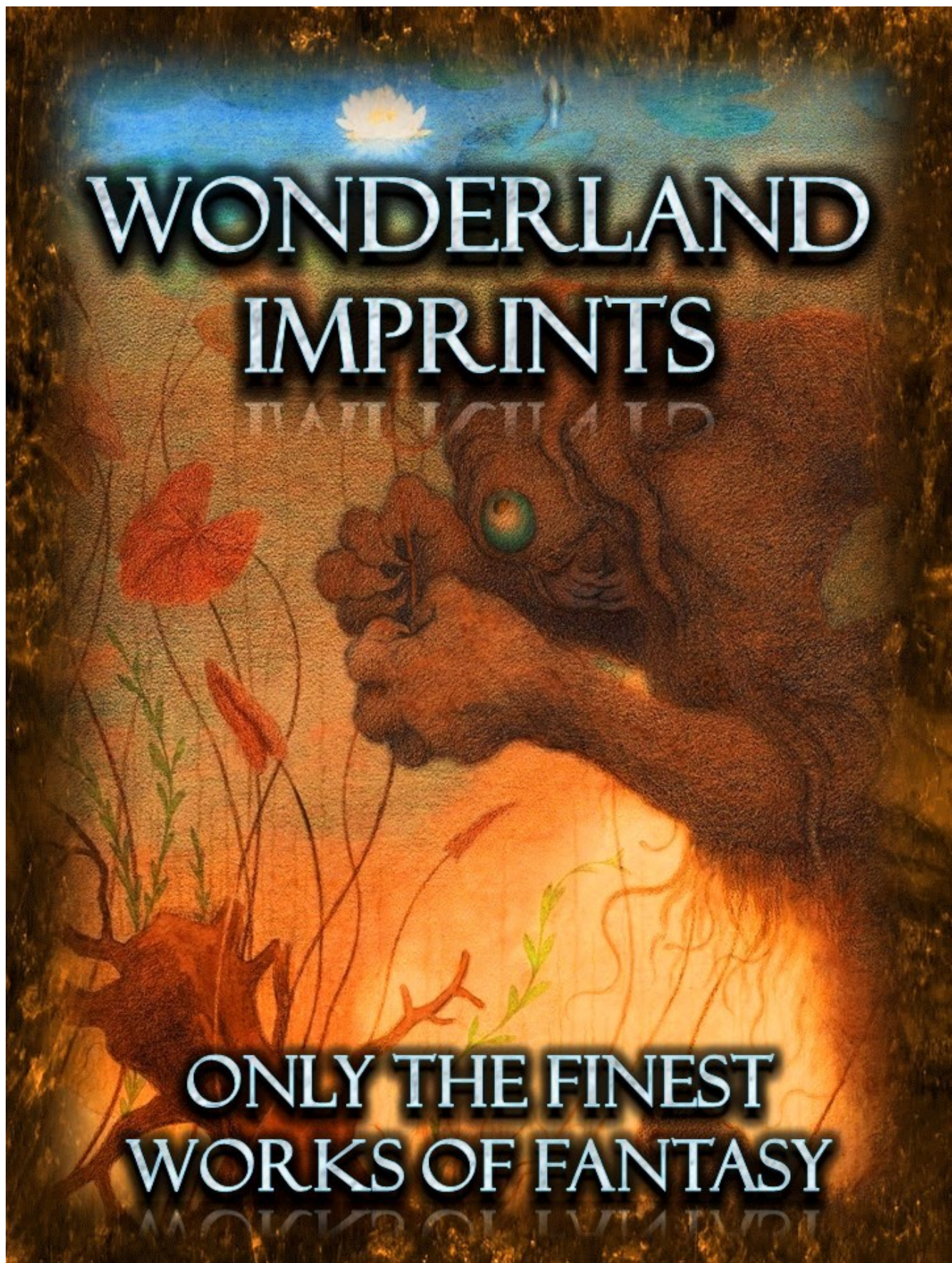


# THE ORDER OF THE SCARLET TABARD



KENT DAVID KELLY



# The Order of the Scarlet Tabard

**An Old School Supplement  
For Fantasy Role-Playing Games**

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**OSR**

## Description

*Hale companions, ready and true,  
prepared to brave the dungeons deep in  
the name of hard-won gold and glory ...*

Behold the doughty and stalwart men- and women-at-arms who hail from the Free City of Grimrook, the infamous and ever-ready “Redshirts” from the mercenary company known as the Order of the Scarlet Tabard!

