, cure wounds, detect magic, sanctuary, shield of faith*; mace, chain mail, javelin, explorer's pack, shield, holy symbol (amulet), holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t87, 15 gp; ex-Acolyte; T:slow truster, troubled helper; I:aspiration; B:text preservation; F:trusts faithful.

**673** Paelias Silverfrond, Elf (Wood) Cleric (Ilmater); S13 D12 C13 I9 W17 C10; 9 hp; History, Insight, Medicine, Perception, Religion; Common, Abyssal, Elvish, Infernal; *sacred flame, spare the dying, thaumaturgy; bless, cure wounds, detect magic, guiding bolt, inflict wounds, shield of faith*; mace, leather armor, javelin, priest's pack, shield, holy symbol (reliquary), holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t37, 15 gp; ex-Acolyte; T:valuable noter, friend maker; I:faith; B:common people; F:judgmental.

**674** Atala Siannodel, Human (Calishite) Wizard; S10 D13 C12 I17 W10 C12; 7 hp; Athletics, History, Intimidation, Religion; Three-Dragon Ante, Vehicles (Land); Common, Dwarvish; *mage hand, minor illusion, shocking grasp; burning hands, charm person, detect magic, identify, shield, silent image*; dagger, arcane focus (crystal), scholar's pack, spellbook, insignia of rank, trophy, dice set, common clothes, belt pouch, t49, 10 gp; ex-Soldier (Scout); T:direct, omen finder; I:tradition; B:answer seeker; F:law obeyer.

**675** Kathra Ironfist, Dwarf (Mountain) Cleric (Arawai); S15 D7 C16 I10 W16 C10; 11 hp; Insight, Medicine, Persuasion, Religion; Common, Dwarvish, Gnomish, Halfling; *light, resistance, thaumaturgy; bless, cure wounds, detect magic, inflict wounds, sanctuary, shield of faith*; warhammer, chain mail, light hammer, explorer's pack, shield, holy symbol (emblem), holy symbol (reliquary), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t31, 15 gp; ex-Acolyte; T:cloistered, inspiring; I:charity; B:sweetheart misser; F:easily distracted.

**676** Tharivol Torunn, Dwarf (Mountain) Fighter (Dueling); S16 D10 C16 I9 W11 C12; 13 hp; Arcana, Athletics, History, Survival; Common, Draconic, Dwarvish, Orc; chain mail, shield, warhammer, light crossbow, 20 bolts, dungeoneer's pack, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t54, 10 gp; ex-Sage (Discredited Academic); T:unflinching, slow speaker; I:charity; B:answer seeker; F:overconfident.

**677** Andry Greenbottle, Halfling (Stout) Wizard; S7 D16 C15 I14 W12 C10; 8 hp; Arcana, History, Medicine, Religion; Common, Dwarvish, Halfling, Primordial; *dancing lights, minor illusion, ray of frost; burning hands, charm person, comprehend languages, magic missile, shield, sleep*; quarterstaff, component pouch, explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t10, 10 gp; ex-Sage (Discredited Academic); T:mystery lover, horribly awkward; I:no limits; B:family support; F:disrespectful.

**678** Traubon Battlehammer, Dwarf (Hill) Wizard; S8 D14 C15 I16 W9 C12; 9 hp; Athletics, History, Insight, Intimidation; Dragonchess, Vehicles (Land); Common, Dwarvish; *light, ray of frost, shocking grasp; charm person, comprehend languages, mage armor, magic missile, silent image, sleep*; quarterstaff, component pouch, explorer's pack, spellbook, insignia of rank, trophy, dice set, common clothes, belt pouch, t41, 10 gp; ex-Soldier (Infantry); T:inspiring, open minded;



I:logic; B:student protector; F:secret mistake.

**679** Nulara Ironfist, Halfling (Lightfoot) Cleric (Boldrei); S14 D8 C15 I10 W16 C11; 10 hp; Insight, Medicine, Persuasion, Religion; Common, Draconic, Elvish, Halfling; *guidance, resistance, thaumaturgy, bless, cure wounds, detect magic, healing word, sanctuary, shield of faith*; mace, chain mail, light hammer, explorer's pack, shield, holy symbol (emblem), holy symbol (amulet), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t100, 15 gp; ex-Acolyte; T:touchy, valuable noter; I:aspiration; B:brothers in arms; F:shameful secret.

**680** Roscoe Diamond Dew, Elf (Wood) Wizard; S7 D16 C13 I15 W12 C11; 7 hp; Arcana, History, Investigation, Medicine, Perception; Common, Celestial, Elvish, Goblin; *mage hand, prestidigitation, shocking grasp, charm person, comprehend languages, identify, mage armor, shield, silent image*; quarterstaff, component pouch, explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t36, 10 gp; ex-Sage (Scribe); T:haunted, confident; I:beauty; B:land lover; F:demon studier.

**681** Shaumar Amblecrow, Human (Tethyrian) Rogue; S7 D16 C12 I12 W12 C15; 9 hp; Insight, Investigation, Perception, Performance, Persuasion, Religion; Thieves' Tools; Common, Giant, Gnomish, Halfling, Thieves' Cant; shortsword, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, holy symbol (emblem), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t59, 15 gp; ex-Acolyte; T:sacred quoter, idolater; I:freedom; B:temple protection; F:trusts faithful.

**682** Soveliss Moonwhisper, Elf (High) Cleric (Diancecht); S11 D11 C15 I12 W16 C9; 10 hp; Insight, Medicine, Perception, Persuasion, Religion; Common, Draconic, Dwarvish, Elvish, Infernal; *prestidigitation, light, sacred flame, spare the dying, bless, command, cure wounds, detect magic, guiding bolt, healing word*; mace, scale mail, light crossbow, 20 bolts, explorer's pack, shield, holy symbol (amulet), holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t84, 15 gp; ex-Acolyte; T:mystery lover, voracious reader; I:greed; B:soul seller; F:mystery obsessed.

**683** Torgga Fireforge, Dwarf (Mountain) Fighter (Defense); S15 D10 C16 I11 W10 C12; 13 hp; Animal Handling, Athletics, Intimidation, Survival; Dice, Vehicles (Land); Common, Dwarvish; chain mail, shield, warhammer, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t78, 10 gp; ex-Soldier (Infantry); T:strong, reserved; I:fairness; B:family support; F:complicated solver.

**684** Birel Leagallow, Halfling (Stout) Wizard; S8 D16 C14 I14 W11 C11; 8 hp; Arcana, History, Insight, Religion; Common, Gnomish, Halfling, Orc; *mage hand, minor illusion, prestidigitation, burning hands, comprehend languages, detect magic, identify, mage armor, sleep*; quarterstaff, component pouch, scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t33, 10 gp; ex-Sage (Researcher); T:horribly awkward, friend maker; I:power; B:library preserver; F:secret blabber.

**685** Eldon High-hill, Halfling (Stout) Wizard; S11 D14 C14 I16 W10 C9; 8 hp; Arcana, History, Investigation, Medicine; Common, Dwarvish, Halfling, Primordial; *light, mage hand, ray of frost, burning hands, detect magic, identify, silent image, sleep, thunderwave*; quarterstaff, arcane focus (rod), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t96, 10 gp; ex-Sage (Professor); T:open minded, motivated; I:honor; B:text withholder; F:secret blabber.

**686** Orsik Leagallow, Dwarf (Hill) Rogue; S8 D14 C12 I16 W11 C13; 10 hp; Deception, Intimidation, Perception, Persuasion, Sleight of Hand, Stealth; Three-Dragon Ante, Poisoner, Thieves' Tools; Common, Dwarvish, Thieves' Cant; rapier, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t13, 15 gp; ex-Criminal (Fence); T:polite, inspiring; I:redemption; B:student protector; F:obvious liar.

**687** Theirastra Starflower, Elf (High) Wizard; S10 D14 C16 I13 W9 C12; 9 hp; Arcana, Insight, Investigation, Perception, Religion; Common, Celestial, Elvish, Giant, Orc; *dancing lights, fire bolt, mage hand, prestidigitation, burning hands, charm person, identify, magic missile, shield, thunderwave*; quarterstaff, component pouch, explorer's pack, spellbook, holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t82, 15 gp; ex-Acolyte; T:risk taker, crude; I:faith; B:relic recovery; F:obvious liar.

**688** Ander Stormwind, Human (Illuskan) Fighter (Two-Weapon); S10 D16 C14 I11 W10 C13; 12 hp; Animal Handling, Athletics, History, Intimidation; Dice, Vehicles (Land); Common, Dwarvish; leather armor, longbow, 20 arrows, shortsword, shortsword, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t80, 10 gp; ex-Soldier (Infantry); T:haunted, fair; I:charity; B:honorable; F:secret blabber.

**689** Reed Greenbottle, Halfling (Stout) Fighter (Great Weapon); S16 D12 C14 I10 W12 C10; 12 hp; Acrobatics, Animal Handling, Athletics, Intimidation; Dice, Vehicles (Land); Common, Halfling; chain mail, trident, flail, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t18, 10 gp; ex-Soldier (Infantry); T:crude, fair; I:responsibility; B:adoptive priest; F:disrespectful.

**690** Vadiana Moonbrook, Elf (Wood) Cleric (Diancecht); S12 D11 C14 I10 W16 C11; 10 hp; Insight, Medicine, Perception, Persuasion, Religion; Common, Dwarvish, Elvish, Infernal; *guidance, resistance, sacred flame, bless, cure wounds, guiding bolt, healing word, sanctuary, shield of faith*; mace, scale mail, javelin, priest's pack, shield, holy symbol (amulet), holy symbol (reliquary), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t80, 15 gp; ex-Acolyte; T:slow speaker, mystery lover; I:change; B:soul seller; F:easily distracted.

**691** Thia Gemflower, Elf (Wood) Cleric (Hestia); S13 D13 C12 I12 W16 C8; 9 hp; Arcana, History, Insight, Medicine, Perception; Common, Deep Speech, Elvish, Infernal; *light, resistance, thaumaturgy, bless, command, cure wounds, detect magic, healing word, inflict wounds*; mace, scale mail, light crossbow, 20 bolts, explorer's pack, shield, holy symbol (amulet), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t86, 10 gp; ex-Sage (Scribe); T:inspiring, omen finder; I:no limits; B:crushing defeat; F:complicated solver.

**692** Hlin Rumnaheim, Human (Rashemi) Wizard; S9 D13 C12 I16 W13 C11; 7 hp; Athletics, History, Intimidation, Investigation; Dice, Vehicles (Land); Common, Elvish; *dancing lights, fire bolt, ray of frost, burning hands, charm person, detect magic, identify, shield, silent image*; dagger, arcane focus (crystal), explorer's pack, spellbook, insignia of rank, trophy, dice set, common clothes, belt pouch, t75, 10 gp; ex-Soldier (Officer); T:direct, omen finder; I:nation; B:specific lore; F:enemy hater.

**693** Dorn High-hill, Halfling (Stout) Cleric (Diancecht); S16 D13 C12 I9 W13 C11; 9 hp; Animal Handling, History, Insight, Survival; Jeweler, Vehicles (Land); Common, Halfling; *guidance, spare the dying, thaumaturgy, bless, cure wounds, detect magic, healing word*; mace, chain mail, javelin, priest's pack, shield, holy symbol (emblem), jeweler's tools, shovel, iron pot, common clothes, belt pouch, t91, 10 gp; ex-Folk Hero (Militia Leader); T:troubled helper, action judge; I:might; B:bully revenger; F:trusts faithful.

**694** Ander Windriver, Halfling (Lightfoot) Rogue; S11 D16 C12 I13 W9 C13; 9 hp; Arcana, Athletics, Deception, History, Investigation, Perception; Thieves' Tools; Common, Deep Speech, Gnomish, Halfling, Thieves' Cant; shortsword, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t58, 10 gp; ex-Sage (Wizards Apprentice); T:patient explainer, fair; I:fairness; B:terrible guilt; F:city vices.

**695** Pieron Pisacar, Human (Turami) Cleric (Hestia); S13 D10 C13 I10 W16 C12; 9 hp; Deception, Medicine, Religion, Stealth; Three-Dragon Ante, Thieves' Tools; Common, Gnomish; *guidance, spare the dying, thaumaturgy, bless, command, cure wounds, guiding bolt, sanctuary*

*shield of faith*; mace, chain mail, javelin, explorer's pack, shield, holy symbol (amulet), crowbar, dark common clothes, belt pouch, t59, 15 gp; ex-Criminal (Highway Robber); T:calm, confident; I:redemption; B:non abandoner; F:law obeyer.

**696** Euphemia Tosscoobble, Halfling (Stout) Rogue; S10 D16 C10 I13 W12 C13; 8 hp; Animal Handling, Intimidation, Investigation, Persuasion, Stealth, Survival; Jeweler, Thieves' Tools, Vehicles (Land); Common, Halfling, Thieves' Cant; rapier, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, jeweler's tools, shovel, iron pot, common clothes, belt pouch, t38, 10 gp; ex-Folk Hero (Decree Protester); T:erroneously sesquipedalian, direct; I:tradition; B:stolen keepsake; F:stealing obsessed.

**697** Vladislak Iltazyara, Human (Rashemi) Rogue; S12 D16 C9 I12 W12 C13; 7 hp; Acrobatics, Animal Handling, Deception, Persuasion, Sleight of Hand, Survival; Potter, Thieves' Tools, Vehicles (Land); Common, Undercommon, Thieves' Cant; shortsword, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, potter's tools, shovel, iron pot, common clothes, belt pouch, t86, 10 gp; ex-Folk Hero (Army Hero); T:fair, bored; I:sincerity; B:tool carrier; F:tyrannical dreams.

**698** Ielena Underbough, Elf (High) Wizard; S8 D15 C15 I15 W10 C11; 8 hp; Arcana, History, Insight, Perception, Religion; Common, Abyssal, Elvish, Gnomish, Goblin; *light, minor illusion, ray of frost, shocking grasp, burning hands, charm person, mage armor, magic missile, shield, sleep*; dagger, component pouch, explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t66, 10 gp; ex-Sage (Scribe); T:voracious reader, mystery lover; I:honor; B:brothers in arms; F:admits nothing.

**699** Ander Underbough, Halfling (Stout) Wizard; S10 D15 C14 I15 W10 C10; 8 hp; Arcana, History, Insight, Medicine; Common, Dwarvish, Gnomish, Halfling; *fire bolt, ray of frost, shocking grasp, burning hands, identify, mage armor, shield, silent image, sleep*; dagger, arcane focus (orb), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t96, 10 gp; ex-Sage (Alchemist); T:omen finder, action oriented; I:redemption; B:library preserver; F:tyrant hunted.

**700** Erdan Xiloscient, Elf (Wood) Fighter (Two-Weapon); S11 D15 C15 I8 W12 C13; 12 hp; Acrobatics, Arcana, History, Perception, Survival; Common, Elvish, Giant, Gnomish; leather armor, longbow, 20 arrows, shortsword, scimitar, handaxe, handaxe, explorer's pack, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t87, 10 gp; ex-Sage (Scribe); T:reserved, slow speaker; I:power; B:protect hapless; F:complicated solver.

**701** Igan Thorngage, Human (Damaran) Cleric (Boldrei); S15 D9 C13 I11 W15 C11; 9 hp; History, Insight, Medicine, Religion; Common, Gnomish, Halfling, Orc; *guidance, sacred flame, spare the dying, bless, cure wounds, detect magic, inflict wounds, sanctuary*; mace, chain mail, dagger, priest's pack, shield, holy symbol (emblem), holy symbol (reliquary), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t76, 15 gp; ex-Acolyte; T:tolerant, voracious reader; I:fairness; B:text preservation; F:trusts hierarchy.

**702** Vani Greenbottle, Halfling (Lightfoot) Wizard; S10 D15 C11 I15 W11 C12; 6 hp; Deception, Investigation, Religion, Stealth; Dragonchess, Thieves' Tools; Common, Halfling; *dancing lights, minor illusion, ray of frost, charm person, mage armor, magic missile, shield, silent image, sleep*; dagger, arcane focus (orb), explorer's pack, spellbook, crowbar, dark common clothes, belt pouch, t96, 15 gp; ex-Criminal (Blackmailer); T:friend maker, valuable noter; I:sincerity; B:heretic revenge; F:secret blabber.

**703** Esvele Dankil, Human (Tethyrian) Wizard; S8 D14 C14 I15 W13 C10; 8 hp; Deception, Insight, Investigation, Stealth; Three-Dragon Ante, Thieves' Tools; Common, Sylvan; *dancing lights, mage hand, ray of frost, burning hands, charm person, magic missile, shield, silent image, sleep*; dagger, component pouch, explorer's pack, spellbook, crowbar, dark common clothes, belt pouch, t26, 15 gp; ex-Criminal (Fence); T:risk taker, motivated; I:might; B:missing family; F:complicated solver.

**704** Vani Brightwood, Human (Illuskan) Wizard; S7 D14 C15 I14 W12 C12; 8 hp; Arcana, History, Investigation, Religion; Common, Celestial, Elvish, Halfling; *dancing lights, mage hand, ray of frost, burning hands, charm person, comprehend languages, detect magic, magic missile, sleep*; quarterstaff, arcane focus (staff), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t96, 10 gp; ex-Sage (Discredited Academic); T:voracious reader, open minded; I:freedom; B:bully revenger; F:complicated solver.

**705** Ander Goodbarrel, Halfling (Lightfoot) Cleric (Boldrei); S14 D11 C15 I8 W14 C12; 10 hp; Insight, Medicine, Persuasion, Religion; Common, Draconic, Gnomish, Halfling; *guidance, light, thaumaturgy, bless, cure wounds, detect magic, sanctuary, shield of faith*; mace, chain mail, dagger, explorer's pack, shield, holy symbol (reliquary), holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t91, 15 gp; ex-Acolyte; T:troubled helper, peacemaker; I:no limits; B:text withholder; F:city vices.

**706** Kristryd Dyernina, Human (Rashemi) Cleric (Apollo); S14 D8 C13 I13 W15 C11; 9 hp; Deception, Insight, Religion, Stealth; Cards, Thieves' Tools; Common, Dwarvish; *sacred flame, spare the dying, thaumaturgy, bless, command, cure wounds, detect magic, guiding bolt*; mace, chain mail, spear, explorer's pack, shield, holy symbol (reliquary), crowbar, dark common clothes, belt pouch, t75, 15 gp; ex-Criminal (Pickpocket); T:erroneously sesquipedalian, calm; I:honor; B:non abandoner; F:admits nothing.

**707** Merric Underbough, Halfling (Lightfoot) Wizard; S9 D14 C13 I15 W10 C13; 7 hp; Arcana, Deception, Religion, Stealth; Cards, Thieves' Tools; Common, Halfling; *minor illusion, ray of frost, shocking grasp, burning hands, comprehend languages, detect magic, mage armor, magic missile, sleep*; quarterstaff, arcane focus (wand), explorer's pack, spellbook, crowbar, dark common clothes, belt pouch, t52, 15 gp; ex-Criminal (Smuggler); T:inspiring, risk taker; I:aspiration; B:stolen keepsake; F:judgmental.

**708** Dain Balderk, Dwarf (Mountain) Fighter (Dueling); S13 D14 C15 I9 W13 C10; 12 hp; Animal Handling, Athletics, Intimidation, Survival; Dice, Vehicles (Land); Common, Dwarvish; leather armor, longbow, 20 arrows, rapier, scimitar, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t62, 10 gp; ex-Soldier (Healer); T:crude, slow truster; I:self improvement; B:honorable; F:fearful.

**709** Paela Gemflower, Elf (Wood) Cleric (Demeter); S14 D11 C12 I10 W15 C12; 9 hp; Arcana, History, Insight, Medicine, Perception; Common, Elvish, Gnomish, Sylvan; *light, sacred flame, thaumaturgy, bless, cure wounds, inflict wounds, sanctuary, shield of faith*; mace, chain mail, dagger, explorer's pack, shield, holy symbol (reliquary), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t36, 10 gp; ex-Sage (Discredited Academic); T:confident, haunted; I:might; B:land lover; F:secret blabber.

**710** Callie Frostbeard, Halfling (Lightfoot) Cleric (Lathander); S13 D13 C13 I8 W15 C12; 9 hp; Arcana, History, Insight, Medicine; Common, Elvish, Halfling, Sylvan; *guidance, sacred flame, thaumaturgy, bless, cure wounds, detect magic, healing word, sanctuary*; mace, scale mail, light crossbow, 20 bolts, priest's pack, shield, holy symbol (emblem), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t8, 10 gp; ex-Sage (Wizards Apprentice); T:troubled helper, confident; I:no limits; B:library preserver; F:mystery obsessed.

**711** Shaena Galanodel, Halfling (Lightfoot) Cleric (Lathander); S14 D11 C14 I9 W14 C12; 10 hp; Deception, History, Persuasion, Stealth; Dragonchess, Thieves' Tools; Common, Halfling; *guidance, sacred flame, spare the dying, bless, cure wounds, detect magic, inflict wounds, sanctuary*; mace, chain mail, light hammer, explorer's pack, shield, holy symbol (reliquary), crowbar, dark common clothes, belt pouch, t87, 15 gp; ex-Criminal (Highway Robber); T:polite, action oriented; I:might; B:stolen keepsake; F:money chooser.

**712** Kethra Helder, Human (Illuskan) Rogue; S12 D14 C11 I14 W11 C12;

8 hp; Acrobatics, Animal Handling, Intimidation, Investigation, Sleight of Hand, Survival; Thieves' Tools, Tinker, Vehicles (Land); Common, Gnomish, Thieves' Cant; shortsword, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, tinker's tools, shovel, iron pot, common clothes, belt pouch, t53, 10 gp; ex-Folk Hero (Monster Facer); T:determined, troubled helper; I:charity ; B:bully revenger; F:stealing obsessed.

**713** Aust Starflower, Elf (Wood) Rogue; S10 D19 C7 I12 W17 C8; 6 hp; Acrobatics, Athletics, Deception, Perception, Persuasion, Sleight of Hand, Stealth; Dice, Disguise, Thieves' Tools; Common, Elvish, Thieves' Cant; rapier, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t97, 15 gp; ex-Criminal (Enforcer); T:motivated, mystery lover; I:redemption; B:stolen keepsake; F:trusts hierarchy.

**714** Shan Ilphelkiir, Elf (High) Rogue; S10 D19 C8 I17 W9 C10; 7 hp; Athletics, Deception, Intimidation, Perception, Persuasion, Sleight of Hand, Stealth; Disguise, Dragonchess, Thieves' Tools; Common, Elvish, Orc, Thieves' Cant; *ray of frost*; shortsword, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t44, 15 gp; ex-Criminal (Fence); T:idolater, risk taker; I:self improvement; B:old debt; F:obvious liar.

**715** Bardryn Dankil, Dwarf (Mountain) Cleric (Hathor); S18 D4 C17 I4 W18 C12; 11 hp; History, Insight, Persuasion, Religion; Common, Dwarvish, Gnomish, Halfling; *light, resistance, sacred flame*; bless, command, cure wounds, healing word, inflict wounds, sanctuary, shield of faith; warhammer, chain mail, javelin, explorer's pack, shield, holy symbol (reliquary), holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t10, 15 gp; ex-Acolyte; T:voracious reader, optimistic; I:change; B:adoptive priest; F:quick retreat.

**716** Jelenneth Holimion, Elf (Wood) Cleric (Demeter); S10 D8 C15 I7 W18 C15; 10 hp; Insight, Medicine, Perception, Persuasion, Religion; Common, Dwarvish, Elvish, Sylvan; *resistance, spare the dying, thaumaturgy*; bless, command, cure wounds, guiding bolt, healing word, inflict wounds, shield of faith; mace, scale mail, javelin, explorer's pack, shield, holy symbol (amulet), holy symbol (emblem), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t41, 15 gp; ex-Acolyte; T:intolerant, cloistered; I:aspiration; B:answer seeker; F:obsessive.

**717** Xanaphia Dankil, Dwarf (Hill) Cleric (Pelor); S15 D8 C12 I18 W13 C7; 10 hp; History, Insight, Medicine, Religion; Common, Dwarvish, Halfling, Orc; *resistance, sacred flame, thaumaturgy*; bless, cure wounds, guiding bolt, sanctuary; mace, chain mail, spear, priest's pack, shield, holy symbol (amulet), holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t68, 15 gp; ex-Acolyte; T:confident, action oriented; I:aspiration; B:old debt; F:judgmental.

**718** Kao Lian, Human (Shou) Rogue; S10 D18 C10 I10 W10 C15; 8 hp; Acrobatics, Deception, Insight, Investigation, Persuasion, Stealth; Three- Dragon Ante, Forgery, Thieves' Tools; Common, Orc, Thieves' Cant; rapier, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t90, 15 gp; ex-Criminal (Highway Robber); T:friend maker, motivated; I:people; B:killing mistake; F:quick retreat.

**719** Naivara Starflower, Elf (Wood) Rogue; S10 D18 C8 I11 W12 C14; 7 hp; Animal Handling, Investigation, Perception, Performance, Sleight of Hand, Stealth, Survival; Glassblower, Thieves' Tools, Vehicles (Land); Common, Elvish, Thieves' Cant; shortsword, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, glassblower's tools, shovel, iron pot, common clothes, belt pouch, t60, 10 gp; ex-Folk Hero (Militia Leader); T:action oriented, confident; I:sincerity; B:protect hapless; F:city vices.

**720** Thia Ilphelkiir, Elf (High) Cleric (Hathor); S13 D8 C13 I9 W18 C12; 9 hp; Arcana, History, Insight, Perception, Persuasion; Common, Deep Speech, Dwarvish, Elvish, Halfling; *light, light, sacred flame, spare the*

*dying; bless, cure wounds, detect magic, healing word, inflict wounds, sanctuary, shield of faith*; mace, chain mail, javelin, explorer's pack, shield, holy symbol (reliquary), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t56, 10 gp; ex-Sage (Researcher); T:omen finder, planner; I:freedom ; B:specific lore; F:fearful.

**721** Quarion Amastacia, Elf (High) Wizard; S8 D16 C14 I17 W10 C8; 8 hp; Arcana, History, Medicine, Perception, Religion; Common, Dwarvish, Elvish, Giant, Primordial; *dancing lights, light, prestidigitation, shocking grasp; burning hands, charm person, identify, magic missile, shield, thunderwave*; quarterstaff, component pouch, explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t28, 10 gp; ex-Sage (Discredited Academic); T:horribly awkward, open minded; I:logic; B:text preservation; F:mystery obsessed.

**722** Kathra Brawnvanil, Dwarf (Hill) Fighter (Archery); S8 D17 C16 I12 W13 C7; 14 hp; Acrobatics, Animal Handling, Insight, Survival; Mason, Vehicles (Land); Common, Dwarvish; leather armor, longbow, 20 arrows, shortsword, glaive, light crossbow, 20 bolts, explorer's pack, mason's tools, shovel, iron pot, common clothes, belt pouch, t69, 10 gp; ex-Folk Hero (Tyrant Defier); T:intolerant, open minded; I:fairness; B:none abandoner; F:quick retreat.

**723** Immeral Moonwhisper, Elf (High) Fighter (Archery); S12 D17 C15 I11 W14 C4; 12 hp; Athletics, Deception, Perception, Stealth, Survival; Dice, Thieves' Tools; Common, Elvish, Goblin; *mage hand*; leather armor, longbow, 20 arrows, morningstar, scimitar, light crossbow, 20 bolts, dungeoneer's pack, crowbar, dark common clothes, belt pouch, t73, 15 gp; ex-Criminal (Hired Killer); T:friend maker, troubled helper; I:faith; B:stolen keepsake; F:plan forgetter.

**724** Adrik Lutgehr, Dwarf (Hill) Rogue; S5 D17 C10 I13 W13 C15; 9 hp; Acrobatics, Deception, Perception, Persuasion, Sleight of Hand, Stealth; Three-Dragon Ante, Forgery, Thieves' Tools; Common, Dwarvish, Thieves' Cant; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t98, 15 gp; ex-Criminal (Hired Killer); T:determined, inspiring; I:freedom; B:family support; F:complicated solver.

