

Advanced
Dungeons & Dragons[®]



Heroes' Lorebook

by
Dale Donovan
and
Paul Culotta

Being a compendium of the characters whose exploits in the struggle against evil and chaos are chronicled in the literature of the FORGOTTEN REALMS[®] campaign world, giving statistical information on each hero as well as personal facts and a bit of advice on what could happen if their paths should cross with that of a band of worthy adventurers.

Advanced Dungeons & Dragons®



Designers' Dedication

To Bob, Doug, Ed, Jeff, Jim, Kate, Troy, Zeb, and the authors of all the FORGOTTEN REALMS® novels who made this "task" so enjoyable; your stories brought tears to our eyes more than once.

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Introduction

Welcome to the *Heroes' Lorebook*. This book is an update and a revision of the *Hall of Heroes* product first published in 1989. That book has been out of print for several years, and that was one reason for doing this book. The other reason was the simple fact that the Realms is a vital, dynamic place. In the seven years since *Hall of Heroes* saw publication, the Realms has withstood the Avatar crisis and its aftermath, the Tuigan invasion, the (almost) rebirth of the dead god Moander, and numerous smaller upsets and trials. Further, many characters and their stories have become known and loved as part of Realmslore. We learned of the trials and triumphs of the Kendricks and the Moonshae Isles; we came to know and love the inhabitants of Icewind Dale, and we cheered for an artificial lifeform and her reptilian companion as they threw off the evil shackles of her creators. We've also learned more of the activities of the Harpers, and more about the past of the Realms' "spokesmage," Elminster of Shadowdale.

In this book, we have tried to encapsulate the most important events and major individuals of the years of heroic action that we've all been treated to viewing. While we have a partial timeline of everything that's recently happened in the Realms is impossible (really it is, so please don't ask to see one), we'd like to think we did hit the high points. After all, the Realms is about heroic deeds and valiant heroes and heroines, so it's in that spirit that we present this book.

How to Use This Book

It's our hope that you will use the *Heroes' Lorebook* as more than an encyclopedia of Realms NPCs (though it serves that purpose admirably). We hope this book becomes a tool for you to use in your game, whether you're a player, a DM, or both. Read the entries in this book, especially those of characters with whom you may not be familiar. Use the characters, plots, magical items, and campaign hooks detailed here to spice up your campaign. Take the pieces of the stories and characters in this book, tweak them (so others who've read the novel or this book won't recognize your sources), and add them to your game. The "Campaign Uses" section of each entry was specially designed for this purpose.

Note that this book is a compilation of information from novels and other sources published through the end of 1995. The requirements of scheduling and publication made it impossible for us to include products that were released during the first half of 1996.

Another note should be made regarding the characters herein; these characters are not PCs and are not necessar-

ily described according to the rules in the *Player's Handbook* and *DUNGEON MASTER® Guide*. Some of these NPCs break major game rules left and right; this simply is a result of translating fiction and other nonofficial sources into game information. Every attempt was made to apply the rules of the AD&D® game when possible, but some folks in this book (Alias, Elminster, and the Seven Sisters, for instance) just can't be accurately described without throwing some of the rules out the window.

Format and Organization

In the interest of conserving space and trying to structure the book to make it as reader-friendly as possible, we came up with a few conventions that are used frequently throughout the character descriptions:

— An asterisk after a word or phrase designates a magical item, magical ability, or spell that is described in the supplementary material following the character descriptions.

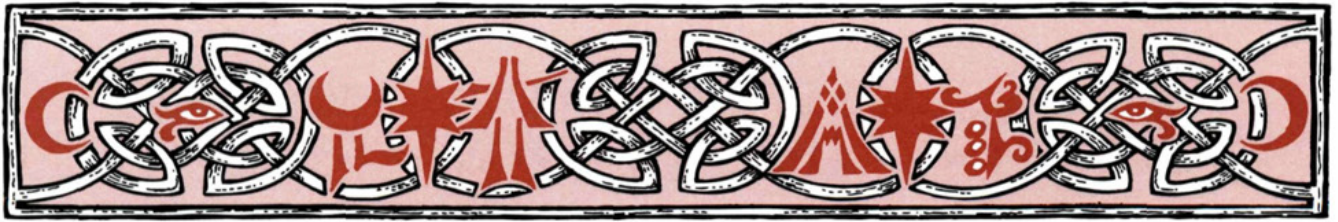
— A character's name given in SMALL CAPS within another character's entry identifies someone who is covered in his or her own entry elsewhere in the book. To get a complete picture of a certain character, it is sometimes helpful to read the descriptions of one or more other associated characters. For instance, Bruenor is also mentioned in the entries for Drizzt, Wulfgar, Regis, and Catti-brie.

— The statistical information that begins each entry is somewhat shortened from the way these facts are ordinarily presented; categories such as "Damage/Attack," "Special Attacks," "Special Defenses," and "Size" are covered in the text when such information is noteworthy and needs to be explained.

