

Bonus Handout: The Copper Hall of Naren Kaz (cont.)

NAME:

Elf, mage, level 5, Age: 162 AI: CG

Str 13	Dex 16	Con 15	Int 17	Wis 13	Cha 14
--	-2 AC/+1 missile	+1HP	+6 languages	--	+10 reaction

HP: 25

AC: 4 front (6 rear)

Armor: robes +1 / **Move:** 120'

Base number to hit AC 0: 20

Saving throws:

Rod/Staff/Wand	Breath Weapon	Death/Paralysis/Poison	Petrify/ Polymorph	Spell
11	15	14	13	12

Weapons: staff+1, darts +1

Standard pack: Set of clothes; boots, heavy; backpack; 1 week rations, standard; 50' rope; hammer; 10 iron spikes; lantern, hooded; 5 torches; flint and steel; 2 flasks oil; 2 candles; chalk; bedroll; water skin; 2 pouches, belt, large; 2 sacks, large; generic specialist item (spell book).

Languages: Common, CG, drow, dragon, dwarf, elf, giantish, gnoll, gnoll, gnome, goblin, halfling, hobgoblin, orc, and lizardfolk

Ammunition: 30 darts +1

Spells:

Level	Slots	Spells
First Level	4	
Second Level	2	
Third Level	1	

Special: 90% resistant to sleep/charm, infravision 60', surprise*, detect secret doors*

Darts +1:

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*For a full explanation of this ability, please refer to the OSRIC manual, or another reference manual of your choice.
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Bonus Handout: The Copper Hall of Naren Kaz (cont.)

NAME:

Half-Elf, cleric, level 5, Age: 33 AI: NG

Str 16	Dex 15	Con 15	Int 10	Wis 17	Cha 14
-/+1 damage	-1 AC	+1HP	--	2/2/1 bonus spells	+10 reaction

HP: 42

AC: 2 front (5 rear)

Armor: chain mail +1, shield/ Move: 120'

Base number to hit AC 0: 18

Saving throws:

Rod/Staff/Wand	Breath Weapon	Death/Paralysis/Poison	Petrify/ Polymorph	Spell
13	15	9	12	14

Weapons: mace +1, 3 throwing hammers

Standard pack: Set of clothes; boots, heavy; backpack; 1 week rations, standard; 50' rope; hammer; 10 iron spikes; lantern, hooded; 5 torches; flint and steel; 2 flasks oil; 2 candles; chalk; bedroll; water skin; 2 pouches, belt, large; 2 sacks, large; generic specialist item (holy symbol).

Languages: Common, NG, elf, gnomish, goblin, halfling, hobgoblin, orc

Ammunition: 3 throwing hammers

Spells:

Level	Slots	Spells
First Level	5	
Second Level	5	
Third Level	2	

Special: 30% resistant to sleep/charm spells, infravision 60', detect secret doors*, turn undead

Hammer:

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