**725** Heian Moonbrook, Elf (High) Wizard; S10 D17 C13 I15 W10 C8; 7 hp; Arcana, Deception, Investigation, Perception, Stealth; Dragonchess, Thieves' Tools; Common, Deep Speech, Elvish; *dancing lights, mage hand, minor illusion, prestidigitation; burning hands, charm person, comprehend languages, mage armor, shield, silent image*; dagger, component pouch, explorer's pack, spellbook, crowbar, dark common clothes, belt pouch, t58, 15 gp; ex-Criminal (Fence); T:inspiring, confident; I:faith; B:killing mistake; F:stealing obsessed.

**726** Katernin Kulenov, Human (Damaran) Cleric (Boldrei); S12 D8 C15 I11 W17 C10; 10 hp; Animal Handling, History, Insight, Survival; Potter, Vehicles (Land); Common, Sylvan; *guidance, light, resistance; bless, cure wounds, guiding bolt, healing word, inflict wounds, shield of faith*; mace, chain mail, javelin, priest's pack, shield, holy symbol (amulet), potter's tools, shovel, iron pot, common clothes, belt pouch, t16, 10 gp; ex-Folk Hero (Peasantry Trainer); T:confident, cloistered; I:freedom ; B:adoptive priest; F:disrespectful.

**727** Adrie Ramondo, Elf (High) Rogue; S11 D17 C8 I14 W9 C14; 7 hp; Acrobatics, Athletics, Deception, Intimidation, Perception, Performance, Persuasion; Cards, Thieves' Tools, Vehicles (Land); Common, Elvish, Gnomish, Thieves' Cant; *ray of frost*; rapier, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, insignia of rank, trophy, playing card set, common clothes, belt pouch, t71, 10 gp; ex-Soldier (Infantry); T:optimistic, intolerant; I:redemption; B:family support; F:easily distracted.

**728** Lyle Leagallow, Halfling (Lightfoot) Fighter (Defense); S17 D11 C14 I10 W9 C12; 12 hp; Acrobatics, Arcana, History, Intimidation; Common, Dwarvish, Gnomish, Halfling; chain mail, shield, morningstar, light crossbow, 20 bolts, dungeoneer's pack, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t97, 10



gp; ex-Sage (Researcher); T:sesquipedalian, mystery lover; I:freedom ; B:text withholder; F:obvious liar.

**729** Erevan Diamonddew, Elf (Wood) Cleric (Arawai); S12 D12 C13 I9 W17 C10; 9 hp; Athletics, Insight, Intimidation, Medicine, Perception; Cards, Vehicles (Land); Common, Elvish; *guidance, sacred flame, thaumaturgy, bless, command, cure wounds, healing word, inflict wounds, sanctuary*; mace, scale mail, javelin, priest's pack, shield, holy symbol (emblem), insignia of rank, trophy, dice set, common clothes, belt pouch, t6, 10 gp; ex-Soldier (Officer); T:valuable noter, risk taker; I:might ; B:crushing defeat; F:easily distracted.

**730** Traubon Thorngage, Halfling (Lightfoot) Fighter (Archery); S17 D13 C12 I11 W9 C11; 11 hp; Acrobatics, Athletics, History, Intimidation; Dragonchess, Vehicles (Land); Common, Halfling; chain mail, net, warhammer, handaxe, handaxe, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t78, 10 gp; ex-Soldier (Scout); T:action oriented, confident; I:knowledge; B:family support; F:trusts faithful.

**731** Rurik Gemblossom, Dwarf (Hill) Wizard; S8 D14 C16 I16 W9 C10; 10 hp; Arcana, Athletics, Intimidation, Investigation; Dragonchess, Vehicles (Land); Common, Dwarvish; *dancing lights, light, mage hand, burning hands, mage armor, magic missile, shield, sleep, thunderwave*; dagger, component pouch, explorer's pack, spellbook, insignia of rank, trophy, dice set, common clothes, belt pouch, t19, 10 gp; ex-Soldier (Support Staff); T:haunted, direct; I:no limits; B:student protector; F:fearful.

**732** Sannl Dankil, Dwarf (Hill) Cleric (Demeter); S14 D7 C15 I8 W16 C13; 11 hp; Insight, Medicine, Persuasion, Religion; Common, Dwarvish, Elvish, Giant; *guidance, sacred flame, spare the dying, bless, cure wounds, detect magic, guiding bolt, inflict wounds, shield of faith*; warhammer, chain mail, spear, explorer's pack, shield, holy symbol (amulet), holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t62, 15 gp; ex-Acolyte; T:erronously sesquipedalian, voracious reader; I:greater good; B:killing mistake; F:secret mistake.

**733** Eldon Tealeaf, Halfling (Stout) Wizard; S7 D16 C13 I15 W11 C11; 7 hp; Arcana, History, Investigation, Religion; Common, Halfling, Orc, Primordial; *mage hand, minor illusion, shocking grasp, burning hands, charm person, identify, mage armor, magic missile, sleep*; dagger, component pouch, scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t35, 10 gp; ex-Sage (Professor); T:fair, motivated; I:power ; B:library preserver; F:demon studier.

**734** Tana Greycastle, Human (Damaran) Wizard; S10 D13 C15 I16 W11 C8; 8 hp; Arcana, History, Investigation, Religion; Common, Celestial, Giant, Primordial; *light, minor illusion, ray of frost, charm person, identify, mage armor, magic missile, shield, sleep*; dagger, arcane focus (wand), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t67, 10 gp; ex-Sage (Wizards Apprentice); T:determined, secret hoarder; I:self improvement; B:temple protection; F:ally distruster.

**735** Meriele Goldpetal, Elf (High) Cleric (Lathander); S12 D8 C15 I12 W16 C10; 10 hp; Animal Handling, Insight, Medicine, Perception, Survival; Potter, Vehicles (Land); Common, Elvish, Gnomish; *prestidigitation; guidance, resistance, thaumaturgy; bless, command, cure wounds, detect magic, guiding bolt, healing word*; mace, chain mail, dagger, priest's pack, shield, holy symbol (emblem), potter's tools, shovel, iron pot, common clothes, belt pouch, t1, 10 gp; ex-Folk Hero (Tyrant Defier); T:bored, voracious reader; I:power; B:heretic revenge; F:overconfident.

**736** Riardon Nailo, Elf (High) Rogue; S9 D16 C10 I15 W11 C12; 8 hp; Arcana, Deception, History, Intimidation, Investigation, Perception, Sleight of Hand; Thieves' Tools; Common, Dwarvish, Elvish, Gnomish, Primordial, Thieves' Cant; *minor illusion*; rapier, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common

clothes, belt pouch, t89, 10 gp; ex-Sage (Scribe); T:patient explainer, open minded; I:beauty; B:answer seeker; F:obvious liar.

**737** Ivellios Amastacia, Elf (High) Rogue; S12 D16 C9 I14 W8 C14; 7 hp; Animal Handling, Athletics, Intimidation, Perception, Sleight of Hand, Stealth, Survival; Thieves' Tools, Tinker, Vehicles (Land); Common, Elvish, Giant, Thieves' Cant; *shocking grasp*; shortsword, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, tinker's tools, shovel, iron pot, common clothes, belt pouch, t48, 10 gp; ex-Folk Hero (Disaster Saver); T:tolerant, confident; I:might; B:specific lore; F:mystery obsessed.

**738** Theirastra Nightbreeze, Elf (High) Wizard; S10 D16 C11 I14 W11 C11; 6 hp; Arcana, History, Insight, Investigation, Perception; Common, Elvish, Goblin, Halfling, Orc; *mage hand, prestidigitation, ray of frost, shocking grasp; burning hands, charm person, detect magic, mage armor, magic missile, shield*; quarterstaff, component pouch, explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t64, 10 gp; ex-Sage (Researcher); T:mystery lover, slow speaker; I:responsibility; B:answer seeker; F:demon studier.

**739** Quelenna Ungart, Dwarf (Mountain) Rogue; S12 D16 C13 I11 W8 C13; 9 hp; Deception, Insight, Investigation, Perception, Religion, Sleight of Hand; Thieves' Tools; Common, Dwarvish, Orc, Primordial, Thieves' Cant; rapier, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, holy symbol (amulet), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t6, 15 gp; ex-Acolyte; T:bon vivant, fair; I:power; B:temple protection; F:trusts hierarchy.

**740** Lavinia Tealeaf, Halfling (Stout) Rogue; S10 D16 C9 I13 W13 C12; 7 hp; Acrobatics, Deception, Insight, Perception, Persuasion, Religion; Thieves' Tools; Common, Dwarvish, Goblin, Halfling, Thieves' Cant; rapier, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, holy symbol (amulet), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t31, 15 gp; ex-Acolyte; T:optimistic, mystery lover; I:beauty; B:hapless defender; F:enemy hater.

**741** Milo Brawnnavil, Dwarf (Hill) Wizard; S10 D13 C13 I16 W11 C10; 8 hp; Arcana, History, Investigation, Religion; Common, Draconic, Dwarvish, Goblin; *dancing lights, prestidigitation, shocking grasp, burning hands, detect magic, identify, mage armor, magic missile, sleep*; dagger, arcane focus (orb), explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t82, 10 gp; ex-Sage (Researcher); T:erronously sesquipedalian, unflinching; I:self improvement; B:brothers in arms; F:impulsive speaker.

**742** Heian Nightbreeze, Elf (High) Fighter (Archery); S12 D16 C12 I10 W11 C12; 11 hp; Acrobatics, Athletics, Insight, Intimidation, Perception; Dragonchess, Vehicles (Land); Common, Dwarvish, Elvish; *prestidigitation*; leather armor, longbow, 20 arrows, rapier, battleaxe, handaxe, handaxe, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t17, 10 gp; ex-Soldier (Standard Bearer); T:inspiring, haunted; I:no limits; B:tool carrier; F:admits nothing.

**743** Hadarai Thorngage, Halfling (Lightfoot) Cleric (Ilmater); S15 D14 C13 I5 W15 C11; 9 hp; Insight, Medicine, Persuasion, Religion; Common, Draconic, Halfling, Primordial; *light, resistance, spare the dying; bless, command, cure wounds, sanctuary, shield of faith*; mace, scale mail, dagger, explorer's pack, shield, holy symbol (amulet), holy symbol (emblem), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t37, 15 gp; ex-Acolyte; T:peacemaker, tolerant; I:charity; B:adoptive priest; F:complicated solver.

**744** Seraphina Thorngage, Halfling (Stout) Fighter (Archery); S11 D14 C15 I9 W15 C9; 12 hp; Athletics, History, Intimidation, Perception; Cards, Vehicles (Land); Common, Halfling; chain mail, net, scimitar, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t59, 10 gp; ex-Soldier (Healer); T:strong, unflinching; I:power ; B:brothers in arms; F:judgmental.

**745** Alton Hilltopple, Halfling (Lightfoot) Fighter (Two-Weapon); S15 D15 C14 I9 W11 C9; 12 hp; Acrobatics, Animal Handling, Deception,

Stealth; Dice, Thieves' Tools; Common, Halfling; chain mail, scimitar, scimitar, handaxe, handaxe, explorer's pack, crowbar, dark common clothes, belt pouch, t63, 15 gp; ex-Criminal (Fence); T:fair, action oriented; I:freedom; B:tool carrier; F:secret blabber.

**746** Sariel Amastacia, Elf (Wood) Fighter (Great Weapon); S15 D14 C13 I10 W14 C7; 11 hp; Animal Handling, Athletics, Insight, Intimidation, Perception; Three-Dragon Ante, Vehicles (Land); Common, Elvish; leather armor, longbow, 20 arrows, greatsword, shield, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t61, 10 gp; ex-Soldier (Support Staff); T:reserved, strong; I:power; B:missing family; F:fearful.

**747** Gardain Battlehammer, Dwarf (Mountain) Rogue; S9 D13 C14 I13 W9 C15; 10 hp; Acrobatics, Deception, Performance, Persuasion, Sleight of Hand, Stealth; Dragonchess, Poisoner, Thieves' Tools; Common, Dwarvish, Thieves' Cant; shortsword, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t84, 15 gp; ex-Criminal (Pickpocket); T:calm, friend maker; I:freedom; B:killing mistake; F:ally distruster.

**748** Artin Ungart, Dwarf (Mountain) Wizard; S10 D14 C12 I15 W10 C12; 7 hp; Arcana, History, Insight, Religion; Common, Dwarvish, Gnomish, Orc; *mage hand*, *minor illusion*, *ray of frost*; *burning hands*, charm person, detect magic, *mage armor*, silent image, *sleep*; dagger, component pouch, scholar's pack, spellbook, holy symbol (amulet), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t78, 15 gp; ex-Acolyte; T:cloistered, friend maker; I:people; B:become great; F:suspicious.

**749** Bethryna Liadon, Elf (Wood) Cleric (Arawai); S13 D11 C13 I13 W15 C8; 9 hp; Deception, Insight, Medicine, Perception, Stealth; Three-Dragon Ante, Thieves' Tools; Common, Elvish; *guidance*, *resistance*, *spare the dying*; bless, cure wounds, guiding bolt, sanctuary, shield of faith; mace, chain mail, javelin, explorer's pack, shield, holy symbol (reliquary), crowbar, dark common clothes, belt pouch, t38, 15 gp; ex-Criminal (Highway Robber); T:action judger, determined; I:greed; B:killing mistake; F:complicated solver.

**750** Shaena Ironfist, Halfling (Lightfoot) Cleric (Chauntea); S13 D12 C15 I11 W13 C9; 10 hp; Animal Handling, Medicine, Persuasion, Survival; Vehicles (Land), Weaver; Common, Halfling; *guidance*, *resistance*, *thaumaturgy*; bless, cure wounds, healing word, inflict wounds; mace, scale mail, spear, explorer's pack, shield, holy symbol (reliquary), weaver's tools, shovel, iron pot, common clothes, belt pouch, t99, 10 gp; ex-Folk Hero (Decree Protester); T:reserved, crude; I:no limits; B:text withholder; F:admits nothing.

**751** Adrik Ironfist, Dwarf (Hill) Wizard; S9 D13 C15 I13 W12 C11; 9 hp; Insight, Investigation, Medicine, Religion; Common, Dwarvish, Goblin, Orc; *dancing lights*, *minor illusion*, *ray of frost*; *burning hands*, mage armor, magic missile, shield, sleep, *thunderwave*; quarterstaff, component pouch, scholar's pack, spellbook, holy symbol (reliquary), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t9, 15 gp; ex-Acolyte; T:bon vivant, optimistic; I:power; B:text withholder; F:trusts faithful.

**752** Milo Hilltopple, Halfling (Stout) Fighter (Dueling); S15 D13 C13 I11 W10 C11; 11 hp; Acrobatics, Animal Handling, Athletics, Survival; Brewer, Vehicles (Land); Common, Halfling; chain mail, flail, hand crossbow, handaxe, handaxe, dungeoneer's pack, brewer's supplies, shovel, iron pot, common clothes, belt pouch, t69, 10 gp; ex-Folk Hero (Peasant Trainer); T:slow truster, intolerant; I:knowledge; B:relic recovery; F:ally distruster.

**753** Mardred Holderhek, Dwarf (Mountain) Wizard; S12 D12 C15 I13 W12 C9; 8 hp; Arcana, History, Insight, Investigation; Common, Dwarvish, Giant, Halfling; *fire bolt*, *light*, *mage hand*; *burning hands*, comprehend languages, mage armor, shield, silent image, sleep; quarterstaff, component pouch, explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t62, 10 gp; ex-Sage (Scribe); T:valuable noter, open minded; I:power; B:student protector; F:demon studier.

**754** Dankil Wen, Human (Shou) Fighter (Great Weapon); S15 D10 C13 I12 W12 C11; 11 hp; Animal Handling, Insight, Perception, Survival; Alchemist, Vehicles (Land); Common, Dwarvish; chain mail, pike, shield, handaxe, handaxe, dungeoneer's pack, alchemist's supplies, shovel, iron pot, common clothes, belt pouch, t10, 10 gp; ex-Folk Hero (Monster Facer); T:polite, valuable noter; I:beauty; B:answer seeker; F:trusts faithful.

**755** Lidda Thorngage, Halfling (Lightfoot) Cleric (Re-Horakhty); S13 D12 C11 I11 W15 C11; 8 hp; Arcana, History, Insight, Religion; Common, Dwarvish, Gnomish, Halfling; *sacred flame*, *spare the dying*, *thaumaturgy*; bless, command, cure wounds, detect magic, inflict wounds; mace, scale mail, spear, explorer's pack, shield, holy symbol (emblem), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t97, 10 gp; ex-Sage (Astronomer); T:valuable noter, unflinching; I:power; B:land lover; F:easily distracted.

**756** Balama Calabra, Human (Turami) Fighter (Defense); S14 D10 C14 I10 W11 C14; 12 hp; Athletics, Insight, Intimidation, Religion; Common, Celestial, Gnomish, Goblin; chain mail, heavy crossbow, trident, light crossbow, 20 bolts, dungeoneer's pack, holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t53, 15 gp; ex-Acolyte; T:touchy, haunted; I:power; B:old debt; F:disrespectful.

**757** Nedda Underbough, Halfling (Lightfoot) Cleric (Hestia); S11 D12 C14 I11 W14 C11; 10 hp; Arcana, History, Insight, Medicine; Common, Draconic, Elvish, Halfling; *guidance*, *resistance*, *thaumaturgy*; bless, cure wounds, detect magic, guiding bolt, inflict wounds; mace, scale mail, light crossbow, 20 bolts, explorer's pack, shield, holy symbol (emblem), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t25, 10 gp; ex-Sage (Professor); T:secret hoarder, open minded; I:might; B:land lover; F:demon studier.

**758** Urth Fireforge, Dwarf (Hill) Rogue; S12 D13 C13 I14 W8 C13; 10 hp; Animal Handling, Deception, Investigation, Sleight of Hand, Stealth, Survival; Cartographer, Thieves' Tools, Vehicles (Land); Common, Dwarvish, Thieves' Cant; shortsword, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, cartographer's tools, shovel, iron pot, common clothes, belt pouch, t48, 10 gp; ex-Folk Hero (Army Hero); T:slow speaker, valuable noter; I:sincerity; B:protect hapless; F:complicated solver.

**759** Kithri Thorngage, Halfling (Stout) Cleric (Apollo); S14 D12 C13 I12 W13 C9; 9 hp; History, Insight, Medicine, Religion; Common, Giant, Halfling, Primordial; *guidance*, *sacred flame*, *spare the dying*; bless, cure wounds, guiding bolt, sanctuary; mace, scale mail, spear, priest's pack, shield, holy symbol (emblem), holy symbol (amulet), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t71, 15 gp; ex-Acolyte; T:omen finder, erroneously sesquipedalian; I:honor; B:tool carrier; F:fearful.

**760** Arizima Hahpet, Human (Mulan) Wizard; S5 D16 C15 I18 W9 C9; 8 hp; Arcana, History, Investigation, Religion; Common, Dwarvish, Elvish, Gnomish; *light*, *mage hand*, *ray of frost*; comprehend languages, mage armor, magic missile, shield, silent image, sleep; quarterstaff, arcane focus (wand), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t78, 10 gp; ex-Sage (Discredited Academic); T:valuable noter, secret hoarder; I:live and let live; B:text withholder; F:quick retreat.

**761** Immeral Mei, Elf (High) Wizard; S9 D18 C11 I16 W7 C11; 6 hp; Arcana, History, Investigation, Perception, Religion; Common, Dwarvish, Elvish, Halfling, Orc; *dancing lights*, *light*, *mage hand*, *ray of frost*; *burning hands*, charm person, identify, mage armor, magic missile, *sleep*; dagger, arcane focus (crystal), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t30, 10 gp; ex-Sage (Discredited Academic); T:horribly awkward, open minded; I:beauty; B:text withholder; F:ally distruster.

**762** Leshanna Balderk, Dwarf (Hill) Cleric (Mishakal); S15 D10 C13 I7 W18 C9; 10 hp; History, Insight, Medicine, Religion; Common, Dwarvish,

Goblin, Sylvan; *guidance, resistance, sacred flame; bless, cure wounds, detect magic, guiding bolt, inflict wounds, sanctuary, shield of faith;* warhammer, chain mail, light hammer, priest's pack, shield, holy symbol (reliquary), holy symbol (emblem), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t61, 15 gp; ex-Acolyte; T:tolerant, inspiring; I:logic; B:become great; F:complicated solver.

**763** Merla Thorngage, Halfling (Lightfoot) Wizard; S11 D15 C18 I11 W10 C7; 10 hp; Arcana, Deception, Investigation, Stealth; Dice, Thieves' Tools; Common, Halfling; *dancing lights, mage hand, ray of frost; charm person, identify, mage armor, silent image, sleep, thunderwave;* quarterstaff, arcane focus (wand), scholar's pack, spellbook, crowbar, dark common clothes, belt pouch, t99, 15 gp; ex-Criminal (Hired Killer); T:troubled helper, bon vivant; I:greed; B:heretic revenge; F:money chooser.

**764** Soveliss Starflower, Elf (High) Fighter (Duelling); S15 D10 C18 I9 W10 C10; 14 hp; Animal Handling, Athletics, Intimidation, Perception, Survival; Dice, Vehicles (Land); Common, Celestial, Elvish; *light;* chain mail, shield, warhammer, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t5, 10 gp; ex-Soldier (Standard Bearer); T:strong, action oriented; I:no limits; B:bully revenger; F:obvious liar.

**765** Ander Goodbarrel, Halfling (Lightfoot) Rogue; S6 D18 C9 I13 W12 C14; 7 hp; Deception, Insight, *Intimidation*, Performance, *Religion*, Stealth; Thieves' Tools; Common, Gnomish, Goblin, Halfling, Thieves' Cant; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, holy symbol (reliquary), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t73, 15 gp; ex-Acolyte; T:idolater, cloistered; I:tradition; B:relic recovery; F:ally distruster.

**766** Veit Balderk, Dwarf (Hill) Cleric (Demeter); S13 D5 C16 I9 W17 C12; 12 hp; Athletics, Insight, Intimidation, Medicine; Cards, Vehicles (Land); Common, Dwarvish; *guidance, light, spare the dying; bless, cure wounds, detect magic, guiding bolt, healing word, shield of faith;* warhammer, chain mail, light hammer, priest's pack, shield, holy symbol (emblem), insignia of rank, trophy, playing card set, common clothes, belt pouch, t63, 10 gp; ex-Soldier (Cavalry); T:direct, secret hoarder; I:independence; B:hapless defender; F:ally distruster.

**767** Sariel Goldpetal, Elf (Wood) Wizard; S6 D14 C15 I17 W9 C11; 8 hp; Arcana, History, Investigation, Perception, Religion; Common, Elvish, Giant, Gnomish; *dancing lights, fire bolt, light; charm person, comprehend languages, identify, mage armor, magic missile, sleep;* dagger, component pouch, explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t28, 10 gp; ex-Sage (Librarian); T:secret hoarder, open minded; I:destiny; B:answer seeker; F:quick retreat.

**768** Bree Hilltopple, Halfling (Stout) Rogue; S7 D17 C15 I14 W10 C9; 10 hp; *Acrobatics*, Deception, Intimidation, Persuasion, *Sleight of Hand*, Stealth; Cards, Disguise, Thieves' Tools; Common, Halfling, Thieves' Cant; rapier, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t51, 15 gp; ex-Criminal (Burglar); T:touchy, action oriented; I:redemption; B:stolen keepsake; F:stealing obsessed.

**769** Osborn Ungart, Halfling (Stout) Fighter (Archery); S10 D17 C15 I11 W10 C9; 12 hp; Arcana, Athletics, History, Survival; Common, Elvish, Halfling, Orc; chain mail, hand crossbow, hand crossbow, light crossbow, 20 bolts, dungeoneer's pack, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t14, 10 gp; ex-Sage (Researcher); T:voracious reader, slow speaker; I:logic; B:library preserver; F:stealing obsessed.

**770** Fyevarra Fireforge, Halfling (Stout) Rogue; S9 D17 C11 I14 W7 C14; 8 hp; *Acrobatics*, Arcana, History, Investigation, *Sleight of Hand*, *Stealth*, *Thieves' Tools*; Common, Celestial, Gnomish, Halfling, Thieves' Cant; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t4, 10 gp; ex-Sage

(Professor); T:strong, secret hoarder; I:knowledge; B:temple protection; F:demon studier.

**771** Bruenor Balderk, Dwarf (Hill) Wizard; S8 D13 C14 I17 W12 C8; 9 hp; Arcana, History, Investigation, Medicine; Common, Dwarvish, Giant, Orc; *dancing lights, mage hand, prestidigitation; burning hands, charm person, comprehend languages, magic missile, silent image, sleep;* quarterstaff, component pouch, explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t93, 10 gp; ex-Sage (Alchemist); T:voracious reader, valuable noter; I:beauty; B:text preservation; F:shameful secret.

**772** Callie Brushgather, Halfling (Stout) Fighter (Archery); S13 D17 C14 I7 W10 C11; 12 hp; *Acrobatics*, Athletics, Deception, Stealth; Dragonchess, Thieves' Tools; Common, Halfling; chain mail, net, trident, handaxe, handaxe, dungeoneer's pack, crowbar, dark common clothes, belt pouch, t60, 15 gp; ex-Criminal (Burglar); T:polite, motivated; I:independence; B:killing mistake; F:trusts faithful.

**773** Barendd Rumaheim, Dwarf (Mountain) Fighter (Great Weapon); S16 D8 C16 I13 W10 C9; 13 hp; Animal Handling, Arcana, History, Survival; Common, Celestial, Dwarvish, Goblin; chain mail, glaive, morningstar, handaxe, handaxe, dungeoneer's pack, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t20, 10 gp; ex-Sage (Scribe); T:bored, bon vivant; I:freedom; B:soul seller; F:secret blabber.

**774** Milo Hilltopple, Halfling (Stout) Wizard; S10 D15 C15 I16 W9 C7; 8 hp; Arcana, History, Investigation, Religion; Common, Giant, Goblin, Halfling; *light, mage hand, ray of frost; charm person, identify, mage armor, magic missile, silent image, sleep;* dagger, component pouch, scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t79, 10 gp; ex-Sage (Professor); T:patient explainer, idolater; I:redemption; B:answer seeker; F:innocent condemner.

**775** Baern Battlehammer, Dwarf (Hill) Wizard; S10 D14 C16 I15 W8 C9; 10 hp; Deception, History, Religion, Stealth; Cards, Thieves' Tools; Common, Dwarvish; *mage hand, ray of frost, shocking grasp; burning hands, comprehend languages, detect magic, identify, shield, sleep;* dagger, arcane focus (wand), explorer's pack, spellbook, crowbar, dark common clothes, belt pouch, t82, 15 gp; ex-Criminal (Hired Killer); T:omen finder, erroneously sesquipedalian; I:people; B:old debt; F:innocent condemner.

**776** Igan Shemov, Human (Damaran) Fighter (Great Weapon); S16 D10 C15 I8 W10 C13; 12 hp; Athletics, Deception, Intimidation, Stealth; Cards, Thieves' Tools; Common, Undercommon; chain mail, glaive, rapier, light crossbow, 20 bolts, dungeoneer's pack, crowbar, dark common clothes, belt pouch, t76, 15 gp; ex-Criminal (Burglar); T:unflinching, motivated; I:greed; B:killing mistake; F:secret mistake.

**777** Harbek Goodbarrel, Dwarf (Mountain) Wizard; S12 D12 C15 I16 W9 C8; 8 hp; Arcana, Deception, Investigation, Stealth; Dragonchess, Thieves' Tools; Common, Dwarvish; *light, ray of frost, shocking grasp; burning hands, charm person, mage armor, magic missile, sleep, thunderwave;* dagger, component pouch, explorer's pack, spellbook, crowbar, dark common clothes, belt pouch, t45, 15 gp; ex-Criminal (Blackmailer); T:valuable noter, intolerant; I:charity; B:family support; F:shameful secret.