The old school rules always encourage us to include men-at-arms ready for hire by any low-level Player Characters, so that the adventuring party's strength is bolstered in the dungeon. After all, if there are not enough bodies in the ranks to soak up those pit traps, fatal spider bites, and energy drains, all of those nasty attacks go straight to the imperiled and beloved heroes who are played by the players. But while the rules provide a few guidelines, the scant existing information lends itself to a system in which these heroic NPCs are nameless, faceless, generic, and completely lackluster, until they meet their grisly end.

This book is designed to give you 100 unique individuals, each with their own name, epithet (“the Eremite”, “the Merciless”, etc.), race, sex, alignment, personality, homeland, ability scores, morale level, hit points, troop type, armor worn, weapons carried, and suggested rate of pay. Now when the PCs hire 10 men-at-arms, you can roll the dice 10 times and have an instant set of 10 adventure hooks and frontline victims ... ah, warriors ... ready to go.

Here is a sample:

**Harika the Enforcer**, a Human Female, Alignment Lawful Neutral. Personality: Flamboyant, Homeland: Galatia (mythic Asia Minor). Low Ability Score: INT 5, High Ability Score: CON 16. Morale Level 8, Hit Points 3. Troop Type: Light Spearwoman, Armor Type: Leather Armor and Shield (Base AC 7), Weaponry: Broad Sword, 2 Throwing Spears. Pay Rate: 5 1/2 Gold Pieces per Month (or Expedition).

Another useful mini-supplement from Wonderland Imprints, *Only the Finest Works of Fantasy*.

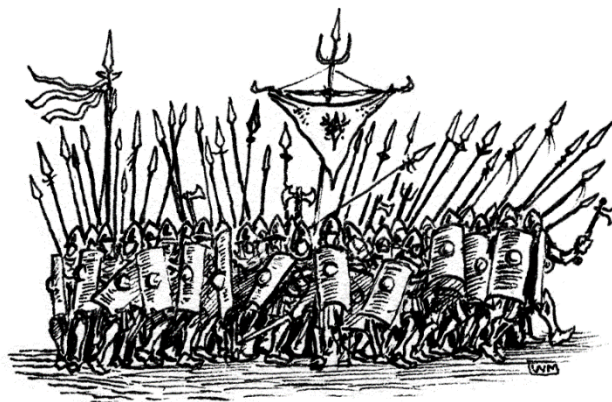


## Introduction

So how do you use this book? It's really rather simple. The goal here is to provide the Game Master with lots of role-playing hooks, potential plot points, future conflicts (between NPCs soldiers, or between soldiers and PCs), with extra needed "crunchy" details highlighting a mercenary's combat ability, survivability, and tactical options.

Whenever the PCs are ready to hire mercenary soldiers, I recommend that you offer them a random roster of 1D8+4 of the individuals in this book. The soldiers will give their name, epithet, and rate of pay (take it or leave it). The arms and weapons will be observed by the PCs. Secret pieces of information, known to the GM and for the players to discover later, include: personality, homeland, ability scores, morale level, and hit points.

When soldiers die — hey, it happens all the time — the order stands ready and willing to allow the hiring of additional soldiers at the GM's discretion, provided word hasn't gotten out that the PCs are tyrannical slavers, treacherous bastards, or what-have-you. I would hope that it will take your players a fair amount of time to go through all of the recruits here, but you could easily create a hundred more using the examples herein if you really felt the need.



## Understanding the Provided Details

Here is a quick summary of what each entry provides:

**Name:** This is the soldier's first name, based on whether they are male or Female. I took the time to research medieval names appropriate to each soldier's homeland (mythic Italy, Greece, Egypt, England, etc).

