

CHARACTER LOG - AGAINST THE GIANTS

Player	Character	Race	Class	Lvl	AC	MV	HP	FS	FT	TS
	Atol	Human	Fighter	9	0	9	52	-	-	-
	Bellinus	Dwarf	Ftr/Thf	6/10	3	12	25	-	1	12
	Boris	Human	Fighter	9	0	9	64	1	1	-
	Ezniak	Human	Ftr/Wiz	8/9	2	12	39	2	2	-
	Fadeyka	Human	Thief	11	4	12	41	1	1	13
	Hedron	Human	Fighter	9	0	9	52	-	-	-
	Jurdan	Human	Wizard	10	8	12	30	2	2	-
	Lukyan	Elf	Thf/Wiz	10/8	3	12	22	3	2	11
	Nouel	Halfling	Thief	11	4	9	43	1	1	12
	Wregan	Elf	Ftr/Wiz	4/8	4	12	35	2	1	-
	Zaki	Human	Wizard	10	6	12	13	2	2	-

Name:

Atol
Daggerbreaker

Race/Class:

Human Fighter 9

Alignment:

Neutral

S: 17 +2 **AC:** 0

I: 10 - **MV:** 9

W: 13 +1 **HP:** 52

D: 12 -

C: 15 +1 **Attacks:**

X: 10 - Magic sword +12 (d8+3)

 Magic hammer +12 (d6+3)

XP: 250K Longbow +9 (d6)

Languages:**Special:**

 Rapid strike (2 atks per turn)

 Great strength (+2 inc. above)

Equipment:

Plate mail +1

Shield +1

Sword +1

War hammer +1

Potion of plant control

Helmet

Longbow

Arrows (40)

Dagger

Enc: 7

Name:

Bellinus
Blueeye

Race/Class:

Dwarf Ftr6/Thf10

Alignment:

Lawful

S: 13 +1

AC: 3

I: 11 -

MV: 12

W: 12 -

HP: 25

D: 16 +2

C: 8 -1

Attacks:

X: 9 -

Magic sword +8 (d8+2)

Longbow +8 (d6)

XP: 250K

Languages:**Special:**

Thief skills +12, backstab x3 damage

Infravision (60'), resist magic +4

Dodge giants +2, find traps +1

Rapid shot (2 shots per turn)

Equipment:

Leather armor +2

Ring of invisibility

Boots of speed

Potion of fire resistance

Sword +1

Longbow

Arrows (40)

Helmet

Dagger

Enc: 3

Name:

Ezniak of the
Myriad Rings

Race/Class:

Human Ftr8/Wiz9

Alignment:

Lawful

S: 13 +1

AC: 2

I: 16 +2

MV: 12

W: 12 -

HP: 39

D: 17 +2

C: 10 -

Attacks:

X: 7 -1

Polearm +9 (d8+1)

Thrown dagger +10 (d4+1)

XP: 250K

Languages:

Gnoll

Special:

Spells 4/3/3/2/1

Giant

Great cleave (extra atk on drop)

Rapid shot (2 shots per turn)

Equipment:

Chain mail +1

Elven cloak & boots

Ring of fire resistance

Ring of human control

Polearm

Daggers (6)

Helmet

Magic scroll: Remove curse, dispel

magic, see invisible, levitate,

read languages, strength, reincarnate

Enc: 4

Name:Fadeyka the
Green**Race/Class:**

Human Thief 11

Alignment:

Lawful

S: 11 - **AC:** 4

I: 15 +1 **MV:** 12

W: 13 +1 **HP:** 41

D: 18 +2

C: 11 - **Attacks:**

X: 10 - Magic sword +8 (d8+1)

Light crossbow +9 (d6)

XP: 250K

Languages:Goblin

Special:Thief skills +13

Backstab x3 damage

Equipment:Elven cloak & boots

Sword +1, +3 vs. trolls

Leather armor +1

Potion of diminution

Helmet

Dagger

Light crossbow

Quarrels (60)

Enc: 3

Name:Hedron the
Valorous**Race/Class:**

Human Fighter 9

Alignment:

Lawful

S: 16 +2 **AC:** 0

I: 10 - **MV:** 9

W: 13 +1 **HP:** 52

D: 9 -

C: 17 +2 **Attacks:**

X: 15 +1 Magic sword +12 (d8+3)

Longbow +9 (d6)

XP: 250K

Languages:**Special:**Rapid strike (2 atks per turn)

Great cleave (extra atk on drop)

Equipment:Plate mail

Shield +2

Sword +1

Elven cloak & boots

Potion of flying (2)

Longbow

Arrows (40)

Helmet

Dagger

Enc: 7

Name:

Jurdan the
Red Wizard

Race/Class:

Human Wizard 10

Alignment:

Neutral

S: 14 +1 **AC:** 8

I: 16 +2 **MV:** 12

W: 14 +1 **HP:** 30

D: 14 +1

C: 14 +1 **Attacks:**

X: 10 - Dagger +6 (d4+1)

XP: 250K

Languages:

Kobold

Orc

Special:

Spells 4/4/3/3/2

Equipment:

Wand of fireballs (15 ch.)