**778** Cefrey Lackman, Human (Illuskan) Rogue; S15 D16 C8 I11 W10 C12; 7 hp; Athletics, *Deception*, Insight, Performance, Persuasion, Stealth; Dragonchess, Forgery, *Thieves' Tools*; Common, Dwarvish, Thieves' Cant; rapier, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t23, 15 gp; ex-Criminal (Enforcer); T:calm, crude; I:faith; B:terrible guilt; F:mystery obsessed.

**779** Erevan Oakenheel, Elf (High) Fighter (Two-Weapon); S10 D15 C16 I9 W10 C12; 13 hp; *Acrobatics*, Athletics, Intimidation, Perception, Survival; Dragonchess, Vehicles (Land); Common, Celestial, Elvish; *fire bolt;* leather armor, longbow, 20 arrows, scimitar, scimitar, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, playing



card set, common clothes, belt pouch, t21, 10 gp; ex-Soldier (Scout); T:troubled helper, reserved; I:greed; B:crushing defeat; F:innocent condemner.

**780** Caelynn Galanodel, Elf (High) Rogue; S7 D16 C9 I14 W12 C14; 7 hp; Athletics, Deception, Intimidation, Perception, Performance, Sleight of Hand, Stealth; Dice, Thieves' Tools, Vehicles (Land); Common, Celestial, Elvish, Thieves' Cant; prestidigitation; shortsword, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, insignia of rank, trophy, playing card set, common clothes, belt pouch, t99, 10 gp; ex-Soldier (Support Staff); T:slow speaker, idolater; I:aspiration; B:brothers in arms; F:innocent condemner.

**781** Keyleth Holimion, Elf (High) Fighter (Dueling); S16 D14 C13 I9 W10 C10; 11 hp; Animal Handling, Athletics, Intimidation, Perception, Survival; Three-Dragon Ante, Vehicles (Land); Common, Celestial, Elvish; fire bolt; chain mail, shield, longsword, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t20, 10 gp; ex-Soldier (Standard Bearer); T:strong, erroneously sesquipedalian; I:might ; B:hapless defender; F:law obeyer.

**782** Gurdis Ironfist, Dwarf (Mountain) Rogue; S12 D16 C11 I13 W7 C13; 8 hp; Acrobatics, Athletics, Deception, Intimidation, Persuasion, Sleight of Hand; Three-Dragon Ante, Thieves' Tools, Vehicles (Land); Common, Dwarvish, Thieves' Cant; rapier, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, insignia of rank, trophy, playing card set, common clothes, belt pouch, t14, 10 gp; ex-Soldier (Quartermaster); T:strong, reserved; I:greater good; B:library preserver; F:money chooser.

**783** Meilil Silverfrond, Elf (Wood) Cleric (Hathor); S13 D10 C13 I9 W16 C11; 9 hp; Insight, Medicine, Perception, Persuasion, Religion; Common, Elvish, Gnomish, Halfling; guidance, sacred flame, thaumaturgy; bless, command, cure wounds, detect magic, inflict wounds, sanctuary; mace, chain mail, javelin, priest's pack, shield, holy symbol (emblem), holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t95, 15 gp; ex-Acolyte; T:tolerant, optimistic; I:aspiration; B:brothers in arms; F:trusts faithful.

**784** Kristryd Holderhek, Dwarf (Mountain) Rogue; S12 D12 C10 I16 W11 C11; 8 hp; Acrobatics, Animal Handling, Insight, Investigation, Sleight of Hand, Survival; Smith, Thieves' Tools, Vehicles (Land); Common, Dwarvish, Thieves' Cant; rapier, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, smith's tools, shovel, iron pot, common clothes, belt pouch, t48, 10 gp; ex-Folk Hero (Secret Origin); T:erroneously sesquipedalian, bon vivant; I:charity ; B:text withholder; F:secret mistake.

**785** Flint Dankil, Dwarf (Hill) Cleric (Pelor); S15 D8 C14 I12 W15 C8; 11 hp; History, Insight, Medicine, Religion; Common, Draconic, Dwarvish, Orc; resistance, spare the dying, thaumaturgy; bless, command, cure wounds, detect magic, shield of faith; warhammer, chain mail, javelin, priest's pack, shield, holy symbol (reliquary), holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t89, 15 gp; ex-Acolyte; T:unflinching, action judge; I:change; B:protect hapless; F:suspicious.

**786** Oskar Lutgehr, Dwarf (Hill) Wizard; S7 D11 C15 I15 W13 C11; 9 hp; Arcana, History, Investigation, Medicine; Common, Dwarvish, Elvish, Halfling; dancing lights, light, mage hand; burning hands, charm person, detect magic, mage armor, magic missile, sleep; dagger, arcane focus (orb), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t39, 10 gp; ex-Sage (Astronomer); T:mystery lover, reserved; I:sincerity; B:land lover; F:complicated solver.

**787** Xanaphia Evenwood, Human (Tethyrian) Rogue; S8 D14 C8 I14 W13 C15; 7 hp; Acrobatics, Athletics, Deception, Investigation, Perception, Stealth; Cards, Disguise, Thieves' Tools; Common, Halfling, Thieves' Cant; shortsword, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t43, 15 gp; ex-Criminal (Hired Killer); T:reserved, bored; I:people; B:killing mistake; F:innocent condemner.

**788** Bethryna Leagallow, Halfling (Stout) Cleric (Diancecht); S12 D14 C14 I9 W15 C8; 10 hp; History, Insight, Medicine, Religion; Common, Giant, Gnomish, Halfling; guidance, light, thaumaturgy; bless, cure wounds, guiding bolt, healing word, inflict wounds; mace, scale mail, javelin, explorer's pack, shield, holy symbol (reliquary), holy symbol (emblem), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t65, 15 gp; ex-Acolyte; T:motivated, intolerant; I:change; B:temple protection; F:disrespectful.

**789** Corrin Ilphelkiir, Halfling (Stout) Fighter (Two-Weapon); S14 D14 C15 I8 W10 C11; 12 hp; Acrobatics, Athletics, Insight, Intimidation; Dice, Vehicles (Land); Common, Halfling; chain mail, shortsword, shortsword, handaxe, handaxe, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t83, 10 gp; ex-Soldier (Standard Bearer); T:polite, touchy; I:power ; B:become great; F:mystery obsessed.

**790** Tana Shemov, Human (Damaran) Fighter (Two-Weapon); S11 D15 C14 I9 W14 C9; 12 hp; Animal Handling, Athletics, Insight, Intimidation; Three-Dragon Ante, Vehicles (Land); Common, Orc; leather armor, longbow, 20 arrows, shortsword, scimitar, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t10, 10 gp; ex-Soldier (Scout); T:optimistic, inspiring; I:self improvement; B:non abandoner; F:tyrannical dreams.

**791** Osborn Tosskobble, Halfling (Stout) Fighter (Two-Weapon); S12 D15 C13 I10 W10 C12; 11 hp; Acrobatics, Animal Handling, Perception, Survival; Cook, Vehicles (Land); Common, Halfling; chain mail, shortsword, scimitar, handaxe, handaxe, explorer's pack, cook's utensils, shovel, iron pot, common clothes, belt pouch, t92, 10 gp; ex-Folk Hero (Peasantry Trainer); T:bored, troubled helper; I:power ; B:brothers in arms; F:obsessive.

**792** Leshanna Nailo, Elf (Wood) Cleric (Boldrei); S12 D13 C12 I10 W15 C10; 9 hp; Insight, Medicine, Perception, Persuasion, Religion; Common, Elvish, Gnomish, Undercommon; guidance, resistance, sacred flame; bless, command, cure wounds, healing word, shield of faith; mace, scale mail, light crossbow, 20 bolts, priest's pack, shield, holy symbol (emblem), holy symbol (reliquary), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t67, 15 gp; ex-Acolyte; T:peacemaker, idolater; I:power; B:ally defender; F:money chooser.

**793** Leshanna Moonwhisper, Elf (High) Rogue; S11 D15 C10 I13 W11 C12; 8 hp; Deception, Intimidation, Investigation, Perception, Performance, Sleight of Hand, Stealth; Dragonchess, Forgery, Thieves' Tools; Common, Elvish, Gnomish, Thieves' Cant; light; shortsword, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t86, 15 gp; ex-Criminal (Highway Robber); T:motivated, haunted; I:people; B:adoptive priest; F:fearful.

**794** Adrie Goldpetal, Elf (Wood) Fighter (Dueling); S14 D12 C13 I8 W13 C12; 11 hp; Animal Handling, Insight, Perception, Religion, Survival; Common, Elvish, Gnomish, Halfling; chain mail, whip, longbow, handaxe, handaxe, explorer's pack, holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t85, 15 gp; ex-Acolyte; T:slow speaker, idolater; I:power ; B:adoptive priest; F:demon studier.

**795** Felosial Brightwood, Elf (Wood) Cleric (Ilmater); S13 D10 C13 I10 W14 C12; 9 hp; Insight, Medicine, Perception, Persuasion, Religion; Common, Elvish, Gnomish, Orc; guidance, light, thaumaturgy; bless, command, cure wounds, detect magic, guiding bolt; mace, chain mail, spear, priest's pack, shield, holy symbol (amulet), holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t22, 15 gp; ex-Acolyte; T:bon vivant, unflinching; I:faith; B:common people; F:stealing obsessed.

**796** Dona Pisacar, Human (Turami) Wizard; S10 D13 C13 I14 W11 C11; 7 hp; Arcana, History, Medicine, Religion; Common, Dwarvish, Elvish, Goblin; fire bolt, light, ray of frost; comprehend languages, identify, mage armor, magic missile, sleep, thunderwave; dagger, component pouch, scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t34, 10 gp; ex-Sage

(Librarian); T:risk taker, strong; I:people; B:stolen keepsake; F:demon studier.

**797** Esvele Evenwood, Human (Tethyrian) Cleric (Diancecht); S13 D12 C13 I10 W13 C11; 9 hp; Insight, Medicine, Persuasion, Religion; Common, Draconic, Dwarvish, Halfling; *light, resistance, thaumaturgy, bless, command, cure wounds, sanctuary*; mace, scale mail, javelin, explorer's pack, shield, holy symbol (emblem), holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t87, 15 gp; ex-Acolyte; T:idolater, erroneously sesquipedalian; I:charity; B:text preservation; F:obsessive.

**798** Mardred Gorunn, Dwarf (Mountain) Rogue; S12 D13 C13 I12 W10 C12; 9 hp; Deception, Intimidation, Investigation, Persuasion, Sleight of Hand, Stealth; Dragonchess, Poisoner, Thieves' Tools; Common, Dwarvish, Thieves' Cant; rapier, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t99, 15 gp; ex-Criminal (Pickpocket); T:motivated, friend maker; I:charity; B:land lover; F:judgmental.

**799** Finellen Ironfist, Dwarf (Mountain) Cleric (Hestia); S13 D9 C19 I10 W12 C8; 12 hp; History, Insight, Medicine, Religion; Common, Dwarvish, Goblin, Primordial; *guidance, light, thaumaturgy, bless, cure wounds, guiding bolt, healing word*; mace, chain mail, javelin, explorer's pack, shield, holy symbol (emblem), holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t6, 15 gp; ex-Acolyte; T:risk taker, sesquipedalian; I:change; B:text preservation; F:money chooser.

**800** Peren Iphelkiir, Elf (High) Rogue; S6 D18 C7 I11 W15 C14; 6 hp; Acrobatics, Arcana, History, Intimidation, Investigation, Perception, Stealth; Thieves' Tools; Common, Draconic, Dwarvish, Elvish, Gnomish, Thieves' Cant; *ray of frost*; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t91, 10 gp; ex-Sage (Discredited Academic); T:omen finder, mystery lover; I:knowledge; B:soul seller; F:complicated solver.

**801** Darrak Gemblossom, Elf (Wood) Cleric (Apollo); S12 D13 C14 I7 W18 C7; 10 hp; History, Insight, Medicine, Perception, Religion; Common, Elvish, Gnomish, Halfling; *guidance, resistance, spare the dying, bless, command, cure wounds, guiding bolt, healing word, sanctuary, shield of faith*; mace, scale mail, light crossbow, 20 bolts, explorer's pack, shield, holy symbol (amulet), holy symbol (reliquary), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t73, 15 gp; ex-Acolyte; T:bon vivant, strong; I:freedom; B:student protector; F:admits nothing.

**802** Igan Shemov, Human (Damaran) Rogue; S6 D17 C9 I17 W12 C10; 7 hp; Acrobatics, Deception, Intimidation, Performance, Sleight of Hand, Stealth; Cards, Poisoner, Thieves' Tools; Common, Orc, Thieves' Cant; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t48, 15 gp; ex-Criminal (Smuggler); T:crude, action judge; I:freedom; B:family support; F:tyrannical dreams.

**803** Carric Xiloscient, Elf (High) Rogue; S8 D16 C17 I15 W4 C11; 11 hp; Acrobatics, Arcana, Deception, History, Perception, Sleight of Hand, Stealth; Thieves' Tools; Common, Draconic, Dwarvish, Elvish, Gnomish, Thieves' Cant; *mage hand*; rapier, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t14, 10 gp; ex-Sage (Scribe); T:horribly awkward, open minded; I:no limits; B:student protector; F:mystery obsessed.

**804** Gunnloda Strakeln, Dwarf (Mountain) Fighter (Great Weapon); S17 D7 C16 I12 W8 C11; 13 hp; Animal Handling, Athletics, Intimidation, Survival; Calligrapher, Vehicles (Land); Common, Dwarvish; chain mail, greatsword, heavy crossbow, light crossbow, 20 bolts, dungeoneer's pack, calligrapher's supplies, shovel, iron pot, common clothes, belt pouch, t42, 10 gp; ex-Folk Hero (Decree Protester); T:bon vivant, bored; I:sincerity; B:missing family; F:inflexible thinking.

**805** Artin Torunn, Dwarf (Mountain) Cleric (Chauntea); S15 D6 C17 I12

W15 C6; 11 hp; Insight, Medicine, Persuasion, Religion; Common, Celestial, Dwarvish, Halfling; *sacred flame, spare the dying, thaumaturgy, bless, cure wounds, healing word, sanctuary, shield of faith*; warhammer, chain mail, light hammer, priest's pack, shield, holy symbol (amulet), holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t53, 15 gp; ex-Acolyte; T:slow speaker, mystery lover; I:honor; B:adoptive priest; F:plan forgetter.

**806** Thia Diamonddew, Elf (High) Rogue; S6 D17 C11 I15 W10 C12; 8 hp; Athletics, Deception, Insight, Intimidation, Perception, Sleight of Hand, Stealth; Dragonchess, Forgery, Thieves' Tools; Common, Elvish, Halfling, Thieves' Cant; *ray of frost*; rapier, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t58, 15 gp; ex-Criminal (Fence); T:friend maker, valuable noter; I:tradition; B:answer seeker; F:tyrannical dreams.

**807** Errich Gorunn, Halfling (Stout) Cleric (Hestia); S15 D11 C11 I9 W17 C8; 8 hp; Athletics, Insight, Intimidation, Medicine; Dragonchess, Vehicles (Land); Common, Halfling; *light, sacred flame, spare the dying, bless, cure wounds, guiding bolt, inflict wounds, sanctuary, shield of faith*; mace, chain mail, javelin, explorer's pack, shield, holy symbol (reliquary), insignia of rank, trophy, dice set, common clothes, belt pouch, t4, 10 gp; ex-Soldier (Cavalry); T:touchy, risk taker; I:greater good; B:crushing defeat; F:suspicious.

**808** Cora Brushgather, Halfling (Stout) Wizard; S13 D17 C14 I14 W6 C7; 8 hp; History, Insight, Investigation, Religion; Common, Gnomish, Goblin, Halfling; *mage hand, minor illusion, ray of frost, charm person, comprehend languages, detect magic, mage armor, shield, sleep*; dagger, arcane focus (rod), scholar's pack, spellbook, holy symbol (reliquary), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t48, 15 gp; ex-Acolyte; T:tolerant, secret hoarder; I:redemption; B:protect hapless; F:obsessive.

**809** Lindal Amblecrown, Human (Chondathan) Fighter (Archery); S9 D17 C14 I7 W13 C11; 12 hp; Acrobatics, Athletics, Intimidation, Survival; Dice, Vehicles (Land); Common, Dwarvish; leather armor, longbow, 20 arrows, hand crossbow, scimitar, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t96, 10 gp; ex-Soldier (Healer); T:reserved, unflinching; I:sincerity; B:hapless defender; F:money chooser.

**810** Taklinn Frostbeard, Dwarf (Mountain) Wizard; S8 D13 C16 I14 W7 C13; 9 hp; History, Insight, Investigation, Religion; Common, Dwarvish, Orc, Primordial; *light, mage hand, ray of frost, burning hands, detect magic, mage armor, magic missile, shield, silent image*; quarterstaff, component pouch, explorer's pack, spellbook, holy symbol (reliquary), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t8, 15 gp; ex-Acolyte; T:tolerant, determined; I:charity; B:land lover; F:obsessive.

**811** Reed Thorngage, Halfling (Lightfoot) Rogue; S6 D16 C10 I13 W12 C14; 8 hp; Deception, Intimidation, Investigation, Performance, Sleight of Hand, Stealth; Disguise, Dragonchess, Thieves' Tools; Common, Halfling, Thieves' Cant; rapier, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t82, 15 gp; ex-Criminal (Burglar); T:crude, bon vivant; I:freedom; B:old debt; F:money chooser.

**812** Antinua Iphelkiir, Elf (High) Fighter (Archery); S9 D16 C11 I13 W13 C9; 10 hp; Animal Handling, History, Insight, Perception, Survival; Vehicles (Land), Weaver; Common, Dwarvish, Elvish; *mage hand*; leather armor, longbow, 20 arrows, shortsword, scimitar, light crossbow, 20 bolts, dungeoneer's pack, weaver's tools, shovel, iron pot, common clothes, belt pouch, t54, 10 gp; ex-Folk Hero (Secret Origin); T:motivated, bon vivant; I:might; B:old debt; F:shameful secret.

**813** Traubon Dankil, Dwarf (Mountain) Rogue; S12 D16 C10 I11 W9 C13; 8 hp; Deception, Intimidation, Perception, Persuasion, Sleight of Hand, Stealth; Dice, Poisoner, Thieves' Tools; Common, Dwarvish, Thieves' Cant; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes,

belt pouch, t60, 15 gp; ex-Criminal (Enforcer); T:motivated, fair; I:faith; B:relic recovery; F:obvious liar.

**814** Meilil Dumein, Human (Calishite) Wizard; S10 D13 C12 I16 W9 C11; 7 hp; Athletics, History, Intimidation, Investigation; Dragonchess, Vehicles (Land); Common, Halfling; *dancing lights, light, ray of frost, burning hands, charm person, mage armor, magic missile, shield, sleep*; dagger, arcane focus (staff), scholar's pack, spellbook, insignia of rank, trophy, playing card set, common clothes, belt pouch, t78, 10 gp; ex-Soldier (Cavalry); T:open minded, strong; I:responsibility; B:hapless defender; F:disrespectful.

**815** Eberk Brawnnavil, Dwarf (Mountain) Rogue; S10 D16 C11 I13 W10 C11; 8 hp; Acrobatics, Arcana, History, Intimidation, Sleight of Hand, Stealth; Thieves' Tools; Common, Dwarvish, Gnomish, Halfling, Thieves' Cant; shortsword, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t35, 10 gp; ex-Sage (Alchemist); T:strong, mystery lover; I:logic; B:specific lore; F:obvious liar.

**816** Wellby High-hill, Halfling (Stout) Rogue; S11 D16 C11 I12 W9 C12; 8 hp; Acrobatics, Deception, Intimidation, Investigation, Sleight of Hand, Stealth; Three-Dragon Ante, Forgery, Thieves' Tools; Common, Halfling, Thieves' Cant; rapier, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t50, 15 gp; ex-Criminal (Pickpocket); T:slow truster, risk taker; I:power; B:missing family; F:quick retreat.

**817** Bardryn Lutgehr, Dwarf (Hill) Rogue; S10 D16 C12 I11 W11 C11; 10 hp; Acrobatics, Athletics, Deception, Persuasion, Sleight of Hand, Stealth; Dragonchess, Forgery, Thieves' Tools; Common, Dwarvish, Thieves' Cant; rapier, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t18, 15 gp; ex-Criminal (Fence); T:strong, planner; I:responsibility; B:terrible guilt; F:suspicious.

**818** Seraphina Brushgather, Halfling (Lightfoot) Wizard; S14 D15 C14 I15 W3 C10; 8 hp; Deception, Investigation, Religion, Stealth; Dragonchess, Thieves' Tools; Common, Halfling; *mage hand, prestidigitation, ray of frost, burning hands, charm person, mage armor, magic missile, shield, thunderwave*; dagger, component pouch, explorer's pack, spellbook, crowbar, dark common clothes, belt pouch, t42, 15 gp; ex-Criminal (Highway Robber); T:motivated, open minded; I:self improvement; B:killing mistake; F:stealing obsessed.

**819** Alton Hilltopple, Halfling (Stout) Fighter (Archery); S15 D14 C14 I13 W6 C9; 12 hp; Acrobatics, Athletics, Insight, Intimidation; Dragonchess, Vehicles (Land); Common, Halfling; chain mail, hand crossbow, scimitar, handaxe, handaxe, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t27, 10 gp; ex-Soldier (Healer); T:unflinching, planner; I:faith; B:brothers in arms; F:complicated solver.

**820** Himo Starflower, Elf (Wood) Cleric (Lathander); S15 D13 C11 I9 W13 C10; 8 hp; Arcana, History, Insight, Medicine, Perception; Common, Abyssal, Elvish, Undercommon; *guidance, sacred flame, thaumaturgy, bless, cure wounds, detect magic, sanctuary*; mace, chain mail, javelin, priest's pack, shield, holy symbol (amulet), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t30, 10 gp; ex-Sage (Librarian); T:voracious reader, horribly awkward; I:no limits; B:soul seller; F:demon studier.

**821** Cade Underbough, Halfling (Lightfoot) Fighter (Archery); S9 D15 C12 I11 W11 C13; 11 hp; Acrobatics, Athletics, Intimidation, Survival; Dragonchess, Vehicles (Land); Common, Halfling; chain mail, hand crossbow, longsword, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t93, 10 gp; ex-Soldier (Healer); T:strong, open minded; I:greater good; B:soul seller; F:obvious liar.

**822** Kanithar Dyernina, Human (Rashemi) Cleric (Hathor); S12 D10 C15 I11 W13 C10; 10 hp; History, Insight, Medicine, Religion; Common, Elvish, Infernal, Orc; *guidance, sacred flame, thaumaturgy, bless, cure wounds, sanctuary, shield of faith*; mace, scale mail, javelin, priest's pack, shield, holy symbol (reliquary), holy symbol (amulet), prayer book, 5

sticks of incense, vestments, common clothes, belt pouch, t71, 15 gp; ex-Acolyte; T:valuable noter, mystery lover; I:might; B:text preservation; F:obsessive.

**823** Paelias Nailo, Elf (High) Fighter (Protection); S14 D12 C14 I14 W11 C6; 12 hp; Animal Handling, Arcana, History, Perception, Survival; Common, Abyssal, Elvish, Giant, Halfling; *fire bolt*; leather armor, longbow, 20 arrows, shield, war pick, handaxe, handaxe, explorer's pack, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t45, 10 gp; ex-Sage (Librarian); T:voracious reader, open minded; I:knowledge; B:library preserver; F:easily distracted.

**824** Andraste Starflower, Elf (Wood) Fighter (Archery); S14 D14 C14 I10 W10 C9; 12 hp; Animal Handling, Athletics, Insight, Intimidation, Perception; Dragonchess, Vehicles (Land); Common, Elvish; leather armor, longbow, 20 arrows, longsword, warhammer, handaxe, handaxe, dungeoneer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t36, 10 gp; ex-Soldier (Quartermaster); T:reserved, inspiring; I:knowledge; B:honorable; F:ally distruster.

**825** Madislak Stayanoga, Human (Rashemi) Wizard; S9 D14 C13 I14 W9 C12; 7 hp; History, Insight, Investigation, Religion; Common, Gnomish, Goblin, Undercommon; *minor illusion, prestidigitation, shocking grasp, burning hands, charm person, comprehend languages, mage armor, magic missile, shield*; quarterstaff, arcane focus (staff), explorer's pack, spellbook, holy symbol (reliquary), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t36, 15 gp; ex-Acolyte; T:valuable noter, peacemaker; I:power; B:terrible guilt; F:suspicious.

**826** Cora Ungart, Halfling (Lightfoot) Wizard; S11 D14 C13 I14 W11 C8; 7 hp; Arcana, History, Investigation, Religion; Common, Dwarvish, Elvish, Halfling; *light, ray of frost, shocking grasp, charm person, detect magic, identify, mage armor, silent image, thunderwave*; dagger, component pouch, scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t83, 10 gp; ex-Sage (Discredited Academic); T:horribly awkward, mystery lover; I:responsibility; B:crushing defeat; F:plan forgetter.

**827** Audhild Lutgehr, Dwarf (Hill) Rogue; S9 D14 C11 I10 W14 C13; 9 hp; Acrobatics, Insight, Intimidation, Performance, Religion, Stealth; Thieves' Tools; Common, Dwarvish, Goblin, Halfling, Thieves' Cant; shortsword, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, holy symbol (reliquary), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t74, 15 gp; ex-Acolyte; T:peacemaker, action judger; I:people; B:hapless defender; F:complicated solver.

**828** Alton Leagallow, Halfling (Lightfoot) Cleric (Apollo); S14 D11 C13 I9 W14 C10; 9 hp; Insight, Medicine, Persuasion, Religion; Common, Halfling, Orc, Sylvan; *light, sacred flame, thaumaturgy, bless, command, cure wounds, healing word, shield of faith*; mace, chain mail, javelin, explorer's pack, shield, holy symbol (amulet), holy symbol (reliquary), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t74, 15 gp; ex-Acolyte; T:action oriented, sacred quoter; I:faith; B:text withholder; F:plan forgetter.

**829** Alton Brushgather, Halfling (Stout) Wizard; S9 D14 C13 I14 W10 C11; 7 hp; Animal Handling, History, Religion, Survival; Brewer, Vehicles (Land); Common, Halfling; *fire bolt, mage hand, ray of frost, charm person, comprehend languages, mage armor, magic missile, shield, sleep*; dagger, component pouch, scholar's pack, spellbook, brewer's supplies, shovel, iron pot, common clothes, belt pouch, t71, 10 gp; ex-Folk Hero (Tyrant Defier); T:action oriented, confident; I:fairness; B:library preserver; F:city vices.

**830** Errich Tosscobble, Halfling (Stout) Cleric (Demeter); S13 D10 C14 I10 W14 C10; 10 hp; Insight, Medicine, Persuasion, Religion; Common, Giant, Halfling, Orc; *light, sacred flame, spare the dying, bless, command, cure wounds, detect magic, inflict wounds*; mace, chain mail, dagger, priest's pack, shield, holy symbol (reliquary), holy symbol (amulet), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t34, 15 gp; ex-Acolyte; T:idolater, determined; I:knowledge;



B:honorable; F:ally distruster.

**831** Hlin Balderk, Dwarf (Hill) Rogue; S12 D14 C10 I13 W10 C12; 9 hp; Athletics, Insight, Investigation, Religion, Sleight of Hand, Stealth; Thieves' Tools; Common, Deep Speech, Dwarvish, Halfling, Thieves' Cant; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t45, 15 gp; ex-Acolyte; T:strong, risk taker; I:destiny; B:land lover; F:judgmental.

**832** Drusilia Nightbreeze, Elf (Wood) Cleric (Chauntea); S12 D11 C13 I10 W14 C11; 9 hp; History, Insight, Medicine, Perception, Religion; Common, Elvish, Halfling, Undercommon; *guidance, sacred flame, thaumaturgy*; bless, command, cure wounds, guiding bolt, sanctuary; mace, scale mail, javelin, explorer's pack, shield, holy symbol (emblem), holy symbol (reliquary), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t20, 15 gp; ex-Acolyte; T:action oriented, slow truster; I:aspiration; B:common people; F:secret blabber.