Members of the Order of the Scarlet Tabard do not have last (family) names; they willingly forsake these when they join the

order, and their last name simply becomes “o’ the Scarlet.” This is actually a contractual and legal obligation on the part of the voluntary man- or woman-at-arms; in letting go of their last name they are relinquishing the right of wergild (the right of their family to be paid in gold due to the loss of the person’s life). This stipulation ensures that the Scarlet Tabard is the most popular, in-demand, and oft-used supplier of mercenary soldiers in the entire Tyrrhennian territory. Employers (and PCs) who mourn the loss of a brave Scarlet volunteer are welcome to pay a wergild to the order if they wish, but this is strictly optional. The order keeps meticulous secret records and can ensure in good faith that these moneys are received by the fallen soldier’s next of kin. A customary wergild for a common soldier is equal to their monthly rate of pay x 12 (a year’s wages), meaning that a soldier who hires for 5 gold pieces would have a wergild of 60 gold pieces deemed respectful and appropriate.



**Epithet:** This is the nickname that the soldier is commonly known by, according to his “family” members throughout the order. The epithets give the players a hint as to (either) the soldier’s alignment, high ability score, personality, or role-playing potential.

**Race:** Most soldiers are human, but a fair number of demi-humans are scattered into the mix as well. Of course, demi-humans have the racial advantages which are the hallmarks of their race (elves detecting secret doors, dwarf saving throws, half-orc ability to parley with humanoids, etc.). Please note that as NPCs, these level 0 soldiers can have ability scores that are below racial minimums, and a few unique persons have ability scores above normal racial maximums.



**Sex:** Approximately 50% of the soldiers are Female. The GM can change this ratio as preferred; I just felt that “men-at-arms” should be an equal opportunity for medieval employment, as it were.

**Alignment:** As always, this NPC information is secret and for the GM’s eyes

only. It can be used to give role-playing potential to any soldier. More importantly, although mercenaries are conditioned to take harsh orders under trying circumstances, the alignment gives a hint to how the soldier will behave in a life-or-death situation. Chaotics who fail morale will probably flee, lawfals might object to random punishment, good soldiers will dislike orders to kill harmless foes, evil soldiers might desert or even join the opposite side in a deadly melee upon morale failure, and so forth.



Do keep in mind that the order is not a dating service, nor a charm school for the celebration of social graces. The Scarlets are rough-and-ready mercenary killers who are willing to enter dungeons, to slit goblins' throats on command, and to keep what they see to themselves (and possibly, as nasty secrets taken to the grave). As such, there are a fair number of evil and chaotic neutral individuals herein. Most, but not all, mercenaries are neutral; a few are actually good.



**Personality:** This is the overriding role-playing keyword which the GM can latch onto. The epithet tells us how the soldier behaves among compatriots, while personality tells us how the soldier behaves when he or she is more familiar and comfortable with an employer. Some traits are good, some are bad, some are both, and some are just strange or interesting.

**Homeland:** These are lands from the World of Oldskull, which is based on mythic and folkloric medieval Earth. I've provided the real-world equivalents (Greece, Scandinavia, Scotland, etc.) so that you can determine a soldier's ancestry and fit it into your own world as need be. The order is housed in Grimrook, which is a huge city in the land of Tyrrhenia, so many of the soldiers are Tyrrhenian or Emyrean. The homeland tells you about a mercenary's appearance, voice, and potential physical identifiers (hair color, eye color, skin color, height, weight, build, etc.).

**Ability Scores:** For ease of play, soldiers have perfectly average scores (STR 10, DEX 10, CON 10, INT 10, WIS 10, CHA 10) unless otherwise noted.



**Low Ability Score:** Each soldier has a low ability score, which is between 3 and 8. The usual penalties apply (less damage for low STR, worse AC for low DEX, poor interpretation of orders for low INT, etc.).

**High Ability Score:** Each soldier also has a high ability score, which is between 13 and 18. The usual bonuses apply (more languages for high INT, more hit points and resistance for high CON, etc.).

**Morale Level:** These scores are based on the 2D6 Basic/Expert morale system, which means that when morale is checked,

a roll that is higher than the score given will result in a problem. Therefore a soldier with morale 9 will be fine on a roll of 2-9, but not on a roll of 10-12. The morale scores are partly based on a soldier's armor, because the braver soldiers tend to be the ones who have a better chance of staying alive. Similarly, veteran soldiers tend to be well-protected, and lightly-armored ones will usually die before they become veterans themselves.

