

Volcifar, Waghalter assassin (AC: 6,3rd level, hp 16, #AT 1,0 by weapon, AL LE; S14, I 15, W 17, D 16, C 13, Ch 11). He wears leather armor and a **ring of protection +1**, and carries a broadsword, a **sling of seeking +2**, a **dagger of venom**, and a **ring of spell storing**, containing (and permanently set to hold) mask alignment (reversed **know alignment**) and **dispel magic**. The ring must be empty before it can be filled again. Volcifar is lawful evil but will pass himself off as lawful neutral. He will submit to **detect evil**, (masking the attempt) but not to **know alignment**. He will say that the particulars of his philosophy are his business, but that he is not evil. He is very unlikely to murder a party member, even for a quick gain, but if an animosity builds up between a player character and himself he might then try to do him or her in. If the party saves his life in a direct manner he will be loyal, as he is highly lawful. Remember that he has first level thieving abilities, though he will pass himself off as a second-level thief. If the party has too many characters of good alignment, especially chaotic good, he will likely drift away after an adventure, perhaps taking a good item with him. He carries 84 op and 10 gp.

...

Locinda, half orc, female Cutpurse/Swordswoman, (AC 8, MV 12" 3rd level thief/fighter, hp 21, #AT 1, D 3-9, AL CN; S 17, I 14, W 8, D 14, C 13, Ch 8). She wears leather armor and carries a **broadsword +1** and has 32 gp. She can be hired for an expedition. She is an adventuress who recently arrived on the island.

From *The Secret of Bone Hill*, author Leonard Lakofka, TSR, 1981