**833** Verna Holimion, Halfling (Stout) Fighter (Great Weapon); S13 D13 C13 I13 W8 C11; 11 hp; Acrobatics, Athletics, Insight, Intimidation; Three-Dragon Ante, Vehicles (Land); Common, Halfling; chain mail, longsword, scimitar, handaxe, handaxe, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t53, 10 gp; ex-Soldier (Scout); T:risk taker, omen finder; I:live and let live; B:sweetheart misser; F:overconfident.

**834** Flint Balderk, Dwarf (Mountain) Rogue; S13 D13 C13 I12 W8 C12; 9 hp; Animal Handling, Intimidation, Investigation, Sleight of Hand, Stealth, Survival; Carpenter, Thieves' Tools, Vehicles (Land); Common, Dwarvish, Thieves' Cant; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, carpenter's tools, shovel, iron pot, common clothes, belt pouch, t24, 10 gp; ex-Folk Hero (Army Hero); T:open minded, determined; I:respect; B:temple protection; F:city vices.

**835** Gorstag Evenwood, Human (Tethyrian) Cleric (Apollo); S13 D5 C15 I9 W18 C10; 10 hp; History, Insight, Medicine, Religion; Common, Deep Speech, Goblin, Orc; *guidance, resistance, thaumaturgy*; bless, command, cure wounds, guiding bolt, healing word, sanctuary, shield of faith; mace, chain mail, light hammer, priest's pack, shield, holy symbol (emblem), holy symbol (amulet), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t29, 15 gp; ex-Acolyte; T:intolerant, idolater; I:fairness; B:common people; F:quick retreat.

**836** Delg Brawnnavil, Dwarf (Mountain) Fighter (Two-Weapon); S15 D18 C13 I9 W10 C5; 11 hp; Animal Handling, Arcana, History, Insight; Common, Dwarvish, Gnomish, Halfling; leather armor, longbow, 20 arrows, scimitar, scimitar, light crossbow, 20 bolts, dungeoneer's pack, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t72, 10 gp; ex-Sage (Astronomer); T:slow speaker, sesquipedalian; I:charity ; B:hapless defender; F:secret blabber.

**837** Adrie Moonbrook, Elf (High) Rogue; S10 D17 C6 I15 W11 C11; 6 hp; Acrobatics, Arcana, Athletics, Deception, History, Intimidation, Perception; Thieves' Tools; Common, Elvish, Halfling, Infernal, Orc, Thieves' Cant; *ray of frost*; rapier, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t81, 10 gp; ex-Sage (Researcher); T:horribly awkward, open minded; I:greed; B:ally defender; F:complicated solver.

**838** Erevan Gemflower, Elf (High) Fighter (Two-Weapon); S4 D17 C14 I13 W12 C10; 12 hp; History, Insight, Perception, Religion, Survival; Common, Elvish, Gnomish, Sylvan, Undercommon; *light*; leather armor, longbow, 20 arrows, shortsword, shortsword, light crossbow, 20 bolts, dungeoneer's pack, holy symbol (emblem), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t73, 15 gp; ex-Acolyte; T:tolerant, optimistic; I:aspiration; B:family support; F:ally distruster.

**839** Tharivol Goldpetal, Elf (Wood) Fighter (Archery); S17 D12 C13 I9 W11 C8; 11 hp; Acrobatics, Athletics, Intimidation, Perception, Survival; Cards, Vehicles (Land); Common, Elvish; chain mail, hand crossbow,

longbow, handaxe, handaxe, dungeoneer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t7, 10 gp; ex-Soldier (Healer); T:reserved, crude; I:live and let live; B:non abandoner; F:secret mistake.

**840** Artin Brawnnavil, Dwarf (Mountain) Fighter (Dueling); S13 D8 C16 I9 W8 C16; 13 hp; Athletics, Deception, History, Stealth; Three-Dragon Ante, Thieves' Tools; Common, Dwarvish; chain mail, shield, scimitar, handaxe, handaxe, explorer's pack, crowbar, dark common clothes, belt pouch, t10, 15 gp; ex-Criminal (Hired Killer); T:sesquipedalian, planner; I:charity ; B:relic recovery; F:city vices.

**841** Carric Moonwhisper, Elf (High) Wizard; S9 D16 C11 I15 W8 C11; 6 hp; History, Insight, Investigation, Perception, Religion; Common, Abyssal, Dwarvish, Elvish, Orc; *minor illusion, prestidigitation, ray of frost, shocking grasp*; *charm person*, identify, mage armor, magic missile, silent image, thunderwave; quarterstaff, component pouch, scholar's pack, spellbook, holy symbol (amulet), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t22, 15 gp; ex-Acolyte; T:slow truster, cloistered; I:charity; B:missing family; F:judgmental.

**842** Ander Lutgehr, Dwarf (Hill) Cleric (Mishakal); S14 D10 C13 I7 W16 C10; 10 hp; Insight, Medicine, Persuasion, Religion; Common, Abyssal, Dwarvish, Orc; *resistance, sacred flame, spare the dying*; bless, cure wounds, detect magic, guiding bolt, healing word, shield of faith; warhammer, chain mail, javelin, explorer's pack, shield, holy symbol (amulet), holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t5, 15 gp; ex-Acolyte; T:action oriented, voracious reader; I:freedom ; B:heretic revenge; F:admits nothing.

**843** Ander Underbough, Halfling (Stout) Cleric (Re-Horakhty); S12 D10 C14 I9 W16 C9; 10 hp; Insight, Medicine, Persuasion, Religion; Common, Elvish, Halfling, Infernal; *guidance, resistance, spare the dying*; bless, cure wounds, detect magic, healing word, sanctuary, shield of faith; mace, scale mail, light hammer, priest's pack, shield, holy symbol (emblem), holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t32, 15 gp; ex-Acolyte; T:sacred quoter, touchy; I:sincerity; B:ally defender; F:city vices.

**844** Darrak Strakeln, Dwarf (Mountain) Cleric (Apollo); S15 D5 C15 I11 W14 C10; 10 hp; Deception, Insight, Religion, Stealth; Dragonchess, Thieves' Tools; Common, Dwarvish; *guidance, resistance, thaumaturgy*; bless, cure wounds, detect magic, inflict wounds, shield of faith; warhammer, chain mail, javelin, priest's pack, shield, holy symbol (amulet), crowbar, dark common clothes, belt pouch, t18, 15 gp; ex-Criminal (Burglar); T:planner, tolerant; I:power; B:stolen keepsake; F:impulsive speaker.

**845** Meilil Basha, Human (Calishite) Wizard; S12 D15 C13 I15 W9 C6; 7 hp; Arcana, History, Insight, Religion; Common, Elvish, Gnomish, Sylvan; *light, mage hand, ray of frost, burning hands, charm person*, comprehend languages, detect magic, magic missile, shield; dagger, component pouch, scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t34, 10 gp; ex-Sage (Discredited Academic); T:motivated, direct; I:beauty; B:student protector; F:easily distracted.

**846** Randal Brushgather, Halfling (Stout) Wizard; S10 D15 C14 I14 W11 C6; 8 hp; Arcana, History, Investigation, Medicine; Common, Dwarvish, Goblin, Halfling; *light, mage hand, shocking grasp, burning hands, charm person, mage armor, magic missile, shield, sleep*; dagger, arcane focus (orb), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t24, 10 gp; ex-Sage (Researcher); T:secret hoarder, haunted; I:change; B:non abandoner; F:suspicious.

**847** Lidda Hilltopple, Halfling (Stout) Fighter (Defense); S14 D15 C14 I10 W6 C11; 12 hp; Acrobatics, Arcana, History, Intimidation; Common, Goblin, Halfling, Orc; chain mail, rapier, hand crossbow, handaxe, handaxe, dungeoneer's pack, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t28, 10 gp; ex-Sage (Astronomer); T:voracious reader, horribly awkward; I:beauty; B:crushing

defeat; F:city vices.

**848** Rangrim Rumnahmeim, Dwarf (Hill) Cleric (Arawai); S13 D9 C13 I6 W15 C14; 10 hp; Insight, Medicine, Persuasion, Religion; Common, Deep Speech, Dwarvish, Halfling; *sacred flame, spare the dying, thaumaturgy; bless, command, cure wounds, guiding bolt, healing word*; warhammer, chain mail, spear, priest's pack, shield, holy symbol (emblem), holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t24, 15 gp; ex-Acolyte; T:tolerant, bon vivant; I:faith; B:adoptive priest; F:inflexible thinking.

**849** Enialis Liadon, Elf (High) Wizard; S11 D13 C14 I15 W11 C6; 8 hp; Animal Handling, Arcana, History, Perception, Survival; Cook, Vehicles (Land); Common, Elvish, Halfling; *dancing lights, fire bolt, light, prestidigitation; burning hands, charm person, detect magic, mage armor, magic missile, sleep*; dagger, arcane focus (staff), explorer's pack, spellbook, cook's utensils, shovel, iron pot, common clothes, belt pouch, t53, 10 gp; ex-Folk Hero (Secret Origin); T:action judge, touchy; I:might ; B:text withholder; F:shameful secret.

**850** Valanthe Meliamne, Elf (Wood) Rogue; S9 D15 C9 I12 W11 C14; 7 hp; Acrobatics, Deception, Intimidation, Perception, Persuasion, Sleight of Hand, Stealth; Dragonchess, Poisoner, Thieves' Tools; Common, Elvish, Thieves' Cant; shortsword, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t66, 15 gp; ex-Criminal (Enforcer); T:calm, secret hoarder; I:power ; B:answer seeker; F:quick retreat.

**851** Kosef Nemetsk, Human (Damaran) Cleric (Re-Horakhty); S14 D11 C12 I9 W15 C9; 9 hp; Animal Handling, History, Persuasion, Survival; Vehicles (Land), Weaver; Common, Elvish; *light, sacred flame, spare the dying; bless, cure wounds, guiding bolt, inflict wounds, sanctuary*; mace, chain mail, javelin, priest's pack, shield, holy symbol (amulet), weaver's tools, shovel, iron pot, common clothes, belt pouch, t6, 10 gp; ex-Folk Hero (Army Hero); T:friend maker, fair; I:change; B:library preserver; F:tyrannical dreams.

**852** Galinndan Siannodel, Elf (Wood) Fighter (Dueling); S15 D12 C13 I12 W13 C5; 11 hp; Animal Handling, Athletics, Insight, Intimidation, Perception; Three-Dragon Ante, Vehicles (Land); Common, Elvish; chain mail, shield, battleaxe, handaxe, handaxe, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t46, 10 gp; ex-Soldier (Officer); T:haunted, unflinching; I:self improvement; B:non abandoner; F:inflexible thinking.

**853** Xanaphia Pashar, Human (Calishite) Cleric (Demeter); S13 D9 C13 I9 W15 C11; 9 hp; Animal Handling, Insight, Persuasion, Survival; Jeweler, Vehicles (Land); Common, Dwarvish; *guidance, resistance, spare the dying; bless, command, cure wounds, detect magic, sanctuary*; mace, chain mail, spear, priest's pack, shield, holy symbol (amulet), jeweler's tools, shovel, iron pot, common clothes, belt pouch, t40, 10 gp; ex-Folk Hero (People Armer); T:open minded, sesquipedalian; I:might; B:land lover; F:secret mistake.

**854** Immeral Thorngage, Elf (Wood) Cleric (Pelor); S12 D11 C12 I11 W15 C9; 9 hp; Arcana, History, Insight, Perception, Religion; Common, Draconic, Elvish, Goblin; *sacred flame, spare the dying, thaumaturgy; bless, command, cure wounds, guiding bolt, healing word*; mace, scale mail, light hammer, priest's pack, shield, holy symbol (amulet), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t55, 10 gp; ex-Sage (Astronomer); T:fair, horribly awkward; I:self improvement; B:brothers in arms; F:law obeyer.

**855** Aelar Galanodel, Elf (High) Fighter (Two-Weapon); S9 D15 C12 I11 W11 C12; 11 hp; Acrobatics, Athletics, Insight, Intimidation, Perception; Dragonchess, Vehicles (Land); Common, Elvish, Giant; *light*; leather armor, longbow, 20 arrows, shortsword, shortsword, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t40, 10 gp; ex-Soldier (Healer); T:unflinching, crude; I:responsibility; B:hapless defender; F:obvious liar.

**856** Galinndan Amastacia, Elf (High) Fighter (Two-Weapon); S10 D15 C11 I12 W12 C10; 10 hp; Acrobatics, Athletics, Intimidation, Perception, Survival; Cards, Vehicles (Land); Common, Abyssal, Elvish; *mage hand*;

leather armor, longbow, 20 arrows, scimitar, shortsword, handaxe, handaxe, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t63, 10 gp; ex-Soldier (Infantry); T:crude, polite; I:might; B:crushing defeat; F:money chooser.

**857** Morn Evenwood, Human (Chondathan) Wizard; S11 D15 C11 I12 W10 C11; 6 hp; History, Insight, Investigation, Religion; Common, Draconic, Gnomish, Halfling; *minor illusion, ray of frost, shocking grasp; burning hands, charm person, mage armor, magic missile, silent image, thunderwave*; quarterstaff, component pouch, explorer's pack, spellbook, holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t95, 15 gp; ex-Acolyte; T:reserved, patient explainer; I:change; B:text withholder; F:trusts faithful.

**858** Shaena High-hill, Halfling (Lightfoot) Cleric (Hestia); S11 D10 C14 I11 W14 C10; 10 hp; History, Insight, Persuasion, Religion; Common, Gnomish, Halfling, Orc; *guidance, resistance, sacred flame; bless, cure wounds, guiding bolt, inflict wounds, shield of faith*; mace, scale mail, javelin, explorer's pack, shield, holy symbol (emblem), holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t21, 15 gp; ex-Acolyte; T:strong, cloistered; I:fairness; B:text preservation; F:suspicious.

**859** Riardon Gemblossom, Elf (High) Cleric (Apollo); S13 D12 C13 I10 W14 C8; 9 hp; History, Insight, Medicine, Perception, Religion; Common, Elvish, Goblin, Infernal, Orc; *ray of frost; guidance, light, thaumaturgy; bless, command, cure wounds, detect magic, shield of faith*; mace, scale mail, javelin, explorer's pack, shield, holy symbol (emblem), holy symbol (reliquary), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t84, 15 gp; ex-Acolyte; T:peacemaker, bored; I:tradition; B:temple protection; F:inflexible thinking.

**860** Althaea Silverfrond, Elf (Wood) Cleric (Apollo); S12 D11 C13 I9 W14 C11; 9 hp; Insight, Medicine, Perception, Persuasion, Religion; Common, Elvish, Giant, Halfling; *light, resistance, thaumaturgy; bless, cure wounds, guiding bolt, healing word, sanctuary*; mace, scale mail, javelin, explorer's pack, shield, holy symbol (amulet), holy symbol (reliquary), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t16, 15 gp; ex-Acolyte; T:peacemaker, erroneously sesquipedalian; I:tradition; B:hapless defender; F:trusts hierarchy.

**861** Taklinn Rumnahmeim, Dwarf (Hill) Rogue; S12 D13 C13 I13 W9 C10; 10 hp; Acrobatics, Deception, Insight, Investigation, Perception, Stealth; Disguise, Dragonchess, Thieves' Tools; Common, Dwarvish, Thieves' Cant; rapier, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t29, 15 gp; ex-Criminal (Fence); T:reserved, cloistered; I:charity ; B:terrible guilt; F:fearful.

**862** Quarion Meliamne, Elf (High) Cleric (Chauntea); S13 D10 C12 I11 W13 C11; 9 hp; Arcana, History, Medicine, Perception, Persuasion; Common, Dwarvish, Elvish, Goblin, Orc; *shocking grasp; light, resistance, sacred flame; bless, cure wounds, detect magic, shield of faith*; mace, chain mail, javelin, priest's pack, shield, holy symbol (reliquary), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t3, 10 gp; ex-Sage (Alchemist); T:peacemaker, haunted; I:self improvement; B:text withholder; F:easily distracted.

**863** Trym Tealeaf, Halfling (Stout) Rogue; S11 D18 C10 I12 W6 C12; 8 hp; Acrobatics, Arcana, Deception, History, Performance, Stealth; Thieves' Tools; Common, Deep Speech, Goblin, Halfling, Thieves' Cant; shortsword, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t24, 10 gp; ex-Sage (Wizards Apprentice); T:calm, voracious reader; I:logic; B:missing family; F:impulsive speaker.

**864** Euphemia Tealeaf, Halfling (Lightfoot) Cleric (Demeter); S12 D12 C11 I6 W17 C11; 8 hp; Animal Handling, History, Insight, Survival; Smith, Vehicles (Land); Common, Halfling; *guidance, light, resistance; bless, command, cure wounds, detect magic, guiding bolt, shield of faith*; mace, scale mail, light crossbow, 20 bolts, priest's pack, shield, holy

symbol (emblem), smith's tools, shovel, iron pot, common clothes, belt pouch, t15, 10 gp; ex-Folk Hero (Decree Protester); T:bored, determined; I:respect; B:sweetheart misser; F:shameful secret.

**865** Rangrim Balderk, Dwarf (Mountain) Wizard; S9 D14 C15 I16 W6 C9; 8 hp; Arcana, History, Investigation, Religion; Common, Dwarvish, Goblin, Orc; *mage hand, ray of frost, shocking grasp; burning hands, comprehend languages, magic missile, silent image, sleep, thunderwave*; dagger, component pouch, explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t33, 10 gp; ex-Sage (Alchemist); T:slow speaker, bon vivant; I:knowledge; B:library preserver; F:complicated solver.

**866** Helja Gorunn, Dwarf (Hill) Fighter (Great Weapon); S16 D9 C15 I8 W8 C13; 13 hp; Animal Handling, Athletics, Intimidation, Survival; Cobbler, Vehicles (Land); Common, Dwarvish; chain mail, halberd, longsword, light crossbow, 20 bolts, explorer's pack, cobbler's tools, shovel, iron pot, common clothes, belt pouch, t81, 10 gp; ex-Folk Hero (Disaster Saver); T:action judge, calm; I:power; B:protect hapless; F:disrespectful.

**867** Ilde Dankil, Dwarf (Hill) Cleric (Demeter); S16 D5 C14 I9 W14 C11; 11 hp; Deception, History, Insight, Stealth; Dragonchess, Thieves' Tools; Common, Dwarvish; *resistance, sacred flame, thaumaturgy; bless, command, cure wounds, guiding bolt, inflict wounds*; mace, chain mail, javelin, explorer's pack, shield, holy symbol (emblem), crowbar, dark common clothes, belt pouch, t13, 15 gp; ex-Criminal (Hired Killer); T:confident, troubled helper; I:independence; B:terrible guilt; F:admits nothing.

**868** Corrin Leagallow, Halfling (Lightfoot) Wizard; S6 D16 C14 I14 W11 C8; 8 hp; Arcana, History, Medicine, Religion; Common, Elvish, Giant, Halfling; *fire bolt, mage hand, minor illusion; burning hands, comprehend languages, detect magic, identify, magic missile, sleep*; dagger, arcane focus (crystal), explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t88, 10 gp; ex-Sage (Discredited Academic); T:slow speaker, open minded; I:nation; B:library preserver; F:impulsive speaker.

**869** Kanithar Holimion, Human (Rashemi) Cleric (Apollo); S16 D8 C13 I7 W14 C11; 9 hp; Athletics, Insight, Intimidation, Medicine; Three-Dragon Ante, Vehicles (Land); Common, Orc; *light, resistance, sacred flame; bless, command, cure wounds, guiding bolt, sanctuary*; mace, chain mail, dagger, explorer's pack, shield, holy symbol (amulet), insignia of rank, trophy, playing card set, common clothes, belt pouch, t43, 10 gp; ex-Soldier (Officer); T:reserved, fair; I:independence; B:land lover; F:enemy hater.

**870** Theren Rumnaheim, Dwarf (Hill) Cleric (Re-Horakhty); S13 D7 C10 I10 W16 C13; 9 hp; Insight, Medicine, Persuasion, Religion; Common, Dwarvish, Goblin, Halfling; *guidance, spare the dying, thaumaturgy; bless, cure wounds, healing word, inflict wounds, sanctuary, shield of faith*; mace, chain mail, javelin, explorer's pack, shield, holy symbol (reliquary), holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t62, 15 gp; ex-Acolyte; T:erroneously sesquipedalian, valuable noter; I:aspiration; B:family support; F:city vices.

**871** Shandri Amblecrown, Human (Chondathan) Wizard; S8 D12 C12 I16 W11 C10; 7 hp; Animal Handling, Arcana, Investigation, Survival; Cook, Vehicles (Land); Common, Dwarvish; *fire bolt, minor illusion, ray of frost, charm person, detect magic, mage armor, magic missile, silent image, sleep*; quarterstaff, component pouch, explorer's pack, spellbook, cook's utensils, shovel, iron pot, common clothes, belt pouch, t39, 10 gp; ex-Folk Hero (Corrupt Theft); T:patient explainer, mystery lover; I:might ; B:land lover; F:secret mistake.

**872** Jelenneth Moonwhisper, Elf (Wood) Rogue; S10 D16 C10 I11 W11 C11; 8 hp; Acrobatics, Deception, Perception, Performance, Persuasion, Sleight of Hand, Stealth; Cards, Disguise, Thieves' Tools; Common, Elvish, Thieves' Cant; shortsword, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t50, 15 gp; ex-Criminal (Hired Killer); T:voracious

reader, touchy; I:freedom ; B:text preservation; F:tyrannical dreams.

**873** Helja Strakeln, Dwarf (Hill) Cleric (Hestia); S13 D6 C15 I11 W14 C10; 11 hp; History, Insight, Persuasion, Religion; Common, Dwarvish, Giant, Orc; *light, resistance, sacred flame; bless, cure wounds, healing word, sanctuary, shield of faith*; warhammer, chain mail, dagger, priest's pack, shield, holy symbol (emblem), holy symbol (amulet), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t66, 15 gp; ex-Acolyte; T:friend maker, valuable noter; I:honor; B:common people; F:suspicious.

**874** Verna High-hill, Halfling (Lightfoot) Wizard; S9 D13 C15 I12 W9 C11; 8 hp; Athletics, History, Intimidation, Investigation; Three-Dragon Ante, Vehicles (Land); Common, Halfling; *minor illusion, prestidigitation, shocking grasp; burning hands, comprehend languages, detect magic, mage armor, magic missile, sleep*; quarterstaff, arcane focus (rod), scholar's pack, spellbook, insignia of rank, trophy, dice set, common clothes, belt pouch, t86, 10 gp; ex-Soldier (Standard Bearer); T:polite, calm; I:responsibility; B:missing family; F:suspicious.

**875** Lindal Tossobble, Halfling (Lightfoot) Rogue; S11 D15 C9 I9 W12 C13; 7 hp; Deception, Insight, Persuasion, Religion, Sleight of Hand, Stealth; Thieves' Tools; Common, Dwarvish, Goblin, Halfling, Thieves' Cant; shortsword, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, holy symbol (amulet), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t52, 15 gp; ex-Acolyte; T:planner, slow truster; I:fairness; B:crushing defeat; F:judgmental.

**876** Vani Underbough, Halfling (Lightfoot) Cleric (Re-Horakhty); S10 D10 C15 I10 W13 C11; 10 hp; Athletics, History, Insight, Intimidation; Dragonchess, Vehicles (Land); Common, Halfling; *resistance, sacred flame, spare the dying; bless, cure wounds, detect magic, inflict wounds*; mace, scale mail, light hammer, priest's pack, shield, holy symbol (amulet), insignia of rank, trophy, playing card set, common clothes, belt pouch, t54, 10 gp; ex-Soldier (Officer); T:strong, intolerant; I:responsibility; B:non abandoner; F:fearful.

**877** Garret Brawnvanil, Halfling (Lightfoot) Fighter (Two-Weapon); S10 D14 C14 I12 W9 C10; 12 hp; Deception, History, Intimidation, Stealth; Dragonchess, Thieves' Tools; Common, Halfling; chain mail, shortsword, scimitar, light crossbow, 20 bolts, explorer's pack, crowbar, dark common clothes, belt pouch, t64, 15 gp; ex-Criminal (Highway Robber); T:crude, friend maker; I:responsibility; B:specific lore; F:obsessive.

**878** Liftrasa Ungart, Dwarf (Hill) Rogue; S8 D12 C14 I12 W10 C13; 11 hp; Arcana, Athletics, Deception, History, Investigation, Stealth; Thieves' Tools; Common, Deep Speech, Dwarvish, Giant, Thieves' Cant; rapier, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t28, 10 gp; ex-Sage (Librarian); T:planner, reserved; I:knowledge; B:answer seeker; F:innocent condemner.

**879** Trym Brushgather, Halfling (Lightfoot) Fighter (Great Weapon); S14 D9 C13 I11 W12 C10; 11 hp; Athletics, Insight, Intimidation, Religion; Common, Dwarvish, Halfling, Primordial; chain mail, longsword, rapier, light crossbow, 20 bolts, dungeoneer's pack, holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t8, 15 gp; ex-Acolyte; T:action oriented, horribly awkward; I:faith; B:relic recovery; F:demon studier.

**880** Eldon Leagallow, Halfling (Stout) Fighter (Great Weapon); S14 D10 C12 I13 W9 C11; 11 hp; Athletics, Intimidation, Perception, Survival; Three-Dragon Ante, Vehicles (Land); Common, Halfling; chain mail, trident, warhammer, handaxe, handaxe, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t93, 10 gp; ex-Soldier (Scout); T:action judge, omen finder; I:no limits; B:specific lore; F:ally distruster.

**881** Aramil Silverfrond, Elf (High) Wizard; S11 D14 C11 I13 W11 C9; 6 hp; Insight, Investigation, Medicine, Perception, Religion; Common, Elvish, Giant, Goblin, Orc; *light, prestidigitation, ray of frost, shocking grasp; charm person, comprehend languages, identify, mage armor, sleep, thunderwave*; dagger, component pouch, scholar's pack,



spellbook, holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t41, 15 gp; ex-Acolyte; T:mystery lover, slow speaker; I:live and let live; B:become great; F:demon studier.

**882** Sannl Ironfist, Dwarf (Hill) Wizard; S9 D12 C14 I12 W11 C11; 9 hp; Arcana, History, Medicine, Religion; Common, Dwarvish, Goblin, Halfling; *dancing lights, mage hand, ray of frost, burning hands, detect magic, identify, mage armor, sleep, thunderwave*; dagger, component pouch, explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t32, 10 gp; ex-Sage (Alchemist); T:determined, sacred quoter; I:nation; B:non abandoner; F:demon studier.

**883** Paelias Siannodel, Elf (Wood) Fighter (Archery); S14 D12 C12 I11 W10 C10; 11 hp; Animal Handling, Athletics, History, Intimidation, Perception; Dice, Vehicles (Land); Common, Elvish; chain mail, heavy crossbow, trident, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t26, 10 gp; ex-Soldier (Healer); T:reserved, direct; I:responsibility; B:hapless defender; F:judgmental.

**884** Andry Amakiir, Halfling (Stout) Cleric (Illmater); S11 D12 C13 I12 W13 C8; 9 hp; History, Insight, Medicine, Religion; Common, Elvish, Goblin, Halfling; *guidance, light, thaumaturgy, bless, cure wounds, healing word, shield of faith*; mace, scale mail, light crossbow, 20 bolts, priest's pack, shield, holy symbol (emblem), holy symbol (amulet), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t8, 15 gp; ex-Acolyte; T:valuable noter, horribly awkward; I:honor; B:stolen keepsake; F:obsessive.

**885** Dona Astorio, Human (Turami) Cleric (Mishakal); S13 D9 C12 I11 W13 C11; 9 hp; History, Insight, Medicine, Religion; Common, Abyssal, Elvish, Sylvan; *guidance, resistance, spare the dying, bless, command, cure wounds, healing word*; mace, chain mail, javelin, explorer's pack, shield, holy symbol (emblem), holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t72, 15 gp; ex-Acolyte; T:optimistic, calm; I:charity; B:family support; F:overconfident.