Within the descriptive text for each character, some of the categories have special meanings or are handled in particular ways:

Spells is not a comprehensive list of every spell a character is capable of receiving, learning, or casting. The specific spells mentioned in this paragraph are those that a character might be expected to carry on a typical day; any or all of them (within reason) could be replaced with other spells in a special set of circumstances.

Weapons of Proficiency and Nonweapon Proficiencies often end with a statement such as "3 open." In such a case, the list of proficiencies given includes all the skills that a character has been known to demonstrate, which leaves a number of slots open (depending on the character's class, experience level, and Intelligence). These open slots may be filled with proficiencies that you think are logical for the character to have, or they may be left vacant initially to allow for the character to improve and expand his or her skills as your campaign progresses.



Equipment is a basic list of items, both special and mundane, that a character is known to carry on a day-to-day basis. Again, this list is not exhaustive or restrictive, and can be expanded upon as you see fit. Some of the characters in this book are so powerful or so resourceful (such as Azoun and Elminster, for instance) that there is virtually no limitation on what sorts of equipment they could possess or could procure for themselves at a moment's notice.

In particular, a statement such as "standard adventuring gear" can have a number of different specific definitions. In most cases, it probably includes spare clothing, rain gear, rations, a waterskin, torches or a lantern and oil, ammunition for missile weapons (if any), flint and steel, a coil of rope, empty sacks, a whetstone, sleeping gear, feed for a mount (if any), and a backpack in which most of this stuff would be carried. For particular characters, some class-specific items would certainly also be part of that person's standard gear—thieves' tools, spell components, a priest's holy symbol, a fighter's extra weapons, and so forth.

Magical Items can consist of anything from a simple list of commonly known enchanted objects to one or more short descriptions of unusual or unique items (such as Adon's *ring of alertness* and Danilo's special *bag of holding*). Usually when a special magical item is mentioned in this paragraph, it is marked with an asterisk, meaning that the item is described in detail in the supplementary information toward the back of the book.

Combat/Tactics is a summary of any special or distinctive behavior the character has been known to exhibit in a conflict situation. Some characters don't hesitate to wade into a battle with weapons whirling; others, by inclination or by necessity, remain on the perimeter of a fight for as long as possible.

Allies/Companions provides the names (and occasionally very brief descriptions) of characters, and sometimes creatures, who have traveled with and/or assisted the central character. Other allies may exist who are not mentioned here; for example, any member of the Harpers could be considered an ally of any other Harper. Some of a character's friends may have their names rendered in SMALL CAPS, meaning that they have their own entries elsewhere in the book. On occasion, one or more minor characters mentioned in this section is briefly described at the end of the current entry.

Foes/Enemies identifies the major adversaries (groups and/or individuals) a character has done battle against, but (as with "Allies/Companions") is not meant to be an all-inclusive list of every person or organization the character has come into conflict with.

Appearance gives a character's significant physical features, usually including but not necessarily limited to

hair color, eye color, age, and any distinctive identifying marks (such as the scar on Adon's face and the fact that Bruenor wears a patch over one eye). More often than not, a character's appearance is unspectacular enough that a group of PCs could encounter him or her without instantly recognizing who they have met; this would be true of Rinda and Caledan, for example.

Personality is the place to find facts that would make it possible for the DM to accurately role-play the character. Of course, by the same token, most people can suppress their personality traits if it is in their interest to do so, and sometimes a character will purposely adopt an artificial persona to keep his or her identity a secret.

Locales Frequented is a list of some of the places where a character is known to have lived or worked, and sometimes serves as a general guide to where he or she might be encountered by a group of PCs who are in the same area.

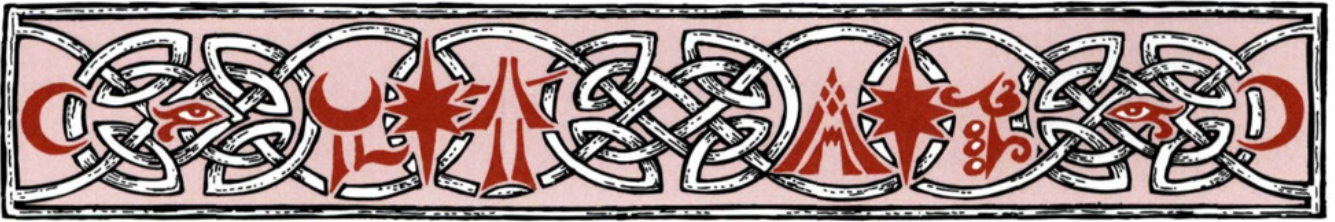
History is a brief—sometimes very brief—recounting of a character's origins and accomplishments, which are recounted in detail in the books and game products featuring that character.