The GM decides what happens when a soldier's morale fails. In a melee, the soldier will probably flee if possible. Other possibilities include falling back, panic, blood rage, surrender, changing sides, and so forth.



**Hit Points:** The hit points were rolled using Basic/Expert Constitution (CON) adjustments, and a base roll of 1D6+1, which is the standard hp loadout for a Normal Man (level 0) who is a laborer or soldier. Due to the order's high standards, all hit point totals which randomly resulted in 1s or 2s have been raised to 3s. A few fortunate soldiers have 7 or more hit points.



**Troop Type:** This is a Gygaxian precept, and gives the GM a general idea of the soldier's tactical and strategic preferences in battle. I have given a very large array of variables here for interest's sake.

**Armor Type:** These are Advanced armor types, and the base AC is listed (not yet affected by low or high DEX, if that ability score is not 10). Soldiers will gratefully receive better armor from their employers if and when it is provided.

**Weaponry:** This is a summary not only of the weapons that the soldier owns, but also

a list of the weapon(s) that the soldier is proficient in. Remember that these soldiers are not yet level 1 fighters; most of them only know how to wield 1 or 2 weapon types effectively. It's all well and good for a PC commander to give an archer a long sword and then command him to fight in the front rank; but he might have a nasty to hit penalty due to being unskilled with the offered weapon!



**Pay Rate:** A macro calculation has been made which is based on the soldier's low ability score, high ability score, hit points, armor class, morale, and weapons. The worse soldiers have low pay rates (down to a measly 1 gold piece per month), while the finest soldiers have very high pay rates (up to 6 1/2 gold pieces per month, equivalent to the rate of some veteran cavalry). Half of the pay goes to the soldier, and half goes to the order.

Please note that the rate of pay is based on the soldiers' usual hiring circumstance, which is either performing guard duty or serving as a tavern bouncer. Most NPCs hire these soldiers at only-slightly-

dangerous monthly rates for work that is rarely lethal. These rates also indicate, however, the amount of gold that PCs will need to pay the soldier to convince him (or her) to accompany a dungeon expedition.



In other words, a soldier with a monthly pay rate of 4 gold pieces will demand 4 gp to enter the dungeon, to fight there, and then (hopefully) emerge; a second expedition would demand an additional 4 gp payment. Dungeon rates typically apply for up to 48 hours of service, or until the party returns to the surface; surviving soldiers who are not paid extra upon emerging from the dungeon alive will

probably not agree to stay on for a second tour of duty.

The rates are Gygaxian and quite reasonable, bordering on pathetically low. Remember that men-at-arms, as level 0 NPCs, typically do not earn shares of treasure like henchmen and other “levelled” NPCs do.

## Blooded and Risen

If a man-at-arms survives a dungeon expedition in which both (a) one or more monsters were slain by the party and (b) one or more treasures were gained by the party, the soldier stands a 25% chance to become a level 1 fighter when returning to the city. This simulates the rate at which relatively unexceptional Normal Men become fighters through gaining dungeoneering experience.

When this occurs, the man-at-arms becomes a Veteran, and a “free agent.” His or her hit points are rerolled on 1D10, modified by Constitution. If the 1D10 hit points are now higher, the new rate is kept; but if the hit points are lower or equal, then the soldier gains only +1 hp instead. For example, a man-at-arms with 5 hp and CON 13 (+1 hp/level) who survives and becomes a Veteran has 1D10 rolled for him. If a 7 is rolled, then the soldier’s new hit point total is now (7+1 =) 8. But if a 5 is rolled, the soldier’s hit points remain at the original rating (5 hp) with only an additional +1, meaning 6 hit points.

Veterans command triple pay; if their rate was previously 5 gold pieces per expedition, it’s now 15 gold pieces. The Veteran might, or might not, decide to remain in the PCs’

service depending on how he or she was treated during the first tour of duty.