**886** Faurgar Rumnaheim, Human (Rashemi) Cleric (Arawai); S12 D11 C12 I11 W12 C11; 9 hp; Insight, Medicine, Persuasion, Religion; Common, Abyssal, Dwarvish, Gnomish; *sacred flame, spare the dying, thaumaturgy, bless, cure wounds, inflict wounds, shield of faith*; mace, scale mail, javelin, priest's pack, shield, holy symbol (emblem), holy symbol (amulet), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t14, 15 gp; ex-Acolyte; T:direct, polite; I:charity; B:adoptive priest; F:trusts hierarchy.

**887** Birel Siannodel, Elf (High) Wizard; S9 D15 C11 I18 W7 C8; 6 hp; Arcana, Deception, History, Perception, Stealth; Cards, Thieves' Tools; Common, Elvish, Giant; *dancing lights, light, mage hand, ray of frost, charm person, comprehend languages, identify, mage armor, shield, sleep*; dagger, arcane focus (wand), scholar's pack, spellbook, crowbar, dark common clothes, belt pouch, t46, 15 gp; ex-Criminal (Enforcer); T:slow speaker, valuable noter; I:greed; B:old debt; F:trusts faithful.

**888** Galinndan Iphelkiir, Elf (Wood) Rogue; S9 D18 C10 I11 W8 C12; 8 hp; Deception, Intimidation, Investigation, Perception, Persuasion, Sleight of Hand, Stealth; Dice, Forgery, Thieves' Tools; Common, Elvish, Thieves' Cant; shortsword, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t24, 15 gp; ex-Criminal (Fence); T:intolerant, slow speaker; I:change; B:become great; F:suspicious.

**889** Adran Moonwhisper, Elf (High) Wizard; S9 D17 C10 I16 W7 C9; 6 hp; Arcana, Deception, History, Perception, Stealth; Three-Dragon Ante, Thieves' Tools; Common, Draconic, Elvish; *dancing lights, light, ray of frost, shocking grasp, burning hands, comprehend languages, detect magic, identify, magic missile, shield*; dagger, arcane focus (rod), scholar's pack, spellbook, crowbar, dark common clothes, belt pouch, t68, 15 gp; ex-Criminal (Fence); T:secret hoarder, determined; I:freedom; B:terrible guilt; F:innocent condemner.

**890** Oskar Rumnaheim, Dwarf (Mountain) Fighter (Dueling); S13 D11 C17 I11 W7 C9; 13 hp; Arcana, Athletics, History, Intimidation; Common, Dwarvish, Giant, Infernal; chain mail, shield, shortsword, light crossbow, 20 bolts, dungeoneer's pack, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t30, 10 gp; ex-Sage (Researcher); T:slow truster, polite; I:faith; B:soul seller; F:money chooser.

**891** Mardred Frostbeard, Dwarf (Mountain) Rogue; S7 D17 C9 I13 W11 C11; 7 hp; Acrobatics, Arcana, Deception, History, Sleight of Hand, Stealth; Thieves' Tools; Common, Dwarvish, Halfling, Orc, Thieves' Cant; shortsword, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t22, 10 gp; ex-Sage (Astronomer); T:action judge, secret hoarder; I:self improvement; B:adoptive priest; F:secret blabber.

**892** Vani High-hill, Halfling (Lightfoot) Wizard; S6 D16 C13 I15 W8 C10; 7 hp; Arcana, History, Investigation, Medicine; Common, Goblin, Halfling, Sylvan; *dancing lights, light, shocking grasp, charm person, identify, mage armor, magic missile, shield, thunderwave*; dagger, arcane focus (wand), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t60, 10 gp; ex-Sage (Professor); T:horribly awkward, unflinching; I:no limits; B:common people; F:fearful.

**893** Tessele Ironfist, Human (Tethyrian) Fighter (Defense); S8 D11 C16 I15 W9 C9; 13 hp; Athletics, History, Insight, Intimidation; Cards, Vehicles (Land); Common, Orc; leather armor, longbow, 20 arrows, halberd, heavy crossbow, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t100, 10 gp; ex-Soldier (Officer); T:crude, mystery lover; I:live and let live; B:become great; F:enemy hater.

**894** Aelar Liadon, Elf (Wood) Fighter (Protection); S5 D16 C12 I11 W10 C14; 11 hp; Acrobatics, Athletics, Intimidation, Perception, Survival; Dragonchess, Vehicles (Land); Common, Elvish; leather armor, longbow, 20 arrows, shield, scimitar, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t26, 10 gp; ex-Soldier (Cavalry); T:friend maker, risk taker; I:knowledge; B:hapless defender; F:law obeyer.

**895** Aramil Gemflower, Elf (Wood) Rogue; S8 D16 C9 I12 W9 C14; 7 hp; Athletics, Deception, Intimidation, Perception, Persuasion, Sleight of Hand, Stealth; Dragonchess, Poisoner, Thieves' Tools; Common, Elvish, Thieves' Cant; rapier, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t49, 15 gp; ex-Criminal (Pickpocket); T:open minded, friend maker; I:self improvement; B:common people; F:suspicious.

**896** Grim Holimion, Elf (Wood) Cleric (Hathor); S13 D10 C12 I10 W16 C7; 9 hp; Animal Handling, Insight, Perception, Religion, Survival; Vehicles (Land), Weaver; Common, Elvish; *light, resistance, sacred flame, bless, command, cure wounds, detect magic, inflict wounds, shield of faith*; mace, chain mail, spear, priest's pack, shield, holy symbol (amulet), weaver's tools, shovel, iron pot, common clothes, belt pouch, t60, 10 gp; ex-Folk Hero (Militia Leader); T:action judge, confident; I:change; B:land lover; F:overconfident.

**897** Eldeth Oakenheel, Elf (Wood) Wizard; S8 D16 C12 I12 W10 C10; 7 hp; Animal Handling, History, Insight, Perception, Survival; Mason, Vehicles (Land); Common, Elvish; *dancing lights, fire bolt, minor illusion, charm person, comprehend languages, mage armor, magic missile, shield, sleep*; quarterstaff, component pouch, scholar's pack, spellbook, mason's tools, shovel, iron pot, common clothes, belt pouch, t92, 10 gp; ex-Folk Hero (Disaster Saver); T:bored, confident; I:destiny; B:sweetheart misser; F:overconfident.

**898** Fyevorra Dyernina, Human (Rashemi) Rogue; S10 D15 C7 I15 W10 C11; 6 hp; Deception, Insight, Intimidation, Perception, Sleight of Hand, Stealth; Dragonchess, Forgery, Thieves' Tools; Common, Orc, Thieves' Cant; rapier, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t60,

15 gp; ex-Criminal (Enforcer); T:planner, calm; I:honor; B:protect hapless; F:suspicious.

**899** Jillian Thornngage, Halfling (Stout) Cleric (Hestia); S13 D11 C14 I4 W15 C11; 10 hp; Animal Handling, Insight, Medicine, Survival; Vehicles (Land), Woodcarver; Common, Halfling; *light, sacred flame, spare the dying; bless, cure wounds, detect magic, guiding bolt, sanctuary*; mace, chain mail, spear, priest's pack, shield, holy symbol (amulet), woodcarver's tools, shovel, iron pot, common clothes, belt pouch, t26, 10 gp; ex-Folk Hero (Secret Origin); T:action judger, risk taker; I:sincerity; B:protect hapless; F:city vices.

**900** Bethryna Silverfrond, Elf (Wood) Wizard; S11 D14 C13 I15 W8 C7; 7 hp; Arcana, History, Investigation, Perception, Religion; Common, Elvish, Gnomish, Primordial; *light, mage hand, ray of frost; burning hands, detect magic, mage armor, magic missile, silent image, thunderwave*; dagger, component pouch, scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t7, 10 gp; ex-Sage (Astronomer); T:patient explainer, sesquipedalian; I:no limits; B:text preservation; F:trusts faithful.

**901** Mara Chernin, Human (Damaran) Fighter (Archery); S12 D15 C14 I11 W8 C8; 12 hp; Animal Handling, Athletics, Insight, Religion; Common, Abyssal, Elvish, Goblin; leather armor, longbow, 20 arrows, longsword, net, handaxe, handaxe, explorer's pack, holy symbol (reliquary), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t52, 15 gp; ex-Acolyte; T:cloistered, omen finder; I:aspiration; B:text preservation; F:innocent condemner.

**902** Eldon Greenbottle, Halfling (Stout) Wizard; S9 D15 C14 I12 W9 C9; 8 hp; Deception, History, Investigation, Stealth; Three-Dragon Ante, Thieves' Tools; Common, Halfling; *dancing lights, minor illusion, shocking grasp; burning hands, detect magic, identify, mage armor, shield, sleep*; quarterstaff, component pouch, scholar's pack, spellbook, crowbar, dark common clothes, belt pouch, t32, 15 gp; ex-Criminal (Enforcer); T:valuable noter, haunted; I:logic; B:specific lore; F:stealing obsessed.

**903** Anton Ramondo, Human (Turami) Wizard; S6 D13 C15 I13 W11 C10; 8 hp; Arcana, History, Insight, Medicine; Common, Elvish, Orc, Sylvan; *dancing lights, fire bolt, prestidigitation; burning hands, comprehend languages, detect magic, mage armor, shield, sleep*; dagger, component pouch, scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t43, 10 gp; ex-Sage (Researcher); T:sesquipedalian, optimistic; I:self improvement; B:crushing defeat; F:complicated solver.

**904** Orel Goldpetal, Elf (High) Cleric (Diancecht); S13 D13 C10 I10 W15 C7; 8 hp; Deception, Insight, Medicine, Perception, Stealth; Three-Dragon Ante, Thieves' Tools; Common, Elvish, Giant; *ray of frost, light, resistance, sacred flame; bless, cure wounds, guiding bolt, inflict wounds, shield of faith*; mace, scale mail, light crossbow, 20 bolts, priest's pack, shield, holy symbol (emblem), crowbar, dark common clothes, belt pouch, t31, 15 gp; ex-Criminal (Blackmailer); T:motivated, risk taker; I:charity; B:old debt; F:trusts hierarchy.

**905** Vani Tealeaf, Halfling (Stout) Rogue; S11 D15 C8 I12 W9 C13; 7 hp; Acrobatics, Deception, Investigation, Performance, Sleight of Hand, Stealth; Three-Dragon Ante, Poisoner, Thieves' Tools; Common, Halfling, Thieves' Cant; rapier, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t99, 15 gp; ex-Criminal (Fence); T:haunted, optimistic; I:greed; B:killing mistake; F:stealing obsessed.

**906** Paela Ungart, Dwarf (Hill) Rogue; S9 D15 C8 I12 W11 C13; 8 hp; Acrobatics, Deception, Insight, Persuasion, Sleight of Hand, Stealth; Dice, Forgery, Thieves' Tools; Common, Dwarvish, Thieves' Cant; shortsword, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t25, 15 gp; ex-Criminal (Burglar); T:voracious reader, planner; I:self improvement; B:honorable; F:stealing obsessed.

**907** Lyle High-hill, Halfling (Stout) Rogue; S9 D15 C11 I11 W9 C13; 8

hp; Acrobatics, Athletics, Deception, Intimidation, Performance, Stealth; Dragonchess, Thieves' Tools, Vehicles (Land); Common, Halfling, Thieves' Cant; shortsword, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, insignia of rank, trophy, playing card set, common clothes, belt pouch, t19, 10 gp; ex-Soldier (Healer); T:inspiring, motivated; I:independence; B:ally defender; F:disrespectful.

**908** Urth Brightwood, Human (Illuskan) Cleric (Apollo); S12 D11 C12 I7 W15 C11; 9 hp; Athletics, Insight, Intimidation, Medicine; Dragonchess, Vehicles (Land); Common, Halfling; *guidance, resistance, sacred flame; bless, command, cure wounds, detect magic, guiding bolt*; mace, scale mail, javelin, explorer's pack, shield, holy symbol (emblem), insignia of rank, trophy, dice set, common clothes, belt pouch, t3, 10 gp; ex-Soldier (Infantry); T:friend maker, haunted; I:live and let live; B:text withholder; F:admits nothing.

**909** Grim Evenwood, Human (Tethyrian) Cleric (Arawai); S12 D10 C11 I10 W15 C10; 8 hp; Deception, History, Insight, Stealth; Cards, Thieves' Tools; Common, Goblin; *sacred flame, spare the dying, thaumaturgy; bless, cure wounds, detect magic, inflict wounds, sanctuary*; mace, scale mail, light hammer, explorer's pack, shield, holy symbol (reliquary), crowbar, dark common clothes, belt pouch, t31, 15 gp; ex-Criminal (Fence); T:troubled helper, slow truster; I:honor; B:relic recovery; F:plan forgetter.

**910** Falkrunn Ungart, Dwarf (Mountain) Wizard; S7 D13 C13 I14 W10 C11; 7 hp; Animal Handling, Investigation, Medicine, Survival; Leatherworker, Vehicles (Land); Common, Dwarvish; *minor illusion, prestidigitation, ray of frost; burning hands, comprehend languages, detect magic, magic missile, sleep, thunderwave*; dagger, component pouch, explorer's pack, spellbook, leatherworker's tools, shovel, iron pot, common clothes, belt pouch, t31, 10 gp; ex-Folk Hero (Militia Leader); T:open minded, reserved; I:might; B:specific lore; F:plan forgetter.

**911** Tharivol Goldpetal, Elf (Wood) Fighter (Archery); S12 D14 C12 I8 W11 C11; 11 hp; Arcana, History, Insight, Intimidation, Perception; Common, Deep Speech, Elvish, Gnomish; leather armor, longbow, 20 arrows, scimitar, shortsword, light crossbow, 20 bolts, dungeoneer's pack, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t59, 10 gp; ex-Sage (Scribe); T:sesquipedalian, open minded; I:beauty; B:answer seeker; F:disrespectful.

**912** Sum Qiao, Human (Shou) Fighter (Archery); S13 D13 C13 I13 W10 C6; 11 hp; Acrobatics, Athletics, Deception, Stealth; Dragonchess, Thieves' Tools; Common, Gnomish; leather armor, longbow, 20 arrows, blowgun, battleaxe, handaxe, handaxe, dungeoneer's pack, crowbar, dark common clothes, belt pouch, t19, 15 gp; ex-Criminal (Fence); T:reserved, sacred quoter; I:destiny; B:soul seller; F:demon studier.

**913** Callie Hilltopple, Halfling (Lightfoot) Fighter (Two-Weapon); S7 D20 C13 I6 W11 C10; 11 hp; Acrobatics, Athletics, Intimidation, Survival; Cards, Vehicles (Land); Common, Halfling; chain mail, shortsword, scimitar, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t44, 10 gp; ex-Soldier (Infantry); T:reserved, haunted; I:beauty; B:protect hapless; F:law obeyer.

**914** Hadarai Oakenheel, Elf (Wood) Cleric (Demeter); S10 D12 C14 I5 W18 C8; 10 hp; Insight, Medicine, Perception, Persuasion, Religion; Common, Elvish, Goblin, Primordial; *guidance, light, thaumaturgy; bless, command, cure wounds, detect magic, healing word, sanctuary, shield of faith*; mace, scale mail, light crossbow, 20 bolts, explorer's pack, shield, holy symbol (emblem), holy symbol (reliquary), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t50, 15 gp; ex-Acolyte; T:sacred quoter, direct; I:charity; B:ally defender; F:judgmental.

**915** Tana Hilltopple, Human (Damaran) Wizard; S8 D12 C14 I17 W6 C10; 8 hp; Animal Handling, History, Religion, Survival; Cartographer, Vehicles (Land); Common, Undercommon; *dancing lights, light, mage hand; burning hands, charm person, shield, silent image, sleep, thunderwave*; dagger, arcane focus (wand), scholar's pack, spellbook,

cartographer's tools, shovel, iron pot, common clothes, belt pouch, t96, 10 gp; ex-Folk Hero (Disaster Saver); T:erronously sesquipedalian, slow truster; I:redemption; B:tool carrier; F:ally distruster.

**916** Osborn Goodbarrel, Halfling (Stout) Fighter (Two-Weapon); S10 D17 C14 I9 W6 C11; 12 hp; Acrobatics, Animal Handling, Intimidation, Survival; Glassblower, Vehicles (Land); Common, Halfling; chain mail, scimitar, scimitar, light crossbow, 20 bolts, dungeoneer's pack, glassblower's tools, shovel, iron pot, common clothes, belt pouch, t25, 10 gp; ex-Folk Hero (Disaster Saver); T:omen finder, troubled helper; I:sincerity; B:land lover; F:city vices.

**917** Himo Gemblossom, Elf (Wood) Rogue; S9 D17 C9 I11 W10 C11; 7 hp; Acrobatics, Athletics, Deception, Investigation, Perception, Persuasion, Stealth; Dice, Disguise, Thieves' Tools; Common, Elvish, Thieves' Cant; rapier, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t81, 15 gp; ex-Criminal (Blackmailer); T:peacemaker, friend maker; I:people; B:stolen keepsake; F:enemy hater.

**918** Osborn Kung, Halfling (Stout) Fighter (Dueling); S13 D9 C16 I14 W5 C10; 13 hp; Acrobatics, Athletics, Intimidation, Survival; Cards, Vehicles (Land); Common, Halfling; chain mail, morningstar, war pick, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t34, 10 gp; ex-Soldier (Infantry); T:action oriented, intolerant; I:nation; B:old debt; F:law obeyer.

**919** Rangrim Strakeln, Dwarf (Mountain) Wizard; S10 D11 C13 I16 W9 C8; 7 hp; Arcana, Insight, Investigation, Religion; Common, Dwarvish, Gnomish, Halfling; fire bolt, light, mage hand; burning hands, charm person, comprehend languages, identify, magic missile, thunderwave; quarterstaff, arcane focus (crystal), explorer's pack, spellbook, holy symbol (reliquary), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t85, 15 gp; ex-Acolyte; T:direct, intolerant; I:knowledge; B:crushing defeat; F:trusts hierarchy.

**920** Wellby Chergoba, Halfling (Lightfoot) Fighter (Dueling); S16 D12 C12 I7 W10 C10; 11 hp; Animal Handling, Athletics, History, Survival; Tinker, Vehicles (Land); Common, Halfling; chain mail, shield, battleaxe, handaxe, handaxe, explorer's pack, tinker's tools, shovel, iron pot, common clothes, belt pouch, t69, 10 gp; ex-Folk Hero (Militia Leader); T:unflinching, bored; I:might ; B:missing family; F:ally distruster.

**921** Tharivol Starflower, Elf (Wood) Cleric (Re-Horakhty); S10 D12 C12 I8 W16 C9; 9 hp; Athletics, Intimidation, Medicine, Perception, Religion; Dragonchess, Vehicles (Land); Common, Elvish; resistance, sacred flame, thaumaturgy; bless, cure wounds, healing word, inflict wounds, sanctuary, shield of faith; mace, scale mail, light crossbow, 20 bolts, priest's pack, shield, holy symbol (emblem), insignia of rank, trophy, dice set, common clothes, belt pouch, t66, 10 gp; ex-Soldier (Scout); T:strong, reserved; I:might ; B:terrible guilt; F:enemy hater.

**922** Lavinia Stormwind, Human (Illuskan) Fighter (Dueling); S15 D8 C14 I8 W8 C14; 12 hp; Animal Handling, Athletics, Intimidation, Perception; Dragonchess, Vehicles (Land); Common, Elvish; chain mail, shield, trident, handaxe, handaxe, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t34, 10 gp; ex-Soldier (Healer); T:strong, polite; I:change; B:tool carrier; F:law obeyer.

**923** Taklinn Hilltopple, Halfling (Stout) Cleric (Ilmater); S14 D10 C12 I9 W15 C7; 9 hp; History, Insight, Medicine, Religion; Common, Goblin, Halfling, Orc; guidance, resistance, sacred flame; bless, command, cure wounds, guiding bolt, sanctuary; mace, chain mail, spear, priest's pack, shield, holy symbol (emblem), holy symbol (amulet), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t90, 15 gp; ex-Acolyte; T:peacemaker, risk taker; I:freedom; B:text withholder; F:judgmental.

**924** Althaea Tealeaf, Halfling (Stout) Cleric (Diancecht); S12 D15 C10 I7 W14 C9; 8 hp; Deception, Insight, Persuasion, Stealth; Dice, Thieves' Tools; Common, Halfling; light, resistance, sacred flame; bless, command, cure wounds, healing word, sanctuary; mace, scale mail, light crossbow, 20 bolts, priest's pack, shield, holy symbol (reliquary),

crowbar, dark common clothes, belt pouch, t92, 15 gp; ex-Criminal (Smuggler); T:inspiring, planner; I:tradition; B:become great; F:obvious liar.

**925** Bruenor Frostbeard, Dwarf (Hill) Fighter (Great Weapon); S13 D7 C15 I10 W13 C9; 13 hp; Acrobatics, Athletics, Intimidation, Perception; Dragonchess, Vehicles (Land); Common, Dwarvish; chain mail, maul, longbow, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t94, 10 gp; ex-Soldier (Cavalry); T:unflinching, reserved; I:independence; B:brothers in arms; F:tyrant hunted.

**926** Theren Ironfist, Elf (High) Cleric (Apollo); S9 D8 C13 I13 W15 C9; 9 hp; Deception, Medicine, Perception, Persuasion, Stealth; Cards, Thieves' Tools; Common, Celestial, Elvish; shocking grasp; resistance, spare the dying, thaumaturgy; bless, command, cure wounds, detect magic, inflict wounds; mace, scale mail, javelin, explorer's pack, shield, holy symbol (amulet), crowbar, dark common clothes, belt pouch, t88, 15 gp; ex-Criminal (Fence); T:direct, calm; I:charity ; B:terrible guilt; F:trusts faithful.

**927** Jelenneth Galanodel, Elf (Wood) Rogue; S9 D15 C6 I12 W12 C13; 6 hp; Acrobatics, Deception, Insight, Intimidation, Perception, Performance, Stealth; Dice, Forgery, Thieves' Tools; Common, Elvish, Thieves' Cant; shortsword, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t63, 15 gp; ex-Criminal (Fence); T:erronously sesquipedalian, unflinching; I:self improvement; B:non abandoner; F:plan forgetter.

**928** Lyle Thorngage, Halfling (Lightfoot) Fighter (Archery); S9 D15 C13 I8 W11 C11; 11 hp; Acrobatics, Animal Handling, Athletics, Intimidation; Dice, Vehicles (Land); Common, Halfling; chain mail, blowgun, scimitar, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t82, 10 gp; ex-Soldier (Healer); T:inspiring, idolater; I:live and let live; B:ally defender; F:easily distracted.

**929** Nephis Sepret, Human (Mulan) Fighter (Archery); S11 D15 C12 I8 W10 C11; 11 hp; Acrobatics, Athletics, History, Intimidation; Dragonchess, Vehicles (Land); Common, Dwarvish; leather armor, longbow, 20 arrows, scimitar, warhammer, handaxe, handaxe, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t78, 10 gp; ex-Soldier (Scout); T:friend maker, intolerant; I:honor; B:soul seller; F:enemy hater.

**930** Meilil Rein, Human (Calishite) Fighter (Two-Weapon); S11 D15 C11 I9 W12 C9; 10 hp; Acrobatics, Animal Handling, Deception, Stealth; Dice, Thieves' Tools; Common, Goblin; leather armor, longbow, 20 arrows, scimitar, shortsword, handaxe, handaxe, explorer's pack, crowbar, dark common clothes, belt pouch, t70, 15 gp; ex-Criminal (Enforcer); T:planner, action judge; I:change; B:library preserver; F:obvious liar.

**931** Meilil Mostana, Human (Calishite) Rogue; S11 D14 C8 I11 W9 C14; 7 hp; Animal Handling, Deception, Intimidation, Investigation, Performance, Survival; Painter, Thieves' Tools, Vehicles (Land); Common, Gnomish, Thieves' Cant; rapier, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, painter's supplies, shovel, iron pot, common clothes, belt pouch, t90, 10 gp; ex-Folk Hero (Corrupt Theft); T:sesquipedalian, determined; I:might; B:protect hapless; F:mystery obsessed.

**932** Erdan Meliamne, Elf (Wood) Wizard; S7 D13 C13 I14 W12 C8; 7 hp; Insight, Investigation, Medicine, Perception, Religion; Common, Abyssal, Elvish, Giant; light, prestidigitation, ray of frost; burning hands, charm person, detect magic, silent image, sleep, thunderwave; quarterstaff, component pouch, explorer's pack, spellbook, holy symbol (emblem), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t79, 15 gp; ex-Acolyte; T:tolerant, secret hoarder; I:greater good; B:heretic revenge; F:plan forgetter.

**933** Arizima Sepret, Human (Mulan) Wizard; S11 D13 C13 I14 W7 C9; 7 hp; Arcana, History, Investigation, Religion; Common, Abyssal, Giant,



Orc; *dancing lights, fire bolt, ray of frost, burning hands, comprehend languages, detect magic, mage armor, magic missile, thunderwave*; quarterstaff, arcane focus (orb), explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t36, 10 gp; ex-Sage (Wizards Apprentice); T:sesquipedalian, voracious reader; I:self improvement; B:bully revenger; F:trusts hierarchy.

**934** Bardryn Battlehammer, Dwarf (Mountain) Rogue; S9 D14 C11 I9 W12 C12; 8 hp; Deception, Insight, Intimidation, Performance, Persuasion, Stealth; Dice, Disguise, Thieves' Tools; Common, Dwarvish, Thieves' Cant; shortsword, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t16, 15 gp; ex-Criminal (Hired Killer); T:bon vivant, calm; I:power; B:crushing defeat; F:admits nothing.

**935** Theirastra Gemflower, Elf (Wood) Cleric (Ilmater); S11 D12 C11 I11 W14 C8; 8 hp; Insight, Medicine, Perception, Persuasion, Religion; Common, Deep Speech, Elvish, Orc; *sacred flame, spare the dying, thaumaturgy*; bless, cure wounds, detect magic, healing word, sanctuary; mace, scale mail, light crossbow, 20 bolts, priest's pack, shield, holy symbol (amulet), holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t80, 15 gp; ex-Acolyte; T:polite, optimistic; I:change; B:answer seeker; F:disrespectful.

**936** Mialee Stayanoga, Elf (Wood) Cleric (Lathander); S12 D11 C10 I7 W18 C8; 8 hp; Athletics, Intimidation, Medicine, Perception, Persuasion; Dice, Vehicles (Land); Common, Elvish; *resistance, spare the dying, thaumaturgy*; bless, command, cure wounds, detect magic, guiding bolt, healing word, sanctuary; mace, scale mail, light hammer, priest's pack, shield, holy symbol (reliquary), insignia of rank, trophy, playing card set, common clothes, belt pouch, t80, 10 gp; ex-Soldier (Scout); T:slow speaker, direct; I:beauty; B:land lover; F:disrespectful.

**937** Heian Moonbrook, Elf (High) Rogue; S7 D17 C9 I15 W8 C10; 7 hp; Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Stealth; Dragonchess, Forgery, Thieves' Tools; Common, Elvish, Orc, Thieves' Cant; *ray of frost*; shortsword, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t27, 15 gp; ex-Criminal (Blackmailer); T:idolater, motivated; I:charity; B:become great; F:suspicious.

**938** Kanithar Murnyethara, Human (Rashemi) Cleric (Apollo); S11 D7 C17 I9 W13 C9; 11 hp; Insight, Medicine, Persuasion, Religion; Common, Draconic, Giant, Infernal; *resistance, spare the dying, thaumaturgy*; bless, cure wounds, inflict wounds, sanctuary; mace, scale mail, light hammer, priest's pack, shield, holy symbol (emblem), holy symbol (amulet), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t82, 15 gp; ex-Acolyte; T:tolerant, polite; I:power; B:text preservation; F:suspicious.