Motivations/Goals is a category that helps to personalize each character by describing what is specifically important to him or her—more information that the DM may find useful to realistically portray the character during an encounter with PCs.

Campaign Uses offers suggestions on how the character could be incorporated into an ongoing campaign. Sometimes specific adventure hooks are provided; in other cases the information is more general; and for a few characters, this section is about as general as it could be—Gwydion and Rinda, for instance, have not been heard from (for good reason) since they "went underground" and thus could be met almost anywhere and in almost any circumstance that the DM wants to devise.

Sources is a list of titles of novels, short stories, and game products that were consulted in the preparation of each character's entry. A more detailed list of all the sources mentioned throughout this book can be found on pages 159 and 160.

Last but not least, the center 16-page section of *Heroes' Lorebook* is a special presentation of color illustrations—many of which were created especially for this book—depicting nearly half of the characters listed in the Table of Contents in a variety of scenes, ranging from life-threatening situations to moments that show that, despite their thrilling exploits, these characters are normal folks just like the rest of us. Well, maybe not *exactly* like the rest of us. . . . Read on, and enjoy.



Adon

Human male 9th-level priest of Mystra

ARMOR CLASS: 2

MOVE: 12

HIT POINTS: 45

THACO: 16

NO. OF ATTACKS: 1

ALIGNMENT: Neutral Good

STR 11, DEX 12, CON 12, INT 9, WIS 15, CHA 13

Spells (6/5/3/2/1): 1st—*bless, command, cure light wounds, detect evil, detect magic, light, protection from evil, sanctuary*; 2nd—*detect charm, hold person, resist fire, silence 15' radius, snake charm, speak with animals*; 3rd—*cure disease, dispel magic, negative plane protection, prayer*; 4th—*cure serious wounds, protection from evil 10' radius, spell immunity*; 5th—*flame strike, true seeing*.

Weapons of Proficiency: footman's flail; footman's mace; war hammer; 1 open (only type B weapons allowed).

Nonweapon Proficiencies: etiquette; healing; herbalism; local history (his involvement in the Time of Troubles); reading/writing; religion (worship of Mystra); spellcraft; 1 open.

Equipment: plate mail; large shield; mace; war hammer; holy symbol; holy water; standard adventuring gear.

Magical Items: a ring of alertness, which functions as a rod of alertness in all ways except that the ring cannot be used as a

weapon in melee combat. All functions of the ring are usable by Adon with a simple act of will.

Combat/Tactics: If others are threatened, Adon rushes to their aid. He prefers to capture humanoid foes alive, hoping that they can be converted to the worship of Mystra. Since most nonhumanoids are unlikely candidates for conversion, he does not exercise such restraint when dealing with them.

If he is attacked when he's unprepared or unwilling to fight back physically, Adon uses his spells in an attempt to control or neutralize his foe. If he is successful, he then attempts to discern if his captive is under the control or command of someone else.

Allies/Companions: Corene, an initiate in the Church of Mysteries; Mystra, the Goddess of Magic.

Before the Time of Troubles, the entity now known as Mystra was a mortal adventurer named Midnight who, along with Adon, Cyric (a former thief), and Kelemvor Lyonsbane (a warrior), was pivotal to ending that turbulent time quickly. Adon and Midnight became friends. Upon her ascension to godhood, Adon converted to Mystra's worship. Mystra still visits Adon on those occasions when she's seeking a perspective beyond the narrow concerns of the gods.

Foes/Enemies: The god Cyric and his clergy, plus numerous hired assassins and killers.

Appearance: Adon is in his mid-30s, of average height and build, and has fair skin, light brown hair, and green eyes. His looks are quite plain, and the most noticeable feature about him is a scar on his face that runs from his cheek to his jaw. For years the scar was livid, but recently it has begun to fade. He dresses well, keeps his gear clean, and works to maintain his armor's polished shine.

Personality: Early in his life Adon was vain, verbose, and condescending to women. However, the events of the Time of Troubles and the years since then have drastically changed him. Now, as a patriarch of Mystra's Church of Mysteries, he is kind, caring, and gentle. While he's suffered through a long crisis of faith, he has overcome it, and is much more confident in himself and his connection to the Goddess of All Magic.

He can, however, still be wordy. Kelemvor once described him as using 1,000 words where 10 would do. Perhaps that is merely a side effect of being someone who preaches for a living, but it's forever a part of Adon's makeup.

Adon always seeks to do good in the name of Mystra. He'll protect those in need, even if he doesn't know all the circumstances, as he trusts his goddess to take him where he's needed.

Locales Frequented: Arabel and Tegea.

History: Adon was raised as a deeply devout worshiper of Sune Firehair. He grew up in a world of comfort and pampering, and his parents observed him to see which of their best qualities lived on in their son. They were disappointed in almost every way.

Adon lacked ambition as a child; he realized at an early age that there was little need to apply himself when everything he wanted was provided for him. Also, he failed to inherit any of