Scroll of protection (undead)

Boots of levitation

Potion of fire resistance

Dagger

Enc: 0

Name:

Wregan
Elderwood

Race/Class:

Elf Ftr4/Wiz8

Alignment:

Neutral

S: 14 +1 **AC:** 4

I: 15 +1 **MV:** 12

W: 12 - **HP:** 35

D: 9 -

C: 14 +1 **Attacks:**

X: 8 -1 Staff of striking +5 (2d6+2)

 Magic sword +6 (d8+2)

XP: 250K

Languages:

Gnoll

Special:

Spells 4/3/3/2

Infravision (60'), find secrets +1

Hide in woods (4/6)

Rapid attack (2 atks per turn)

Equipment:

Staff of striking (30 charges)

Chain mail +1

Sword +1

Dagger +1, +2 vs. kobolds/goblins

Potion of speed (3)

Helmet

Enc: 4

Name:

Zaki Azeem

Race/Class:

Human Wizard 10

Alignment:

Lawful

S: 16 +2**AC:** 6**I:** 18 +2**MV:** 12**W:** 10 -**HP:** 13**D:** 9 -**C:** 5 -2**Attacks:****X:** 6 -1

Dagger +7 (d4+2)

XP: 250K**Languages:**

Orc

Special:

Spells 4/4/3/3/2

Troll

Equipment:

Displacer cloak

Wand of cold (20 ch.)

Ring of protection +1

Potion of giant strength (2)

Daggers (2)

Magic scroll: Hold portal, haste,

prot/evil, fear, geas, pyrotechnics,

reincarnate

Enc: 0

Spellbook:

Jurdan the Red Wizard

1st level: Charm Person, Detect Magic, Hold Portal, Light, Magic Missile, Prot/Evil, Read Languages, Read Magic, Shield, Sleep

2nd level: Arcane Lock, Continual Light, Detect Evil, Invisibility, Knock, Levitate, Locate Object, Magic Mouth, Pyrotechnics, Strength

3rd level: Clairaudience, Darkvision, Dispel Magic, Fireball, Haste, Hold Person, Lightning Bolt, Prot/Arrows, Suggestion

4th level: Arcane Eye, Confusion, Extend Spell, Fear, Plant Growth, Remove Curse, Wall of Fire

5th level: Cloudkill, Feeblemind, Passwall, Telekinesis, Trans/Rock to Mud, Wall of Stone

Spellbook:

Ezniak of the Myriad Rings

1st level: Charm Person, Detect Magic, Hold Portal, Light, Magic Missile, Prot/Evil, Read Languages, Read Magic, Shield, Sleep

2nd level: Arcane Lock, Continual Light, Darkness, Detect Evil, Detect Thoughts, Locate Object, Magic Mouth, Mirror Image, See Invisibility, Strength

3rd level: Clairvoyance, Darkvision, Fly, Haste, Magic Circle/Evil, Prot/Arrows, Rope Trick, Slow, Water Breathing

4th level: Arcane Eye, Confusion, Hallucinatory Terrain, Plant Growth, Polymorph Self, Remove Curse, Wall of Fire

5th level: Animal Growth, Hold Monster, Summon Elemental, Telekinesis, Teleport, Wall of Stone

Spellbook:

Wregan Elderwood

1st level: Charm Person, Detect Magic, Hold Portal, Light, Magic Missile, Prot/Evil, Read Languages, Read Magic, Shield, Sleep

2nd level: Arcane Lock, Continual Light, Darkness, Detect Evil, Detect Thoughts, Invisibility, Levitate, Locate Object, Magic Mouth, Strength

3rd level: Dispel Magic, Fly, Haste, Hold Person, Invisibility Sphere, Lightning Bolt, Prot/Arrows, Suggestion

4th level: Charm Monster, Extend Spell, Hallucinatory Terrain, Ice Storm, Polymorph Other, Remove Curse

Spellbook:

Zaki Azeem

1st level: Charm Person, Detect Magic, Hold Portal, Light, Magic Missile, Prot/Evil, Read Languages, Read Magic, Shield, Sleep

2nd level: Arcane Lock, Continual Light, Darkness, Detect Evil, Detect Thoughts, Invisibility, Knock, Levitate, Locate Object, Magic Mouth, Mirror Image, Phantasmal Image, Strength, Web

3rd level: Clairaudience, Clairvoyance, Dispel Magic, Fly, Haste, Hold Person, Lightning Bolt, Magic Circle/Evil, Prot/Arrows, Rope Trick, Slow, Water Breathing

4th level: Charm Monster, Confusion, Dimension Door, Extend Spell, Fear, Hallucinatory Terrain, Ice Storm, Polymorph Other, Remove Curse, Wall of Ice

5th level: Animate Dead, Cloudkill, Feeblemind, Hold Monster, Passwall, Telekinesis, Teleport, Wall of Iron

Spellbook:

Lukyan the Trickster

1st level: Charm Person, Detect Magic, Hold Portal, Light, Magic Missile, Prot/Evil, Read Languages, Read Magic, Shield, Sleep

2nd level: Arcane Lock, Continual Light, Darkness, Detect Evil, Detect Thoughts, Invisibility, Levitate, Locate Object, Magic Mouth, Mirror Image, Phantasmal Image, See Invisibility

3rd level: Clairaudience, Darkvision, Dispel Magic, Haste, Lightning Bolt, Magic Circle/Evil, Rope Trick, Slow, Suggestion

4th level: Arcane Eye, Charm Monster, Confusion, Fear, Ice Storm, Polymorph Self, Wall of Fire