**939** Zasheir Dankil, Dwarf (Mountain) Rogue; S9 D17 C10 I9 W8 C13; 8 hp; Acrobatics, Deception, Intimidation, Persuasion, Sleight of Hand, Stealth; Cards, Poisoner, Thieves' Tools; Common, Dwarvish, Thieves' Cant; shortsword, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t98, 15 gp; ex-Criminal (Enforcer); T:touchy, optimistic; I:honor; B:protect hapless; F:suspicious.

**940** Torgga Fireforge, Dwarf (Mountain) Rogue; S7 D12 C11 I17 W10 C9; 8 hp; Deception, Intimidation, Performance, Persuasion, Sleight of Hand, Stealth; Dragonchess, Poisoner, Thieves' Tools; Common, Dwarvish, Thieves' Cant; shortsword, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t1, 15 gp; ex-Criminal (Burglar); T:calm, valuable noter; I:power; B:stolen keepsake; F:overconfident.

**941** Vani High-hill, Halfling (Lightfoot) Fighter (Dueling); S17 D10 C11 I10 W8 C10; 10 hp; Athletics, History, Insight, Intimidation; Dragonchess, Vehicles (Land); Common, Halfling; chain mail, shield, trident, handaxe, handaxe, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t5, 10 gp; ex-Soldier (Infantry); T:polite, haunted; I:no limits; B:specific lore; F:complicated solver.

**942** Eldeth Rumnaheim, Dwarf (Mountain) Wizard; S9 D11 C16 I16 W7 C7; 9 hp; Arcana, History, Investigation, Religion; Common, Dwarvish, Gnomish, Halfling; *dancing lights, light, prestidigitation; burning hands, detect magic, mage armor, magic missile, shield, sleep*; quarterstaff, arcane focus (crystal), explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t69, 10 gp; ex-Sage (Alchemist); T:omen finder, strong; I:destiny; B:specific lore; F:suspicious.

**943** Rangrim Greenbottle, Dwarf (Hill) Cleric (Diancecht); S12 D11 C13 I6 W16 C8; 10 hp; Athletics, Intimidation, Medicine, Religion; Cards, Vehicles (Land); Common, Dwarvish; *light, resistance, sacred flame; bless, cure wounds, detect magic, healing word, sanctuary, shield of faith*; warhammer, scale mail, javelin, priest's pack, shield, holy symbol (amulet), insignia of rank, trophy, playing card set, common clothes, belt pouch, t42, 10 gp; ex-Soldier (Officer); T:crude, horribly awkward; I:self improvement; B:non abandoner; F:overconfident.

**944** Keyleth Nailo, Elf (Wood) Rogue; S11 D15 C7 I12 W7 C14; 6 hp; Animal Handling, Intimidation, Investigation, Perception, Persuasion, Sleight of Hand, Survival; Potter, Thieves' Tools, Vehicles (Land); Common, Elvish, Thieves' Cant; rapier, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, potter's tools, shovel, iron pot, common clothes, belt pouch, t70, 10 gp; ex-Folk Hero (Tyrant Defier); T:confident, cloistered; I:no limits; B:bully revenger; F:enemy hater.

**945** Portia Loderr, Halfling (Stout) Rogue; S9 D15 C6 I12 W11 C13; 6 hp; Acrobatics, Deception, Investigation, Persuasion, Sleight of Hand, Stealth; Disguise, Dragonchess, Thieves' Tools; Common, Halfling, Thieves' Cant; shortsword, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t75, 15 gp; ex-Criminal (Blackmailer); T:haunted, intolerant; I:faith; B:soul seller; F:complicated solver.

**946** Rurik Rumnaheim, Dwarf (Hill) Rogue; S4 D14 C8 I13 W14 C13; 8 hp; Acrobatics, Deception, Perception, Performance, Sleight of Hand, Stealth; Dice, Disguise, Thieves' Tools; Common, Dwarvish, Thieves' Cant; shortsword, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t90, 15 gp; ex-Criminal (Enforcer); T:motivated, touchy; I:greed; B:relic recovery; F:demon studier.

**947** Ulfgar Marsk, Dwarf (Mountain) Wizard; S13 D9 C14 I14 W7 C9; 8 hp; Arcana, History, Medicine, Religion; Common, Draconic, Dwarvish, Orc; *fire bolt, light, mage hand; detect magic, mage armor, magic missile, shield, silent image, sleep*; quarterstaff, component pouch, explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t77, 10 gp; ex-Sage (Wizards Apprentice); T:mystery lover, slow truster; I:no limits; B:answer seeker; F:complicated solver.

**948** Hlin Loderr, Dwarf (Hill) Rogue; S8 D14 C12 I10 W9 C13; 10 hp; Deception, Intimidation, Performance, Persuasion, Sleight of Hand, Stealth; Dragonchess, Poisoner, Thieves' Tools; Common, Dwarvish, Thieves' Cant; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t30, 15 gp; ex-Criminal (Enforcer); T:valuable noter, confident; I:fairness; B:become great; F:afraid.

**949** Falkrunn Holderhek, Dwarf (Hill) Rogue; S7 D14 C10 I12 W12 C11; 9 hp; Acrobatics, Deception, Intimidation, Perception, Sleight of Hand, Stealth; Dice, Poisoner, Thieves' Tools; Common, Dwarvish, Thieves' Cant; shortsword, shortsword, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t37, 15 gp; ex-Criminal (Enforcer); T:optimistic, slow speaker; I:people; B:common people; F:trusts faithful.

**950** Alton Tealeaf, Halfling (Lightfoot) Wizard; S10 D13 C13 I13 W10 C7; 7 hp; Athletics, History, Intimidation, Investigation; Dice, Vehicles (Land); Common, Halfling; *fire bolt, ray of frost, shocking grasp; burning hands, charm person, detect magic, silent image, sleep, thunderwave*; quarterstaff, component pouch, explorer's pack, spellbook, insignia of

rank, trophy, dice set, common clothes, belt pouch, t43, 10 gp; ex-Soldier (Support Staff); T:unflinching, motivated; I:greater good; B:family support; F:innocent condemner.

**951** Bree Silverfrond, Elf (High) Cleric (Ilmater); S11 D13 C11 I12 W13 C6; 8 hp; History, Insight, Medicine, Perception, Religion; Common, Dwarvish, Elvish, Giant, Goblin; *dancing lights; light, sacred flame, spare the dying; bless, cure wounds, guiding bolt, sanctuary*; mace, scale mail, light crossbow, 20 bolts, explorer's pack, shield, holy symbol (amulet), holy symbol (reliquary), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t19, 15 gp; ex-Acolyte; T:valuable noter, unflinching; I:faith; B:non abandoner; F:stealing obsessed.

**952** Gardain Brawnnavil, Dwarf (Mountain) Cleric (Boldrei); S12 D10 C12 I10 W13 C9; 9 hp; Athletics, Intimidation, Persuasion, Religion; Dice, Vehicles (Land); Common, Dwarvish; *guidance, light, sacred flame; bless, cure wounds, sanctuary, shield of faith*; warhammer, scale mail, dagger, priest's pack, shield, holy symbol (amulet), insignia of rank, trophy, dice set, common clothes, belt pouch, t97, 10 gp; ex-Soldier (Officer); T:reserved, polite; I:charity; B:temple protection; F:admits nothing.

**953** Falkrinn Loderr, Dwarf (Hill) Fighter (Two-Weapon); S10 D12 C13 I9 W12 C10; 12 hp; Animal Handling, History, Intimidation, Survival; Vehicles (Land), Weaver; Common, Dwarvish; leather armor, longbow, 20 arrows, shortsword, scimitar, light crossbow, 20 bolts, dungeoneer's pack, weaver's tools, shovel, iron pot, common clothes, belt pouch, t87, 10 gp; ex-Folk Hero (Tyrant Defier); T:confident, voracious reader; I:destiny; B:bully revenger; F:money chooser.

**954** Tharivol Oakenheel, Elf (High) Wizard; S5 D13 C16 I13 W8 C10; 9 hp; Arcana, History, Insight, Perception, Religion; Common, Elvish, Gnomish, Halfling, Orc; *light, mage hand, prestidigitation, ray of frost; charm person, comprehend languages, detect magic, mage armor, shield, thunderwave*; dagger, arcane focus (staff), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t37, 10 gp; ex-Sage (Researcher); T:sesquipedalian, determined; I:fairness; B:family support; F:admits nothing.

**955** Nedda Thorngage, Halfling (Lightfoot) Fighter (Great Weapon); S15 D12 C14 I12 W6 C6; 12 hp; Athletics, Deception, Intimidation, Stealth; Dragonchess, Thieves' Tools; Common, Halfling; chain mail, warhammer, battleaxe, light crossbow, 20 bolts, dungeoneer's pack, crowbar, dark common clothes, belt pouch, t97, 15 gp; ex-Criminal (Pickpocket); T:motivated, slow speaker; I:faith; B:hapless defender; F:impulsive speaker.

**956** Ielenia Goldpetal, Elf (Wood) Rogue; S8 D15 C12 I11 W6 C13; 9 hp; Acrobatics, Deception, Investigation, Perception, Performance, Sleight of Hand, Stealth; Dragonchess, Poisoner, Thieves' Tools; Common, Elvish, Thieves' Cant; shortsword, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t58, 15 gp; ex-Criminal (Enforcer); T:slow truster, horribly awkward; I:charity; B:stolen keepsake; F:innocent condemner.

**957** Paelias Underbough, Elf (Wood) Cleric (Boldrei); S11 D8 C12 I9 W15 C10; 9 hp; Athletics, Insight, Intimidation, Medicine, Perception; Cards, Vehicles (Land); Common, Elvish; *guidance, resistance, sacred flame; bless, cure wounds, detect magic, healing word, sanctuary*; mace, scale mail, spear, priest's pack, shield, holy symbol (reliquary), insignia of rank, trophy, dice set, common clothes, belt pouch, t18, 10 gp; ex-Soldier (Standard Bearer); T:troubled helper, direct; I:freedom; B:hapless defender; F:shameful secret.

**958** Thia Rumnaheim, Dwarf (Hill) Cleric (Demeter); S12 D8 C14 I12 W14 C5; 11 hp; Arcana, History, Medicine, Religion; Common, Celestial, Dwarvish, Orc; *sacred flame, spare the dying, thaumaturgy; bless, command, cure wounds, sanctuary, shield of faith*; warhammer, chain mail, spear, priest's pack, shield, holy symbol (amulet), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t84, 10 gp; ex-Sage (Professor); T:secret hoarder, horribly awkward; I:responsibility; B:killing mistake; F:mystery obsessed.

**959** Shaena Gemflower, Elf (High) Cleric (Arawai); S12 D12 C11 I8 W13 C9; 8 hp; Athletics, Insight, Intimidation, Medicine, Perception; Dragonchess, Vehicles (Land); Common, Elvish, Goblin; *minor illusion; guidance, light, resistance; bless, cure wounds, inflict wounds, sanctuary*; mace, scale mail, light crossbow, 20 bolts, explorer's pack, shield, holy symbol (reliquary), insignia of rank, trophy, dice set, common clothes, belt pouch, t70, 10 gp; ex-Soldier (Support Staff); T:haunted, unflinching; I:live and let live; B:hapless defender; F:secret blabber.

**960** Jillian Diamonddew, Halfling (Lightfoot) Cleric (Lathander); S11 D10 C11 I10 W13 C10; 8 hp; Athletics, Insight, Intimidation, Medicine; Cards, Vehicles (Land); Common, Halfling; *light, resistance, sacred flame; bless, cure wounds, guiding bolt, sanctuary*; mace, scale mail, javelin, priest's pack, shield, holy symbol (reliquary), insignia of rank, trophy, playing card set, common clothes, belt pouch, t60, 10 gp; ex-Soldier (Cavalry); T:fair, touchy; I:nation; B:text withholder; F:secret mistake.

**961** Bor Starflower, Elf (Wood) Rogue; S4 D16 C8 I13 W11 C12; 7 hp; Acrobatics, Deception, Investigation, Perception, Performance, Sleight of Hand, Stealth; Disguise, Dragonchess, Thieves' Tools; Common, Elvish, Thieves' Cant; rapier, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t19, 15 gp; ex-Criminal (Enforcer); T:confident, bored; I:honor; B:stolen keepsake; F:quick retreat.

**962** Merla High-hill, Halfling (Stout) Fighter (Two-Weapon); S9 D16 C13 I8 W8 C10; 11 hp; Arcana, Athletics, History, Intimidation; Common, Elvish, Giant, Halfling; chain mail, shortsword, shortsword, light crossbow, 20 bolts, explorer's pack, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t7, 10 gp; ex-Sage (Discredited Academic); T:voracious reader, sesquipedalian; I:aspiration; B:text withholder; F:enemy hater.

**963** Shava Moonwhisper, Elf (Wood) Fighter (Great Weapon); S15 D14 C12 I4 W8 C11; 11 hp; Acrobatics, Athletics, Intimidation, Perception, Survival; Cards, Vehicles (Land); Common, Elvish; chain mail, glaive, shield, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t72, 10 gp; ex-Soldier (Support Staff); T:polite, inspiring; I:power; B:text withholder; F:mystery obsessed.

**964** Andraste Meliamne, Elf (Wood) Wizard; S5 D12 C13 I14 W9 C11; 7 hp; Animal Handling, History, Investigation, Perception, Survival; Glassblower, Vehicles (Land); Common, Elvish; *dancing lights, prestidigitation, ray of frost; charm person, comprehend languages, identify, mage armor, magic missile, sleep*; dagger, component pouch, explorer's pack, spellbook, glassblower's tools, shovel, iron pot, common clothes, belt pouch, t21, 10 gp; ex-Folk Hero (Militia Leader); T:action judge, erroneously sesquipedalian; I:beauty; B:tool carrier; F:tyrannical dreams.

**965** Lavinia Tealeaf, Halfling (Stout) Cleric (Demeter); S14 D12 C11 I8 W11 C8; 8 hp; Insight, Medicine, Persuasion, Religion; Common, Elvish, Goblin, Halfling; *resistance, sacred flame, thaumaturgy; bless, cure wounds, detect magic*; mace, chain mail, spear, priest's pack, shield, holy symbol (amulet), holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t7, 15 gp; ex-Acolyte; T:inspiring, tolerant; I:change; B:relic recovery; F:suspicious.

**966** Perrin Nightbreeze, Elf (High) Fighter (Great Weapon); S14 D10 C11 I11 W10 C8; 10 hp; Acrobatics, Animal Handling, Athletics, Perception, Survival; Cartographer, Vehicles (Land); Common, Elvish, Giant; *light*; chain mail, maul, greataxe, handaxe, handaxe, explorer's pack, cartographer's tools, shovel, iron pot, common clothes, belt pouch, t51, 10 gp; ex-Folk Hero (Army Hero); T:fair, direct; I:live and let live; B:sweetheart misser; F:stealing obsessed.

**967** Osborn Tealeaf, Halfling (Stout) Fighter (Dueling); S13 D9 C13 I9 W9 C11; 11 hp; Athletics, Deception, Insight, Stealth; Cards, Thieves' Tools; Common, Halfling; chain mail, shield, rapier, handaxe, handaxe, explorer's pack, crowbar, dark common clothes, belt pouch, t95, 15 gp; ex-Criminal (Blackmailer); T:planner, motivated; I:independence; B:student protector; F:judgmental.

**968** Shui Ungart, Elf (Wood) Fighter (Protection); S13 D12 C11 I10 W11 C7; 10 hp; Animal Handling, Athletics, Intimidation, Perception, Survival; Dice, Vehicles (Land); Common, Elvish; chain mail, shield, rapier, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t65, 10 gp; ex-Soldier (Infantry); T:direct, bored; I:might ; B:temple protection; F:law obeyer.

**969** Aust Strakeln, Elf (Wood) Wizard; S7 D12 C11 I12 W10 C12; 6 hp; Arcana, Deception, Investigation, Perception, Stealth; Three-Dragon Ante, Thieves' Tools; Common, Elvish; *fire bolt, light, mage hand, burning hands, detect magic, identify, magic missile, shield, sleep*; dagger, component pouch, explorer's pack, spellbook, crowbar, dark common clothes, belt pouch, t41, 15 gp; ex-Criminal (Fence); T:sesquipedalian, valuable noter; I:respect; B:hapless defender; F:money chooser.

**970** Cora Tallstag, Halfling (Stout) Cleric (Apollo); S12 D11 C12 I9 W12 C8; 9 hp; History, Insight, Medicine, Religion; Common, Dwarvish, Elvish, Halfling; *resistance, sacred flame, spare the dying; bless, cure wounds, detect magic, guiding bolt*; mace, scale mail, javelin, explorer's pack, shield, holy symbol (emblem), holy symbol (reliquary), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch, t78, 15 gp; ex-Acolyte; T:idolater, action judge; I:responsibility; B:sweetheart misser; F:suspicious.

**971** Esvele Dndragon, Human (Tethyrian) Cleric (Hathor); S12 D7 C15 I8 W16 C5; 10 hp; Arcana, History, Insight, Medicine; Common, Draconic, Gnomish, Orc; *sacred flame, spare the dying, thaumaturgy, bless, command, cure wounds, guiding bolt, healing word, shield of faith*; mace, chain mail, dagger, explorer's pack, shield, holy symbol (amulet), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t20, 10 gp; ex-Sage (Librarian); T:voracious reader, sesquipedalian; I:power ; B:protect hapless; F:demon studier.

**972** Meriele Xiloscient, Elf (Wood) Fighter (Great Weapon); S16 D13 C10 I9 W5 C10; 10 hp; Acrobatics, Athletics, Insight, Intimidation, Perception; Three-Dragon Ante, Vehicles (Land); Common, Elvish; chain mail, warhammer, heavy crossbow, handaxe, handaxe, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t35, 10 gp; ex-Soldier (Cavalry); T:strong, determined; I:nation; B:common people; F:secret blabber.

**973** Dagnal Siannodel, Elf (High) Fighter (Two-Weapon); S9 D16 C11 I11 W7 C9; 10 hp; Acrobatics, Athletics, History, Intimidation, Perception; Dice, Vehicles (Land); Common, Elvish, Orc; *fire bolt*; leather armor, longbow, 20 arrows, scimitar, shortsword, handaxe, handaxe, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t27, 10 gp; ex-Soldier (Healer); T:valuable noter, polite; I:live and let live; B:killing mistake; F:admits nothing.

**974** Paela Loderr, Dwarf (Hill) Cleric (Arawai); S10 D9 C14 I8 W13 C9; 11 hp; Deception, Insight, Medicine, Stealth; Dragonchess, Thieves' Tools; Common, Dwarvish; *resistance, sacred flame, thaumaturgy; bless, cure wounds, inflict wounds, sanctuary*; warhammer, scale mail, light hammer, explorer's pack, shield, holy symbol (emblem), crowbar, dark common clothes, belt pouch, t97, 15 gp; ex-Criminal (Pickpocket); T:motivated, planner; I:freedom ; B:specific lore; F:quick retreat.

**975** Valanthe Nightbreeze, Elf (Wood) Rogue; S11 D14 C9 I11 W6 C12; 7 hp; Acrobatics, Deception, Intimidation, Investigation, Perception, Persuasion, Stealth; Three-Dragon Ante, Poisoner, Thieves' Tools; Common, Elvish, Thieves' Cant; shortsword, shortsword, explorer's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t87, 15 gp; ex-Criminal (Hired Killer); T:slow truster, valuable noter; I:change; B:become great; F:stealing obsessed.

**976** Rurik Dankil, Dwarf (Hill) Wizard; S10 D11 C14 I12 W7 C9; 9 hp; Arcana, History, Investigation, Religion; Common, Dwarvish, Giant, Halfling; *dancing lights, mage hand, minor illusion; burning hands, mage armor, shield, silent image, sleep, thunderwave*; dagger, arcane focus (staff), scholar's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t32, 10 gp;

ex-Sage (Astronomer); T:confident, sesquipedalian; I:greed; B:missing family; F:secret blabber.

**977** Gurdis Ungart, Dwarf (Hill) Rogue; S5 D13 C10 I12 W10 C13; 9 hp; Deception, Intimidation, Investigation, Perception, Performance, Stealth; Disguise, Dragonchess, Thieves' Tools; Common, Dwarvish, Thieves' Cant; shortsword, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t96, 15 gp; ex-Criminal (Smuggler); T:slow truster, valuable noter; I:charity ; B:non abandoner; F:impulsive speaker.

**978** Blath Tallstag, Human (Tethyrian) Wizard; S10 D11 C11 I12 W9 C10; 6 hp; Deception, Insight, Religion, Stealth; Dragonchess, Thieves' Tools; Common, Goblin; *fire bolt, mage hand, ray of frost; burning hands, charm person, detect magic, shield, sleep, thunderwave*; dagger, arcane focus (wand), explorer's pack, spellbook, crowbar, dark common clothes, belt pouch, t56, 15 gp; ex-Criminal (Hired Killer); T:planner, risk taker; I:freedom; B:soul seller; F:tyrant hunted.

**979** Torgga Lutgehr, Dwarf (Mountain) Fighter (Two-Weapon); S11 D15 C16 I7 W6 C7; 13 hp; Athletics, Insight, Intimidation, Perception; Dice, Vehicles (Land); Common, Dwarvish; leather armor, longbow, 20 arrows, scimitar, shortsword, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t66, 10 gp; ex-Soldier (Cavalry); T:touchy, calm; I:might ; B:non abandoner; F:fearful.

**980** Kethoth Brawnnavil, Dwarf (Hill) Fighter (Great Weapon); S15 D6 C13 I9 W11 C8; 12 hp; Athletics, Insight, Intimidation, Perception; Dice, Vehicles (Land); Common, Dwarvish; chain mail, greataxe, shield, light crossbow, 20 bolts, dungeoneer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t45, 10 gp; ex-Soldier (Officer); T:haunted, horribly awkward; I:redemption; B:student protector; F:fearful.

**981** Errich Goodbarrel, Halfling (Stout) Rogue; S9 D15 C8 I10 W9 C11; 7 hp; Animal Handling, Deception, Intimidation, Investigation, Persuasion, Survival; Jeweler, Thieves' Tools, Vehicles (Land); Common, Halfling, Thieves' Cant; shortsword, shortbow, 20 arrows, dungeoneer's pack, leather armor, dagger, dagger, thieves' tools, jeweler's tools, shovel, iron pot, common clothes, belt pouch, t62, 10 gp; ex-Folk Hero (Monster Facer); T:optimistic, action judge; I:fairness; B:bully revenger; F:plan forgetter.

**982** Yasheira Khalid, Human (Calishite) Cleric (Mishakal); S13 D8 C9 I10 W14 C8; 7 hp; Arcana, History, Insight, Medicine; Common, Abyssal, Deep Speech, Draconic; *guidance, resistance, spare the dying; bless, command, cure wounds, inflict wounds, sanctuary*; mace, chain mail, javelin, explorer's pack, shield, holy symbol (reliquary), bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t48, 10 gp; ex-Sage (Wizards Apprentice); T:sesquipedalian, slow speaker; I:freedom; B:sweetheart misser; F:overconfident.

**983** Darrak Ungart, Dwarf (Hill) Fighter (Archery); S9 D12 C14 I8 W7 C12; 13 hp; Animal Handling, Athletics, Intimidation, Perception; Dragonchess, Vehicles (Land); Common, Dwarvish; leather armor, longbow, 20 arrows, war pick, shortsword, handaxe, handaxe, dungeoneer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t83, 10 gp; ex-Soldier (Healer); T:slow truster, motivated; I:greater good; B:temple protection; F:admits nothing.

**984** Pieron Agosto, Human (Turami) Wizard; S9 D10 C12 I13 W9 C9; 7 hp; Deception, History, Investigation, Stealth; Three-Dragon Ante, Thieves' Tools; Common, Elvish; *dancing lights, mage hand, ray of frost; burning hands, charm person, detect magic, identify, magic missile, silent image*; quarterstaff, arcane focus (staff), scholar's pack, spellbook, crowbar, dark common clothes, belt pouch, t85, 15 gp; ex-Criminal (Smuggler); T:slow speaker, reserved; I:knowledge; B:answer seeker; F:plan forgetter.

**985** Flint Brawnnavil, Dwarf (Hill) Fighter (Dueling); S14 D8 C12 I8 W10 C9; 12 hp; Animal Handling, Insight, Intimidation, Survival; Vehicles (Land), Woodcarver; Common, Dwarvish; chain mail, flail, longbow, light crossbow, 20 bolts, dungeoneer's pack, woodcarver's tools, shovel, iron



pot, common clothes, belt pouch, t29, 10 gp; ex-Folk Hero (Army Hero); T: idolater, confidant; I: freedom; B: killing mistake; F: tyrant hunted.

**986** Reed Thorngage, Halfling (Lightfoot) Cleric (Diancecht); S11 D11 C11 I11 W12 C5; 8 hp; Athletics, Insight, Intimidation, Medicine; Cards, Vehicles (Land); Common, Halfling; *resistance, sacred flame, thaumaturgy; bless, cure wounds, detect magic, guiding bolt*; mace, scale mail, light crossbow, 20 bolts, explorer's pack, shield, holy symbol (reliquary), insignia of rank, trophy, playing card set, common clothes, belt pouch, t91, 10 gp; ex-Soldier (Standard Bearer); T: sesquipedalian, direct; I: charity; B: relic recovery; F: disrespectful.

**987** Lavinia Tallstag, Halfling (Lightfoot) Rogue; S9 D16 C6 I10 W6 C13; 6 hp; Animal Handling, Insight, Intimidation, Persuasion, Stealth, Survival; Thieves' Tools, Tinker, Vehicles (Land); Common, Halfling, Thieves' Cant; rapier, shortbow, 20 arrows, explorer's pack, leather armor, dagger, dagger, thieves' tools, tinker's tools, shovel, iron pot, common clothes, belt pouch, t34, 10 gp; ex-Folk Hero (Peasantry Trainer); T: action oriented, fair; I: freedom; B: ally defender; F: city vices.

**988** Arveene Fireforge, Dwarf (Mountain) Rogue; S11 D16 C9 I10 W5 C9; 7 hp; Acrobatics, Deception, Intimidation, Investigation, Sleight of Hand, Stealth; Dragonchess, Poisoner, Thieves' Tools; Common, Dwarvish, Thieves' Cant; rapier, shortsword, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t61, 15 gp; ex-Criminal (Hired Killer); T: motivated, bored; I: power; B: terrible guilt; F: trusts hierarchy.

**989** Liftrasa Ironfist, Dwarf (Mountain) Cleric (Mishakal); S13 D7 C13 I6 W11 C10; 9 hp; History, Insight, Medicine, Religion; Common, Dwarvish, Elvish, Halfling; *light, spare the dying, thaumaturgy; bless, command, cure wounds*; warhammer, chain mail, javelin, priest's pack, shield, holy symbol (amulet), holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t40, 15 gp; ex-Acolyte; T: motivated, action oriented; I: faith; B: soul seller; F: admits nothing.

**990** Galinndan Meliamne, Elf (Wood) Cleric (Apollo); S12 D6 C11 I6 W14 C10; 8 hp; Insight, Medicine, Perception, Persuasion, Religion; Common, Celestial, Elvish, Orc; *guidance, resistance, thaumaturgy; bless, command, cure wounds, healing word, sanctuary*; mace, chain mail, javelin, explorer's pack, shield, holy symbol (amulet), holy symbol (emblem), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t52, 15 gp; ex-Acolyte; T: valuable noter, sacred quoter; I: aspiration; B: common people; F: obsessive.

**991** Quara Hilltopple, Halfling (Stout) Wizard; S7 D12 C13 I12 W8 C7; 7 hp; Animal Handling, History, Insight, Survival; Glassblower, Vehicles (Land); Common, Halfling; *light, mage hand, prestidigitation; charm person, comprehend languages, detect magic, magic missile, shield, silent image*; dagger, component pouch, explorer's pack, spellbook, glassblower's tools, shovel, iron pot, common clothes, belt pouch, t97, 10 gp; ex-Folk Hero (Militia Leader); T: calm, secret hoarder; I: charity; B: hapless defender; F: tyrant hunted.

