

The BLEAK BEYOND

Lost Heroes of the Bleak Beyond

Through the ages the stygian depths of the Bleak Beyond have claimed countless delvers, some of whom still remain there in one form or another. Certain untimely ends have created fascinating keepsakes for the dwellers in the archaic lairs below. Treated as trophies, these defeated overworlders are prized by the dwellers, and may be found in some of the larger treasure troves of the dungeon.

Transformed or altered by underworld magic, these delvers had high enough CON scores to survive and remain in a form of stasis. A powerful Dispel Magic will release them and the grateful hero will pledge his service for a time. Lost Heroes can then become part of an entourage or possibly a future character for the players lucky enough to liberate them.

Lost Heroes come ready to play, each possessing one magic item. The Ref will select or randomly determine the rest of the Lost Hero's gear.

Below are the 24 known Lost Heroes within the Bleak Beyond. The descriptions include the character's Name, Class and Level, Gender, Alignment, Prime Ability, CON, Item and method of Imprisonment.

Lost Heroes of the Bleak Beyond

Roll d24 if you want a random Lost Hero (d12+d6, odd on d6 add 0 to the d12, even on d6 add 12). Lost Heroes are never found on a dungeon level with a value less than their experience level.

1. **Wigwaite** FM 4, Male, L, S: 15, C: 16, *Spear +1*. Turned to Stone.
2. **Dianedrio** Elf FM 4, Male, L, S: 15, C: 13, *Displacer Cloak*. Morphed to Scarecrow.
3. **Big Sal** Hobbit 4, Male, S: 14, C: 15, *Plate +1*. Gem-Prisoned.
4. **Cheburov** Dvergar 4, Male, N, S: 17, C: 14, *Sword +1*. Turned to Stone.
5. **Tillanaith** FM 5, Female, N, S: 14, C: 13, *Magic Bow*. Time-Locked.
6. **Hibu Dae** MU 5, Male, N, I: 15, C: 14, *Wand of Cold*. Morphed to Scarecrow.
7. **Janolare** C 5, Female, L, W: 17, C: 13, *Staff of Healing*. Turned to Stone.
8. **Thump LeBump** Dwarf 5, Male, L, S: 13, C: 17, *Axe +1*. Turned to Stone.
9. **Fendryal** Aelfar MU 5, Male, N, I: 14, C: 13, *Wand of Paralization*. Time-Locked.
10. **Glipnart** Doende 5, Female, N, S: 14, C: 15, *Ring of Protection*. Turned to Glass.
11. **Kippy Bitz** Irkling 5, Male, N, W: 16, C: 14, *Snake Staff*. Gem-Prisoned.
12. **Kimbobol** Dwarf 6, Female, L, S: 16, C: 14, *War Hammer +1*. Gem-Prisoned.
13. **Oxblatt** Dwarf 6, Male, L, S: 14, C: 15, *Ring of Protection*. Time-Locked.
14. **Kucharel** Aelfar FM 6, Female, N, S: 16, C: 13, *Spear +2*. Frozen Solid.
15. **Haxlo** Dvergar 6, Male, N, S: 16, C: 17, *Mace +2*. Morphed to Scarecrow.
16. **Rugmeister** Doende 6, Male, N, S: 13, C: 16, *Elven Cloak and Boots*. Frozen Solid.
17. **Qonklakoo** Irkling 6, Female, N, W: 15, C: 16, *Staff of Withering*. Turned to Stone.
18. **Wheelhouse Witt** FM 7, Male, L, S: 13, C: 15, *Sword +2*. Frozen Solid.
19. **Timarina** MU 7, Female, L, I: 16, C: 13, *Ring of Invisibility*. Turned to Glass.
20. **Sticky Nobs** C 8, Male, L, W: 16, C: 14, *Mace +2*. Morphed to Scarecrow.
21. **Binblaith** Elf MU 8, Female, L, I: 14, C: 13, *Wand of Fear*. Turned to Glass.
22. **Zinzaa** FM 9, Female, L, S: 16, C: 14, *War Hammer +2*. Gem-Prisoned.
23. **Legendary Ralph** MU 10, Male, L, I: 17, C: 15, *Staff of Power*. Time-Locked.
24. **Sister Tilda** C 10, Female, L, W: 16, C: 15, *Staff of Striking*. Frozen Solid.