**992** Bardryn Battlehammer, Dwarf (Mountain) Cleric (Demeter); S13 D6 C13 I6 W12 C8; 9 hp; Insight, Medicine, Persuasion, Religion; Common, Dwarvish, Elvish, Sylvan; *light, resistance, thaumaturgy; bless, cure wounds, sanctuary, shield of faith*; mace, chain mail, spear, explorer's pack, shield, holy symbol (emblem), holy symbol (amulet), prayer wheel, 5 sticks of incense, vestments, common clothes, belt pouch, t52, 15 gp; ex-Acolyte; T: determined, open minded; I: charity; B: student protector; F: tyrant hunted.

**993** Garret Buckman, Human (Chondathan) Wizard; S5 D13 C10 I13 W8 C8; 6 hp; Arcana, History, Investigation, Religion; Common, Dwarvish, Elvish, Primordial; *fire bolt, mage hand, ray of frost; comprehend languages, identify, mage armor, shield, sleep, thunderwave*; dagger, component pouch, explorer's pack, spellbook, bottle of black ink, quill, small knife, letter from dead colleague, common clothes, belt pouch, t56, 10 gp; ex-Sage (Wizards Apprentice); T: mystery lover, friend maker; I: knowledge; B: soul seller; F: secret blabber.

**994** Hlin Ironfist, Dwarf (Hill) Cleric (Arawai); S9 D8 C11 I8 W14 C6; 9

hp; Deception, Insight, Religion, Stealth; Dice, Thieves' Tools; Common, Dwarvish; *light, sacred flame, thaumaturgy; bless, cure wounds, healing word, sanctuary, shield of faith*; warhammer, scale mail, javelin, explorer's pack, shield, holy symbol (amulet), crowbar, dark common clothes, belt pouch, t71, 15 gp; ex-Criminal (Smuggler); T: touchy, valuable noter; I: honor; B: common people; F: mystery obsessed.

**995** Eldon Goodbarrel, Halfling (Lightfoot) Cleric (Demeter); S10 D10 C10 I8 W10 C8; 8 hp; Animal Handling, Insight, Religion, Survival; Carpenter, Vehicles (Land); Common, Halfling; *light, resistance, sacred flame; bless, cure wounds, inflict wounds*; mace, scale mail, light crossbow, 20 bolts, priest's pack, shield, holy symbol (amulet), carpenter's tools, shovel, iron pot, common clothes, belt pouch, t57, 10 gp; ex-Folk Hero (Tyrant Defier); T: action judger, strong; I: destiny; B: honorable; F: city vices.

**996** Erevan Gemflower, Elf (Wood) Wizard; S8 D13 C10 I12 W7 C5; 6 hp; Animal Handling, Arcana, Investigation, Perception, Survival; Jeweler, Vehicles (Land); Common, Elvish; *dancing lights, mage hand, ray of frost; burning hands, mage armor, shield, silent image, sleep, thunderwave*; dagger, arcane focus (crystal), scholar's pack, spellbook, jeweler's tools, shovel, iron pot, common clothes, belt pouch, t4, 10 gp; ex-Folk Hero (People Armer); T: erroneously sesquipedalian, open minded; I: beauty; B: sweetheart misser; F: city vices.

**997** Errich Tealeaf, Halfling (Stout) Rogue; S8 D16 C7 I9 W5 C9; 6 hp; Acrobatics, Athletics, Deception, Investigation, Sleight of Hand, Stealth; Dice, Disguise, Thieves' Tools; Common, Halfling, Thieves' Cant; rapier, shortbow, 20 arrows, burglar's pack, leather armor, dagger, dagger, thieves' tools, crowbar, dark common clothes, belt pouch, t98, 15 gp; ex-Criminal (Smuggler); T: friend maker, fair; I: people; B: answer seeker; F: quick retreat.

**998** Perrin Goodbarrel, Halfling (Lightfoot) Cleric (Diancecht); S11 D11 C7 I7 W11 C7; 6 hp; Animal Handling, Insight, Medicine, Survival; Leatherworker, Vehicles (Land); Common, Halfling; *light, resistance, sacred flame; bless, cure wounds, inflict wounds*; mace, scale mail, javelin, priest's pack, shield, holy symbol (emblem), leatherworker's tools, shovel, iron pot, common clothes, belt pouch, t87, 10 gp; ex-Folk Hero (Disaster Saver); T: voracious reader, reserved; I: sincerity; B: killing mistake; F: tyrant hunted.

**999** Quarion Siannodel, Elf (Wood) Fighter (Defense); S11 D7 C9 I6 W10 C9; 9 hp; Animal Handling, Athletics, Intimidation, Perception, Survival; Dragonchess, Vehicles (Land); Common, Elvish; chain mail, shield, rapier, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, dice set, common clothes, belt pouch, t53, 10 gp; ex-Soldier (Healer); T: sesquipedalian, bored; I: live and let live; B: ally defender; F: law obeyer.

**1000** Rolen Gemflower, Elf (High) Fighter (Two-Weapon); S4 D13 C10 I10 W7 C5; 10 hp; Athletics, History, Intimidation, Perception, Survival; Three-Dragon Ante, Vehicles (Land); Common, Elvish, Orc; *minor illusion*; leather armor, longbow, 20 arrows, shortsword, shortsword, light crossbow, 20 bolts, explorer's pack, insignia of rank, trophy, playing card set, common clothes, belt pouch, t39, 10 gp; ex-Soldier (Scout); T: direct, bored; I: sincerity; B: text withholder; F: admits nothing.

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**Dwarves:**

**Hill:** 1-102 (Cleric 1-28, Fighter 29-46 (Archery 29-30, Defense 31-33, Dueling 34-36, Great Weapon 37-40, Protection 41-43, Two-Weapon 44-46), Rogue 47-79, Wizard 80-102)

**Mountain:** 103-234 (Cleric 103-131, Fighter 132-159 (Archery 132-133, Defense 134-137, Dueling 138-149, Great Weapon 150-157, Two-Weapon 158-159), Rogue 160-200, Wizard 201-234)

d234	###
1	157
2	303
3	354
4	848
5	974
6	994
7	175
8	628
9	394
10	580
11	732
12	766
13	867
14	958
15	116
16	943
17	402
18	563
19	873
20	585
21	614
22	555
23	762
24	842
25	717
26	785
27	613
28	870
29	722
30	983
31	174
32	358
33	571
34	502
35	532
36	985
37	364
38	866
39	925
40	980
41	254
42	268
43	403
44	56
45	588
46	953
47	14
48	23

49	33
50	98
51	109
52	131
53	255
54	321
55	322
56	433
57	440
58	492
59	493
60	495
61	496
62	546
63	560
64	562
65	570
66	576
67	686
68	724
69	758
70	817
71	827
72	831
73	861
74	878
75	906
76	946
77	948
78	949
79	977
80	7
81	108
82	126
83	273
84	324
85	435
86	439
87	504
88	509
89	565
90	593
91	633
92	645
93	651
94	678
95	731
96	741
97	751

98	771
99	775
100	786
101	882
102	976
103	578
104	582
105	844
106	458
107	666
108	675
109	952
110	517
111	662
112	805
113	144
114	267
115	296
116	376
117	515
118	519
119	992
120	292
121	237
122	577
123	715
124	4
125	320
126	799
127	660
128	989
129	208
130	282
131	491
132	80
133	528
134	2
135	199
136	449
137	683
138	53
139	153
140	202
141	223
142	327
143	342
144	446
145	551
146	676

147	708
148	840
149	890
150	21
151	36
152	391
153	506
154	604
155	650
156	773
157	804
158	836
159	979
160	10
161	15
162	63
163	88
164	90
165	110
166	182
167	221
168	226
169	258
170	275
171	307
172	313
173	334
174	335
175	337
176	347
177	374
178	423
179	459
180	481
181	485
182	516
183	547
184	564
185	572
186	610
187	656
188	739
189	747
190	782
191	784
192	798
193	813
194	815
195	834

196	891
197	934
198	939
199	940
200	988
201	22
202	45
203	71
204	74
205	101
206	152
207	181
208	184
209	211
210	229
211	305
212	349
213	350
214	355
215	379
216	428
217	464
218	473
219	482
220	494
221	548
222	568
223	631
224	637
225	639
226	748
227	753
228	777
229	810
230	865
231	910
232	919
233	942
234	947

**Elves:**

**High:** 1-129 (Cleric 1-25, Fighter 26-60 (Archery 26-36, Defense 37-40, Dueling 41-44, Great Weapon 45-48, Protection 49-52, Two-Weapon 53-60), Rogue 61-92, Wizard 93-129)

**Wood:** 130-270 (Cleric 130-168, Fighter 169-204 (Archery 169-179, Defense 180-181, Dueling 182-183, Great Weapon 184-192, Protection 193-197, Two-Weapon 198-204), Rogue 205-237, Wizard 238-270)

d270	###
1	382
2	408
3	859
4	926
5	959
6	217
7	227
8	461
9	590
10	862
11	323
12	566
13	682
14	904
15	720
16	333
17	338
18	602
19	951
20	539
21	735
22	141
23	276
24	332
25	589
26	64
27	82
28	150
29	186
30	218
31	318
32	442
33	592
34	723
35	742
36	812
37	180
38	538
39	595
40	605
41	390
42	497
43	764
44	781
45	11
46	34
47	460
48	966
49	27
50	122
51	360
52	823
53	78
54	399
55	779

56	838
57	855
58	856
59	973
60	1000
61	29
62	75
63	164
64	241
65	243
66	249
67	283
68	362
69	389
70	398
71	445
72	471
73	499
74	501
75	535
76	536
77	569
78	611
79	638
80	658
81	669
82	714
83	727
84	736
85	737
86	780
87	793
88	800
89	803
90	806
91	837
92	937
93	38
94	41
95	83
96	85
97	92
98	120
99	183
100	192
101	196
102	200
103	203
104	271
105	295
106	319
107	401
108	412
109	424
110	453
111	462

112	505
113	512
114	587
115	616
116	630
117	668
118	687
119	698
120	721
121	725
122	738
123	761
124	841
125	849
126	881
127	887
128	889
129	954
130	35
131	801
132	860
133	990
134	642
135	663
136	729
137	749
138	414
139	531
140	792
141	957
142	832
143	709
144	716
145	914
146	60
147	690
148	783
149	896
150	691
151	43
152	646
153	673
154	795
155	935
156	365
157	463
158	820
159	936
160	106
161	265
162	352
163	366
164	854
165	329
166	373
167	556

168	921
169	13
170	20
171	274
172	316
173	465
174	612
175	653
176	824
177	839
178	883
179	911
180	353
181	999
182	794
183	852
184	17
185	65
186	87
187	169
188	451
189	607
190	746
191	963
192	972
193	84
194	95
195	368
196	894
197	968
198	236
199	367
200	422
201	558
202	615
203	632
204	700
205	30
206	58
207	137
208	166
209	207
210	248
211	252
212	253
213	261
214	264
215	280
216	330
217	361
218	369
219	388
220	400
221	444
222	474
223	579

224	648
225	661
226	713
227	719
228	850
229	872
230	888
231	895
232	917
233	927
234	944
235	956
236	961
237	975
238	25
239	244
240	250
241	269
242	286
243	301
244	302
245	326
246	393
247	395
248	411
249	416
250	431
251	477
252	478
253	522
254	525
255	530
256	537
257	591
258	594
259	599
260	620
261	626
262	641
263	680
264	767
265	897
266	900
267	932
268	964
269	969
270	996



**Halflings:**

**Lightfoot:** 1-129(Cleric 1-37, Fighter 38-72 (Archery 38-45, Defense 46-47, Dueling 48-55, Great Weapon 56-59, Protection 60-62, Two-Weapon 63-72), Rogue 73-99, Wizard 100-129)

**Stout:** 130-250 (Cleric 130-158, Fighter 159-192 (Archery 159-171, Defense 172-173, Dueling 174-177, Great Weapon 178-181, Protection 182-183, Two-Weapon 184-192), Rogue 193-220, Wizard 221-250)

d250	###
1	149
2	487
3	828
4	91
5	679
6	705
7	377
8	385
9	420
10	750
11	70
12	438
13	647
14	864
15	995
16	567
17	986
18	998
19	378
20	623
21	586
22	757
23	858
24	384
25	434
26	652
27	671
28	743
29	419
30	543
31	710
32	711
33	960
34	386
35	486
36	755
37	876
38	68
39	179
40	290
41	443
42	554
43	730
44	821
45	928
46	617
47	728
48	59
49	117
50	142
51	293
52	314

53	363
54	920
55	941
56	230
57	529
58	879
59	955
60	294
61	450
62	514
63	72
64	130
65	251
66	483
67	511
68	596
69	670
70	745
71	877
72	913
73	40
74	112
75	121
76	154
77	194
78	198
79	232
80	234
81	279
82	312
83	317
84	387
85	397
86	500
87	508
88	518
89	552
90	553
91	574
92	600
93	603
94	644
95	694
96	765
97	811
98	875
99	987
100	48
101	96
102	129
103	135
104	145
105	176

106	185
107	197
108	209
109	239
110	311
111	344
112	348
113	357
114	383
115	405
116	454
117	456
118	468
119	622
120	649
121	702
122	707
123	763
124	818
125	826
126	868
127	874
128	892
129	950
130	16
131	42
132	672
133	759
134	970
135	598
136	640
137	119
138	266
139	415
140	489
141	521
142	542
143	830
144	965
145	259
146	693
147	788
148	924
149	213
150	807
151	899
152	12
153	634
154	884
155	923
156	507
157	118
158	843

159	32
160	113
161	162
162	406
163	432
164	479
165	550
166	618
167	627
168	744
169	769
170	772
171	819
172	356
173	847
174	359
175	752
176	918
177	967
178	466
179	689
180	833
181	880
182	467
183	608
184	54
185	76
186	170
187	256
188	545
189	789
190	791
191	916
192	962
193	49
194	73
195	77
196	94
197	125
198	127
199	167
200	206
201	235
202	263
203	346
204	409
205	503
206	523
207	524
208	549
209	609
210	696
211	740

212	768
213	770
214	816
215	863
216	905
217	907
218	945
219	981
220	997
221	50
222	62
223	66
224	103
225	132
226	220
227	245
228	299
229	315
230	372
231	410
232	421
233	425
234	472
235	510
236	557
237	597
238	659
239	665
240	677
241	684
242	685
243	699
244	733
245	774
246	808
247	829
248	846
249	902
250	991

**Humans:** 1-246 (Cleric 1-61, Fighter 62-128 (Archery 62-75, Defense 76-82, Dueling 83-98, Great Weapon 99-112, Protection 113-117, Two-Weapon 118-128), Rogue 129-180, Wizard 181-246)

d246	###
1	455
2	619
3	908
4	123
5	706
6	869
7	938
8	341
9	835
10	61
11	418
12	886
13	470
14	909
15	541
16	701
17	726
18	69
19	111
20	46
21	285
22	407
23	657
24	853
25	544
26	28
27	304
28	797
29	260
30	822
31	971
32	188
33	67
34	392
35	475
36	695
37	242
38	513
39	26
40	187
41	257
42	159
43	476
44	210
45	447
46	300
47	982
48	52
49	601
50	8

51	177
52	3
53	885
54	143
55	233
56	163
57	426
58	851
59	18
60	193
61	104
62	148
63	298
64	621
65	809
66	901
67	272
68	635
69	929
70	287
71	526
72	140
73	339
74	912
75	224
76	534
77	404
78	189
79	527
80	893
81	575
82	756
83	351
84	490
85	336
86	246
87	93
88	178
89	922
90	165
91	278
92	306
93	171
94	277
95	81
96	55
97	191
98	469
99	308
100	51
101	776

102	151
103	413
104	436
105	100
106	173
107	215
108	654
109	754
110	57
111	216
112	667
113	581
114	138
115	114
116	381
117	457
118	930
119	147
120	155
121	247
122	629
123	790
124	688
125	480
126	606
127	270
128	498
129	86
130	102
131	115
132	201
133	231
134	371
135	624
136	931
137	238
138	396
139	39
140	107
141	172
142	190
143	225
144	309
145	441
146	802
147	99
148	161
149	228
150	262
151	625
152	712

153	778
154	160
155	168
156	219
157	559
158	19
159	297
160	448
161	533
162	697
163	898
164	328
165	340
166	718
167	89
168	136
169	146
170	452
171	583
172	681
173	787
174	44
175	139
176	158
177	212
178	288
179	417
180	540
181	24
182	195
183	214
184	370
185	430
186	664
187	674
188	814
189	845
190	9
191	124
192	128
193	281
194	484
195	857
196	871
197	993
198	31
199	133
200	156
201	291
202	584
203	734

204	915
205	325
206	375
207	380
208	636
209	704
210	6
211	222
212	310
213	437
214	561
215	760
216	933
217	37
218	97
219	105
220	134
221	427
222	643
223	692
224	825
225	1
226	79
227	240
228	284
229	331
230	343
231	520
232	655
233	205
234	345
235	488
236	573
237	703
238	978
239	5
240	47
241	204
242	289
243	429
244	796
245	903
246	984

**Clerics:** 1-248 (Hill Dwarf 1-28, Mountain Dwarf 29-58, High Elf 59-82, Wood Elf 83-121, Lightfoot Halfling 122-158, Stout Halfling 159-187, Human 188-248)

d248	###
1	116
2	157
3	175
4	303
5	354
6	394
7	402
8	555
9	563
10	580
11	585
12	613
13	614
14	628
15	717
16	732
17	762
18	766
19	785
20	842
21	848
22	867
23	870
24	873
25	943
26	958
27	974
28	994
29	4
30	144
31	208
32	237
33	267
34	282
35	292
36	296
37	320
38	376
39	458
40	491
41	515
42	517
43	519
44	577
45	578
46	582
47	660
48	662
49	666
50	675

51	715
52	799
53	805
54	844
55	952
56	989
57	992
58	141
59	217
60	227
61	276
62	323
63	332
64	333
65	338
66	382
67	408
68	461
69	539
70	566
71	589
72	590
73	602
74	682
75	720
76	735
77	859
78	862
79	904
80	926
81	951
82	959
83	35
84	43
85	60
86	106
87	265
88	329
89	352
90	365
91	366
92	373
93	414
94	463
95	531
96	556
97	642
98	646
99	663
100	673
101	690

102	691
103	709
104	716
105	729
106	749
107	783
108	792
109	795
110	801
111	820
112	832
113	854
114	860
115	896
116	914
117	921
118	935
119	936
120	957
121	990
122	70
123	91
124	149
125	377
126	378
127	384
128	385
129	386
130	419
131	420
132	434
133	438
134	486
135	487
136	543
137	567
138	586
139	623
140	647
141	652
142	671
143	679
144	705
145	710
146	711
147	743
148	750
149	755
150	757
151	828
152	858

153	864
154	876
155	960
156	986
157	995
158	998
159	12
160	16
161	42
162	118
163	119
164	213
165	259
166	266
167	415
168	489
169	507
170	521
171	542
172	598
173	634
174	640
175	672
176	693
177	759
178	788
179	807
180	830
181	843
182	884
183	899
184	923
185	924
186	965
187	970
188	242
189	407
190	426
191	455
192	541
193	853
194	982
195	52
196	61
197	143
198	260
199	513
200	657
201	67
202	233
203	619

204	701
205	726
206	851
207	18
208	193
209	392
210	544
211	601
212	908
213	8
214	26
215	69
216	418
217	476
218	28
219	111
220	123
221	177
222	187
223	257
224	475
225	706
226	822
227	869
228	886
229	938
230	3
231	210
232	341
233	447
234	470
235	46
236	163
237	304
238	797
239	835
240	909
241	971
242	104
243	159
244	188
245	285
246	300
247	695
248	885



**Fighters:** 1-253 (Archery 1-61, Defense 62-85, Dueling 86-134, Great Weapon 135-181, Protection 182-203, Two-Weapon 204-253)

d253	###
1	722
2	983
3	80
4	528
5	64
6	82
7	150
8	186
9	218
10	318
11	442
12	592
13	723
14	742
15	812
16	13
17	20
18	274
19	316
20	465
21	612
22	653
23	824
24	839
25	883
26	911
27	68
28	179
29	290
30	443
31	554
32	730
33	821
34	928
35	32
36	113
37	162
38	406
39	432
40	479
41	550
42	618
43	627
44	744
45	769
46	772
47	819
48	148
49	298
50	621
51	809
52	901

53	272
54	635
55	929
56	287
57	526
58	140
59	339
60	912
61	224
62	174
63	358
64	571
65	2
66	199
67	449
68	683
69	180
70	538
71	595
72	605
73	353
74	999
75	617
76	728
77	356
78	847
79	534
80	404
81	189
82	527
83	893
84	575
85	756
86	502
87	532
88	985
89	53
90	153
91	202
92	223
93	327
94	342
95	446
96	551
97	676
98	708
99	840
100	890
101	390
102	497
103	764
104	781
105	794

106	852
107	59
108	117
109	142
110	293
111	314
112	363
113	920
114	941
115	359
116	752
117	918
118	967
119	351
120	490
121	336
122	246
123	93
124	178
125	922
126	165
127	278
128	306
129	171
130	277
131	81
132	55
133	191
134	469
135	364
136	866
137	925
138	980
139	21
140	36
141	391
142	506
143	604
144	650
145	773
146	804
147	11
148	34
149	460
150	966
151	17
152	65
153	87
154	169
155	451
156	607
157	746
158	963

159	972
160	230
161	529
162	879
163	955
164	466
165	689
166	833
167	880
168	308
169	51
170	776
171	151
172	413
173	436
174	100
175	173
176	215
177	654
178	754
179	57
180	216
181	667
182	254
183	268
184	403
185	27
186	122
187	360
188	823
189	84
190	95
191	368
192	894
193	968
194	294
195	450
196	514
197	467
198	608
199	581
200	138
201	114
202	381
203	457
204	56
205	588
206	953
207	836
208	979
209	78
210	399
211	779

212	838
213	855
214	856
215	973
216	1000
217	236
218	367
219	422
220	558
221	615
222	632
223	700
224	72
225	130
226	251
227	483
228	511
229	596
230	670
231	745
232	877
233	913
234	54
235	76
236	170
237	256
238	545
239	789
240	791
241	916
242	962
243	930
244	147
245	155
246	247
247	629
248	790
249	688
250	480
251	606
252	270
253	498

**Rogues:** 1-246 (Hill Dwarf 1-33, Mountain Dwarf 34-74, High Elf 75-106, Wood Elf 107-139, Lightfoot Halfling 140-166, Stout Halfling 167-194, Human 195-246)

d246	###
1	14
2	23
3	33
4	98
5	109
6	131
7	255
8	321
9	322
10	433
11	440
12	492
13	493
14	495
15	496
16	546
17	560
18	562
19	570
20	576
21	686
22	724
23	758
24	817
25	827
26	831
27	861
28	878
29	906
30	946
31	948
32	949
33	977
34	10
35	15
36	63
37	88
38	90
39	110
40	182
41	221
42	226
43	258
44	275
45	307
46	313
47	334
48	335
49	337
50	347

51	374
52	423
53	459
54	481
55	485
56	516
57	547
58	564
59	572
60	610
61	656
62	739
63	747
64	782
65	784
66	798
67	813
68	815
69	834
70	891
71	934
72	939
73	940
74	988
75	29
76	75
77	164
78	241
79	243
80	249
81	283
82	362
83	389
84	398
85	445
86	471
87	499
88	501
89	535
90	536
91	569
92	611
93	638
94	658
95	669
96	714
97	727
98	736
99	737
100	780
101	793

102	800
103	803
104	806
105	837
106	937
107	30
108	58
109	137
110	166
111	207
112	248
113	252
114	253
115	261
116	264
117	280
118	330
119	361
120	369
121	388
122	400
123	444
124	474
125	579
126	648
127	661
128	713
129	719
130	850
131	872
132	888
133	895
134	917
135	927
136	944
137	956
138	961
139	975
140	40
141	112
142	121
143	154
144	194
145	198
146	232
147	234
148	279
149	312
150	317
151	387
152	397

153	500
154	508
155	518
156	552
157	553
158	574
159	600
160	603
161	644
162	694
163	765
164	811
165	875
166	987
167	49
168	73
169	77
170	94
171	125
172	127
173	167
174	206
175	235
176	263
177	346
178	409
179	503
180	523
181	524
182	549
183	609
184	696
185	740
186	768
187	770
188	816
189	863
190	905
191	907
192	945
193	981
194	997
195	86
196	102
197	115
198	201
199	231
200	371
201	624
202	931
203	238

204	396
205	39
206	107
207	172
208	190
209	225
210	309
211	441
212	802
213	99
214	161
215	228
216	262
217	625
218	712
219	778
220	160
221	168
222	219
223	559
224	19
225	297
226	448
227	533
228	697
229	898
230	328
231	340
232	718
233	89
234	136
235	146
236	452
237	583
238	681
239	787
240	44
241	139
242	158
243	212
244	288
245	417
246	540

**Wizards:** 1-246 (Hill Dwarf 1-23, Mountain Dwarf 24-57, High Elf 58-94, Wood Elf 95-127, Lightfoot Halfling 128-157, Stout Halfling 158-187, Human 188-253)

d253	###
1	7
2	108
3	126
4	273
5	324
6	435
7	439
8	504
9	509
10	565
11	593
12	633
13	645
14	651
15	678
16	731
17	741
18	751
19	771
20	775
21	786
22	882
23	976
24	22
25	45
26	71
27	74
28	101
29	152
30	181
31	184
32	211
33	229
34	305
35	349
36	350
37	355
38	379
39	428
40	464
41	473
42	482
43	494
44	548
45	568
46	631
47	637
48	639
49	748
50	753
51	777
52	810

53	865
54	910
55	919
56	942
57	947
58	38
59	41
60	83
61	85
62	92
63	120
64	183
65	192
66	196
67	200
68	203
69	271
70	295
71	319
72	401
73	412
74	424
75	453
76	462
77	505
78	512
79	587
80	616
81	630
82	668
83	687
84	698
85	721
86	725
87	738
88	761
89	841
90	849
91	881
92	887
93	889
94	954
95	25
96	244
97	250
98	269
99	286
100	301
101	302
102	326
103	393
104	395
105	411

106	416
107	431
108	477
109	478
110	522
111	525
112	530
113	537
114	591
115	594
116	599
117	620
118	626
119	641
120	680
121	767
122	897
123	900
124	932
125	964
126	969
127	996
128	48
129	96
130	129
131	135
132	145
133	176
134	185
135	197
136	209
137	239
138	311
139	344
140	348
141	357
142	383
143	405
144	454
145	456
146	468
147	622
148	649
149	702
150	707
151	763
152	818
153	826
154	868
155	874
156	892
157	950
158	50

159	62
160	66
161	103
162	132
163	220
164	245
165	299
166	315
167	372
168	410
169	421
170	425
171	472
172	510
173	557
174	597
175	659
176	665
177	677
178	684
179	685
180	699
181	733
182	774
183	808
184	829
185	846
186	902
187	991
188	24
189	195
190	214
191	370
192	430
193	664
194	674
195	814
196	845
197	9
198	124
199	128
200	281
201	484
202	857
203	871
204	993
205	31
206	133
207	156
208	291
209	584
210	734
211	915

212	325
213	375
214	380
215	636
216	704
217	6
218	222
219	310
220	437
221	561
222	760
223	933
224	37
225	97
226	105
227	134
228	427
229	643
230	692
231	825
232	1
233	79
234	240
235	284
236	331
237	343
238	520
239	655
240	205
241	345
242	488
243	573
244	703
245	978
246	5
247	47
248	204
249	289
250	429
251	796
252	903
253	984



<b>Vision</b>			
<b>Light Sources</b>			
Source	Bright	Dim	Duration
<b>Mundane</b>			
Candle	5' r	+5' r	1 hour
Lamp	15' r	+30' r	6 hours
Lantern, Bullseye	60' C	+60' C	6 hours
Lantern, hooded	30' r	+30' r	6 hours
Torch	20' r	+20' r	1 hour
<b>Magic</b>			
Continual Flame	20' r	+20' r	Until Disp.
Dancing Lights	-	10' r	Up to 1 min
Faerie Fire	-	10' r	Up to 1 min
Flame Blade	10' r	+10' r	Up to 10 min
Flaming Sphere	20' r	+20' r	Up to 1 min
Holy Aura	-	5' r	Up to 1 min
Light	20' r	+20' r	1 hour
Moonbeam	-	5' r cyl	Up to 1 min
Prismatic Wall	100'	+100'	10 mins
Wall of Fire	60'	+60'	Up to 1 min
<b>Cover and Concealment</b>			
Cover	PHB p196		
Half	+2 AC and DEX saves		
Three-Quarters	+5 AC and DEX saves		
Total Cover	Can't be targeted		
Concealment	PHB p183		
Lightly Obscured	Disad on WIS (Perception).		
Heavily Obscured	Blocks vision entirely		
<b>Vision Abilities</b>			
Blindsight PHB p183	Perceive surroundings without relying on sight.		
Darkvision PHB p183	See in darkness as if in dim light, cannot see colors.		
Truesight PHB p185	See in darkness, invisible, visual illusions, original form of creatures, and into the Ethereal Plane.		

<b>Travel</b>				
Pace	Minute	Hour	Day	Effect
Fast	400 ft	4mi	30 mi	-5 to Pas. Perception
Normal	300 ft	3 mi	24 mi	-
Slow	200 ft	2 mi	18 mi	Can use stealth
<b>Difficult terrain</b> is half speed.				
<i>A day of travel assumes 8 hours walking. Each hour above that requires a Con save at DC 10 + 1 for each extra hour, failure adds one level of exhaustion.</i>				
<b>Mounts</b> can gallop at twice their usual Move, but only for an hour.				
<b>Climbing, Swimming and Crawling</b> are at half speed (quarter for difficult terrain). Might require Str (Athletics) or Dex (Acrobatics) checks.				
Dropping <b>prone</b> is a free movement. Standing up costs half your Move.				
<b>Jumping</b> Running long jump is Str ft. Standing long jump is half that distance. Running high jump is 3 + Str Mod ft. Standing high jump is half that. Max reach is jump height + 1½ character's height. Attempting to jump further/higher might require Str (Athletics) check. Landing in difficult terrain requires a Dex (Acrobatics) check to avoid landing prone.				
<b>Activities while travelling</b> Navigate, Draw A Map, Track, or Forage. Characters performing these do not get a Passive Perception check.				
<b>Tracking</b>				
<b>Ground Surface</b>				DC
Soft surface such as snow or sand				10
Dirt or grass				15
Bare stone				20
Each day since the creature passed				+5
Creature left a trail such as blood				-5

<b>Combat</b>	
<b>Move</b>	
Walk	Move up to your speed.
Climb, Crawl, Swim	Adds 1' cost per 1' moved
<b>Interact with one item</b>	
Draw or sheath a weapon	
Transfer an item from one hand to the other	
Load a crossbow	
Retrieve or put away a stored item	
Pick up an item	
Move an object	
Open a chest	
Open a door	
<b>Combat Actions (1 per round)</b>	
Attack	Make a melee or ranged attack
Cast a Spell	With 1 action casting time
Dash	Double movement
Disengage	Moving does not provoke OAs.
Dodge	Adv on Dex saves. Attacks against you have Disad.
Help	Give Adv to another's next relevant ability check or attack
Hide	Dex (Stealth) while unseen
Ready	Trigger action as a reaction,
Search	DM will ask for a check.
Use an Object	Activate an item.
Improvised Action	Anything not in the rules.
<b>Bonus action (1 per round)</b>	
Two-Weapon Fighting	When you attack while using 2 light melee weapons, you can use a Bonus Action to attack with the offhand. Offhand gets no ability mod to damage
<b>Reaction (1 per round)</b>	
Opportunity Attack	Provoked when a hostile creature moves out of your reach. OA resolves before movement.

# Survival

## Exhaustion

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disad on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

*Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.*

## Death, Dying and Recovery

<b>Instant Death</b>	If damage remaining after 0 HP is >= your HP maximum, you die
<b>Death Saves At 0 HP</b>	(DC 10) Stabilize on 3 successes. Die on 3 failures. Stabilize when you regain any HP <b>Natural 1:</b> Counts as two failures. <b>Natural 20:</b> Regain 1HP.
<b>Damage At 0 HP</b>	Automatic death save failure. Crits count as 2 failures. Crit damage >=HP max. kills you.
<b>Subdual</b>	When you reduce creature to 0 HP you can choose to knock it unconscious instead of killing it.
<b>Short Rest</b>	1 hour. Can spend Hit dice.
<b>Long Rest</b>	8 hours. Restores all HP, all spell slots and half total Hit Dice (min. 1 HD).

## Food and Water

<b>Food</b>	1 lb of food per day. Half that counts as half a day of starvation. Can go 3 + Con mod days without food. Each extra day is +1 exhaustion.
<b>Water</b>	1 gal of water a day (2 if in a hot environment). Half that, make a DC 15 Con save at the end of the day or suffer +1 exhaustion. Less than half water rations, automatic +1 exhaustion. If you are already exhausted then exhaustion gain due to thirst is doubled.

# Conditions

<b>Blinded</b>	Fail checks requiring sight. Disad on attacks. Attacks against you have Adv.
<b>Charmed</b>	Cannot harm charmer. Charmer has Adv on social ability checks.
<b>Deafened</b>	Fail checks involving hearing
<b>Frightened</b>	Disad on ability checks and attacks while fear source is in line of sight, can't move closer to fear source.
<b>Grappled</b>	Speed becomes 0
<b>Incapacitated</b>	No actions or reactions.
<b>Invisible</b>	Adv on your attacks. Attacks against you have Disad
<b>Paralyzed</b>	Incapacitated, can't move or speak. Fail Str and Dex saves. Attacks against you have Adv and crit if within 5 feet.
<b>Petrified</b>	Incapacitated, can't move or speak, unaware. Fail Str and Dex saves. Attacks against you have Adv. Resist all damage. Immune to poison and disease.
<b>Poisoned</b>	Disad on attacks and ability checks.
<b>Prone</b>	May crawl or stand. Disad on your attack rolls. Attacks against you outside of 5' have Disad, within 5' have Adv.
<b>Restrained</b>	Speed is 0. Attacks and Dex saves have Disad. Attacks against you have Adv.
<b>Stunned</b>	No actions or moves. Fail Str and Dex saves. Attacks against you have Adv.
<b>Unconscious</b>	Incapacitated, can't move or speak, unaware. Drop anything held. Fall Prone. Fail Str and Dex saves. Attacks against you have Adv and crit if within 5 feet.

# Money

## Exchange Rates

Coin	cp	sp	ep	gp	pp
Copper (cp)	1	1/10	1/50	1/100	1/1000
Silver (sp)	10	1	1/5	1/10	1/100
Electrum (ep)	50	5	1	1/2	1/20
Gold (gp)	100	10	2	1	1/10
Platinum (pp)	1,000	100	20	10	1

## Lifestyle Expenses

Lifestyle	Price/Day	Lifestyle	Price/Day
Wretched	-	Comfortable	2 gp
Squalid	1 sp	Wealthy	4 gp
Poor	2 sp	Aristocratic	10 gp +
Modest	1 gp		

## Services

Service	Pay
Coach cap - between towns	3 cp/mile
Coach cab - within a city	1 cp
Hireling - Skilled	2 gp/day
Hireling - Unskilled	2 sp/day
Messenger	2 cp/mile
Road or gate toll	1 cp
Ship's passage	1 sp/mile

## Food Drink & Lodging

Item	Cost	Item	Cost
Ale - Gallon	2 sp	Banquet / person	10 gp
Ale - Mug	4 cp	Cheese, hunk	1 sp
Meat, chunk	3 sp		
Wine, pitcher	2 sp	Wine, bottle	10 gp
Quality	Inn stay (day)	Meals (day)	
Squalid		7 cp	3 cp
Poor		1 sp	6 cp
Modest		5 sp	3 sp
Comfortable		8 sp	5 sp
Wealthy		2 gp	8 sp
Aristocratic		4 gp	2 gp

# Encounters

Difficulty Class			
Task Difficulty	DC	Task Difficulty	
Very easy	5	Hard	
Easy	10	Very hard	
Medium	15	Nearly impossible	
<b>Creature Size</b>			
Size	Space	Hit Die	
Tiny	2½ by 2½ ft	d4	
Small	5 by 5 ft	d6	
Medium	5 by 5 ft	d10	
Large	10 by 10 ft	d12	
Huge	15 by 15 ft	d12	
Gargantuan	20 x 20 ft or larger	d20	
<b>Improvising Damage</b>			
Example		Dice	
Burned by coals, hit by falling book-case		1d10	
Struck by lightning, stumbling into a fire-pit		2d10	
Hit by falling rubble, collapsing tunnel		4d10	
Crushed by compacting walls, wading through lava stream		10d10	
Submerged in lava, hit by crashing flying fire-tress		18d10	
Tumble into vortex of Elemental Fire, crushed in jaws of god-like or moon-sized monster		24d10	
<b>Damage Severity by Level</b>			
Character level	Setback	Dangerous	Deadly
1-4	1d10	2d10	4d10
5-10	2d10	4d10	10d10
11-16	4d10	10d10	18d10
17-20	10d10	18d10	24d10
<b>Trap Save DC and Attack Bonus</b>			
Trap Danger	Save DC	Attack Bonus	
Setback	10-11	+ 3 to + 5	
Dangerous	12-15	+ 6 to + 8	
Deadly	16-20	+ 9 to + 12	

# Objects

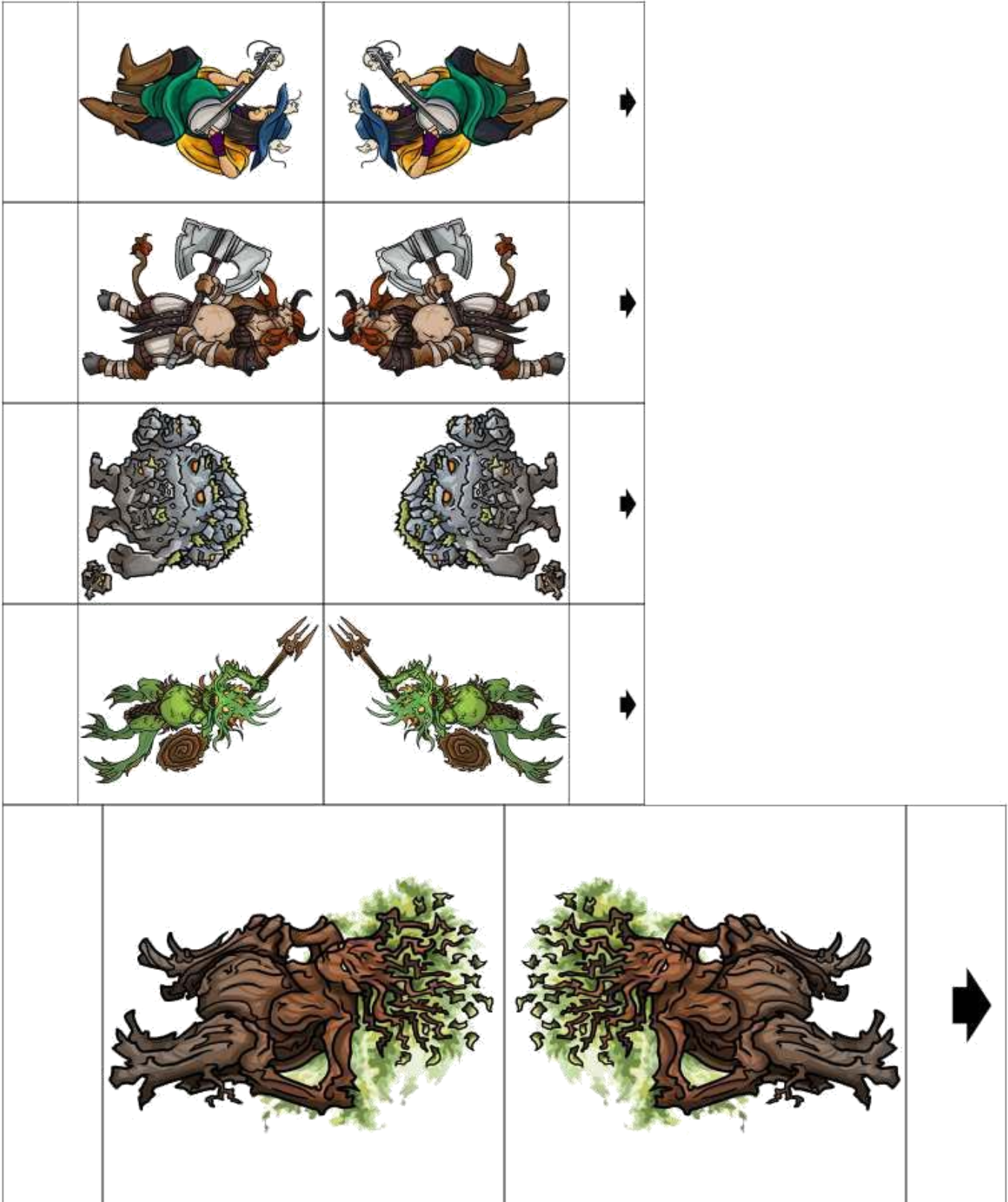
Objects always fail STR and DEX saving throws and are immune to effects that call for other saves.







Armor Class		
Material	AC	Material
Cloth, Paper, rope	11	Iron, steel
Crystal, glass, ice	13	Mithral
Wood, bone	15	Adamantine
Stone	17	
<b>Hit Points</b>		
Size	Fragile HP	Resilient HP
Tiny (bottle, lock)	2 (1d4)	5 (2d4)
Small (chest, lute)	3 (1d6)	10 (3d6)
Medium (barrel, chandelier)	4 (1d8)	18 (4d8)
Large (cart, 10-ft. by-10-ft. window)	5 (1d10)	27 (5d10)
<b>Donning Armor</b>		
Category	Don	Doff
Light Armor	1 min	1 min
Medium Armor	5 min	1 min
Heavy Armor	10 min	5 min
Shield	1 action	1 action
<b>Useful Objects</b>		
<b>Acid Vial:</b> Ranged attack, 2d6 acid damage.		
<b>Antitoxin:</b> Adv on poison saves for 1 hour.		
<b>Ball Bearings:</b> DC10 Dex save or fall prone.		
<b>Caltraps:</b> DC15 Dex save or stop, take 1 damage and speed reduced by 10'		
<b>Healer's Kit:</b> 10 uses. 1 use as action to stabilize the dying without a check.		
<b>Holy Water:</b> 2d6 radiant to fiends, undead		
<b>Oil:</b> +5 fire damage if splashed target takes any fire damage. Or burn on ground, 5' area, 2 rounds, 5 fire damage per round.		
<b>Potion of Healing:</b> Action to heal 2d4+2.		
<b>Torch:</b> Burns for 1 hour. Provides 20' bright light, 40' dim light. Hits for 1 fire damage.		


# Abilities
















Skills			
Strength	Athletics		
Dexterity	Acrobatics, Sleight of Hand, Stealth		
Constitution	-		
Intelligence	Arcana, History, Investigation, Nature, Religion		
Wisdom	Animal Handling, Insight, Medicine, Perception, Survival		
Charisma	Deception, Intimidation, Performance, Persuasion		
<b>Carrying Capacity</b>			
<b>Carry</b>	15×STR lb.		
<b>Push, drag or lift</b>	30×STR lb. This drops speed by 5.		
<i>Tiny creatures half; Large creatures double; huge creatures triple; gargantuan creatures quadruple.</i>			
<b>Ability Scores &amp; Modifiers</b>			
Score	Modifier	Score	Modifier
1	-5	16-17	+3
2-1	-4	18-19	+4
4-5	-3	20-21	+5
6-7	-2	22-23	+6
8-9	-1	24-25	+7
10-11	0	26-27	+8
12-13	+1	28-29	+9
14-15	2	30	+10
<b>Grappling</b>			
Requires one free hand. Target must be no more than one size larger. Opposed Str (Athletics) vs Str (Athletics) or Dex (Acrobatics). Success means target gains grappled condition. Your move speed is halved, unless the creature is two or more sizes smaller than you.			



































			→
			→
			→

			→
			→
















			
			
			
			
			













CHARACTER NAME	CLASS & LEVEL	BACKGROUND	PLAYER NAME
	RACE	ALIGNMENT	EXPERIENCE POINTS

**STRENGTH**

**DEXTERITY**

**CONSTITUTION**

**INTELLIGENCE**

**WISDOM**

**CHARISMA**

INSPIRATION

PROFICIENCY BONUS

SAVING THROWS

- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

SKILLS

- Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

CP

SP

EP

GP

PP





A CREATIVE MANUAL

# HOW TO ROLL DICE TO GET BEST RESULTS

*by DreamShopping*

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## INTRODUCTION

Do we all really know what Dice are, and why they are so popular in the world of gaming and gambling? Have you ever wondered if there was a unique way to throw dice to make them yield more positive results?

Would there be some unique method of throwing dice, to counter the randomization phenomenon and ultimately make the dice to land with the most favored outcomes?

For many years, it has been generally accepted that dice outcomes are beyond control, and that they may never be determined. Nonetheless, could it be that, that assertion may be valid only because no one ever tried hard and long enough at discovering ways to influence outcomes? Or that, the right calculation and technique for achieving better rolls just eluded everyone?

Let's get started then! Shall we?





# CHAPTER ONE

## THE SCOPE AND MEANING OF DICE

Dice (singular, Die) are small-sized multi-dimensional objects, often of regular shapes, which have the capacity to rest in a variety of positions.

They are used to determine certain outcomes in a wide range of games.



As a matter of fact, they are virtually indispensable to games like Craps and Backgammon.



Though there are different types of dice, the most common type seen is the regular cube-shaped, six-sided die. It has different features - or dots, or depressions - on each of its six sides, each corresponding to the values 1, 2, 3, 4, 5 and 6 respectively. When the die is thrown, it often rotates, spins and twirls for a few moments before coming to rest on one of its surfaces.

The upper surface shows a value or number, which is significant in determining the direction and outcome of the game being played. Because each side of the die is shaped the same way, and the weight of the die is distributed evenly across the entire perimeter, and thus it may be difficult to predetermine a desired outcome.

However, as we would soon see, it may indeed be possible to influence the result of a die throw.

Dice are not only cube-shaped, and they do not only have numbers or dottings on their sides. Some have markings, images, and etcetera.





Each of them corresponds to a value that is known to all in the game.





# CHAPTER TWO

## TYPES OF DICE

There are several different types of Dice, and some are more suited to certain games than some others, while some types are more common in some climes than in others.

Here are a few of the known ones:

**D4** - This is known as Caltrop. It is numbered from 1 to 4, and when it is rolled, it always lands with the point face up.

**D6** - This is the traditional, cube-shaped die. It is used in many card and dice games.

**D8** - This is a less common die type. It is used in different games, and for different purposes.

**D10** - This is also less common, but in wide use as well.

**D12** - This is one of the most strategic die to engage in gaming. It is also less common in use, and often reserved for special occasions and games



**D20** - This is the most important die used in the game of Dungeons and Dragons. It is largely used to determine and regulate the order of the game.





## CHAPTER THREE

### METHODS AND APPLICATIONS

In any game involving the use of dice, the dice are typically thrown on to the playing surface (usually a flat, hard surface like a table). Players typically use either their hands or a special throwing cup or plate to throw the dice. Before all the observers at the game table, the die is allowed to roll and stop by itself, without additional influence or obstruction. Once it comes to rest - and it typically would come to rest on one of its sides - the side of the die that faces uppermost would be the value of the throw. For instance, when someone playing a game involving dice throws says something like 'I threw a Six', what it means is that the die s/he threw rolled and landed with the side bearing '6' facing up.

Thus, in essence, the outcome of a die thrown is largely dependent on the manner in which the player throws the die. It may indeed be possible to considerably influence the outcomes of dice throws by changing the way the dice are being thrown; and





this is what every dice-thrower wants to hear and learn more about.

## DICE APPLICATIONS

A lot of games on Earth today involve dice throwing. Backgammon, Bunco, Dungeons and Dragons, Seven-Eleven, Yahtzee, and Zombie Dice are a few popular dice games.



These all rely on dice rolls, and the kinds of dice commonly used here include the four-sided pyramid dice, the regular six-sided cube dice, and in some cases,



the monster twenty-sided dice used on special occasions.

Dice are used to add the 'chance factor' to the games. It is expected that, due to the orientations of the dice, all outcomes would be random. This is the randomization phenomenon. Gambling, in particular, is built on this randomization effect. By using a pair of dice, all the players in the game are given equal opportunity to succeed, and the eventual success would be a function of luck, fate or some special effect.

However, recent developments in dice games and extensive studies on throws and rolls of different types of dice have revealed that, even though the randomization phenomenon may be true - to some extent - it may not be absolute. That is, even though dice are designed to churn up totally random and unpredictable outcomes, a few tricks and tips - and maybe some math - could help you throw your dice better, in hope of better results.

Here's a few tips for you to explore;





## **TIPS AND TRICKS #1: MIND THE POSITION OF THE DICE THAT FACES UP!**

In recent times, studies have revealed that, the side of the dice that faces upwards when the dice is being thrown is very likely to be the side that faces up when the dice lands. That is, if you throw your dice with a '1' on the top side, when the dice rolls and stops, the outcome is likely to be the same '1'.

To prove this, in the late 1900s a certain Marcin Kapitaniak and his team began to research on the absoluteness of randomization in dice throws, and also on the effects of environmental factors on the outcomes of die rolls. The team created a complex three-dimensional dice throw model, and began to study the effects of air resistance, weight of the dice, gravity, friction of the playing table, and other factors, on the eventual outcome. Using a high-resolution, high-speed camera, they were able to track the trajectory of each die to make further calculations, and their eventual results were astonishing! In his report on the outcome of the research, Tomasz Kapitaniak, who was part of the research team with Marcin





Kapitaniak, when asked on what the most important determining factor for the outcome of the dice throws was, stated emphatically: "The initial position of the die is a very important factor in determining the eventual outcome of the throws. The friction of the playing surface is also key." He added, that "minute changes in the position could potentially influence the outcome, to a good extent. But other factors, like the air resistance, have negligible effects."

From all indications, we can see that the initial position of the dice could largely determine the outcome of the throws! Now this is not some mythical theory, but a proven possibility - with all kinds of dice. However, it is good to note that it is only a 'high possibility', and not an absolute eventuality. This means that, even though it is possible and often occurs like this in dice games, it cannot be guaranteed to always happen this way, due to certain other factors.

Asides the initial position and orientation of the dice, a couple of other factors greatly influence the dice outcomes, and an understanding of these factors and



how to deal with or cooperate with them will help your dice throws. Factors like the friction of the playing table, air resistance, force of gravity, and the weight of the dice greatly influence the outcomes of dice throws. For instance, if you are playing on a table with high friction, chances are that the dice will not slide across very easily, and this may cause the dice to bounce and twirl around. In this case, the eventual outcome may be more difficult to predict. On the other hand, if you have a table with little friction, the dice will most likely roll more and bounce fewer times.

One interesting thing Mr. Kapitaniak's research showed is that, even the bounce of the dice may not significantly affect the outcomes. Several dice throws were recorded using their high-resolution, high-speed camera, and the footage showed that the faces of most of the dice remained unchanged, during and after the bounces.

## **TIPS AND TRICKS #2: ROLL LOADED DICE**

Many gamers these days ensure that the dice being used are evenly drilled with tiny holes on all sides, to ensure that all the sides have a fair chance of coming





up when the die is thrown. If some sides were partly drilled, there would be imbalances in the weight of the die, and outcomes would be even more unpredictable. On the flip side, if some of the sides were 'filled' or 'loaded' with minute substance, one implication of this is that there will be more gravity on those loaded sides, and as a result, they would be more likely to land bottom while their opposite numbers face up. This is one unique way to influence the outcomes of dice throws.

It is very simple to use loaded dice.

All you need to do is to first identify the face that you want to stay up, and then 'load' the opposite side to make it heavier.







Once this is done, chances are that the die will roll and land towards its heaviest side, which should be the side you filled; and when it does, you'd have your desired side on the surface.

Loaded dice can be redefined in one word - 'Advantage'. Playing with loaded dice is one way to improve the probability for your desired outcomes. Best thing is, loaded dice can even be purchased online.



During open play, it is advisable to try to rotate your games between using loaded dice and ordinary dice, so as to not be accused for cheating.

### **TIPS AND TRICKS #3: USE MICROWAVED DICE!**

Yes, you heard right! Microwaving your Dice before use is another way to influence the outcome of your Dice throws. As a matter of fact, it is the direct opposite of what happens with the loaded Dice - only that it was the same desired outcome.

The process of gaming with microwaved Dice is very simple. First, you identify the face of the die that you want to show up. Secondly, you put your die into the microwave, with the desired side facing upwards. allow it to heat for a few seconds, then retrieve your die again. The plastic or rubber at the side facing up will have melted inwards a little bit, making the face lighter and the opposite side slightly heavier. This way, when the die is thrown, it will be more likely to roll and land on the heavier side, which will inevitably make your desired side appear at the top.





Now it is very important to be careful with this technique. Do not microwave the die for too long. It must not show signs of melting. If it does, the die may be deemed unusable or contraband. This is why it is recommended that you heat it with the desired side facing up for three to five seconds at most. This would be sufficient enough to heat it up and melt the inner components without significantly revealing changes in the overall look.

#### **TIPS AND TRICKS #4: BOWLING**

Now, Bowling does not give you as high a probability of getting your desired outcome as do any of the other tricks discussed so far, but it is worth a try. Bowling essentially involves adding a unique technique to the throwing pattern, in an attempt to minimize some outcomes and maximize others.

Let's take a typical six-sided die for example. To 'bowl' this die, all you need do is put your index finger on the side having 1 and put your thumb on the side with 6. With the die firmly in this position, roll it in such a way that, it rotates along all the other numbers, leaving out 1 and 6. If you do this correctly, you will





have eliminated the possibility of the die landing on either 1 or 6, which leaves you with a probability of having a 2,3,4 or 5.

This gives you a higher  $1/4$  probability, as compared to the initial  $1/6$  possibility you had before rolling. Conversely, if you do not want to have either of 2 or 5, all you need do is repeat the procedure with 1 and 6 that I described before. Put your index finger and your thumb on the sides bearing 2 and 5 respectively, and roll. If done correctly, your eventual outcome is likely to be within 1,3,4 and 6.

Despite the possibility of favorable outcome that this technique affords, you should note that it is not an absolute eventuality. The die may eventually roll over to any of the sides you initially covered, especially if you do not bowl the die well. But, if you do it well, it will likely be as you expect.

### **TIPS AND TRICKS #5: ROLL AND GRAB**

The 'Roll and Grab' trick is perhaps the most cunning way to influence your progress in any dice game. How



it works is this: by yourself, you define and state the outcome of your throws.

Here's a classic example. In certain game settings, it may be possible to roll your die at random and quickly pick them up - before anyone else notices what side it landed - and declare whatever you initially wanted.

This is the 'Roll and Grab' trick. It requires speed, tactness and boldness; as, if things go wrong and fellow gamers do not agree to your declaration, you may be disqualified from the game. This is why it is not recommended, because it is clearly cheating.





## CONCLUSION

Thanks once again for downloading this eBook!

I know by now you must have learnt some tips and tricks on how to roll dice correctly, in order to increase your chances of getting the maximum results you so desire.

**Nevertheless, it is worthy to note that some of these tricks, especially tricks 2, 3, 4 and 5, in black and white, are cheating techniques. Even though we know some players practice these tricks, we do not encourage cheating, so we do not recommend them for use in regular gaming.**

In conclusion, dice are really good gaming components. Best news is, I have them for sale on my page!

You can buy my dice sets by clicking on the link below;

<https://www.amazon.com/dp/B07FXT8LN6>

Will you please take one or two seconds to write an amazing review?

Thank you and Good luck!