Veterans begin at zero experience points, level 1, fighter class. Their to hit ratio, number of proficient weapons, and saving throws all improve. As always they must gain 2,000 XP to become level 2 fighters. They gain XP at the standard NPC rate, which is 1/2 of a PC's total. This means that if a Veteran NPC earns a calculated 500 XP in the dungeon (due to assistance in killing monsters and receiving a half-share of treasure), this total is then divided by two before being awarded, resulting in an actual gain of 250 XP.

Veterans who attain experience level 2 (Warrior) will leave the PCs' service, unless they are taken on as full henchmen, with all of the pay, housing, treasure sharing, and other perks such duty entails. The Veteran must have a relatively compatible alignment (on the Evil-Neutral-Good scale) to remain loyal and in service to the party.



## The Order's Roster: A Gallery of Rogues

The 100 soldiers currently offered by the Order of the Scarlet Tabard include:

### [01] Mafeo the Eremite

A Human Male, Alignment Lawful Neutral. Personality: Hateful, Homeland: Tyrrhenia (mythic Italy). Low Ability Score: WIS 6,

High Ability Score: CHA 16. Morale Level 9, Hit Points 5. Troop Type: Heavy Infantry, Armor Type: Splint Mail (Base AC 4), Weaponry: Morning Star, Hand Axe. Pay Rate: 3 1/2 Gold Pieces per Month (or Expedition).



### [02] Hugh the Merciless

A Human Male, Alignment Lawful Evil. Personality: Haunted, Homeland: Britannia (mythic England). Low Ability Score: INT 6, High Ability Score: DEX 16. Morale Level 9, Hit Points 5. Troop Type: Light Armsman, Armor Type: Studded Leather Armor (Base AC 7), Weaponry: Pole Arm, Club. Pay Rate: 5 Gold Pieces per Month (or Expedition).

### [03] Siobhain the All-Knowing

A Gnome Female, Alignment Lawful Neutral. Personality: Silent, Homeland: Hibernia (mythic Ireland). Low Ability Score: CHA 6, High Ability Score: INT 17. Morale Level 10, Hit Points 4. Troop Type: Veteran Infantry, Armor Type: Chain Mail (Base AC 5), Weaponry: Morning Star, 2 Throwing Axes. Pay Rate: 5 Gold Pieces per Month (or Expedition).



Crossbowman, Armor Type: None (Base AC 10), Weaponry: Light Crossbow, Club. Pay Rate: 2 1/2 Gold Pieces per Month (or Expedition).



#### **[04] Radoslava the Tranquil**

A Half-Orc Female, Alignment True Neutral. Personality: Shrewd, Homeland: Ruthenia (mythic Russia). Low Ability Score: WIS 5, High Ability Score: DEX 18. Morale Level 10, Hit Points 4. Troop Type: Veteran Armored Spearwoman, Armor Type: Chain Mail and Shield (Base AC 4), Weaponry: Long Sword, 2 Throwing Spears. Pay Rate: 5 Gold Pieces per Month (or Expedition).

#### **[05] Jehan the Glorious**

A Human Male, Alignment Chaotic Neutral. Personality: Inquisitive, Homeland: Aquitania (mythic France). Low Ability Score: STR 6, High Ability Score: CHA 18. Morale Level 10, Hit Points 3. Troop Type: Veteran Pikeman, Armor Type: Studded Leather Armor (Base AC 7), Weaponry: Pike, Broad Sword. Pay Rate: 5 Gold Pieces per Month (or Expedition).

#### **[06] Aracius the Battering Ram**

A Human Male, Alignment Chaotic Neutral. Personality: Callous, Homeland: Achaea (mythic Greece). Low Ability Score: CON 6, High Ability Score: INT 15. Morale Level 6, Hit Points 3. Troop Type: Unarmored

#### **[07] Mariana the Righteous**

A Dwarf Female, Alignment Neutral Good. Personality: Intolerant, Homeland: Empyrean (mythic Rome). Low Ability Score: CHA 5, High Ability Score: DEX 18. Morale Level 8, Hit Points 4. Troop Type: Light Spearwoman, Armor Type: Leather Armor and Shield (Base AC 7), Weaponry: Broad Sword, 2 Throwing Spears. Pay Rate: 2 Gold Pieces per Month (or Expedition).

#### **[08] Abrafim the Serene**

A Human Male, Alignment Chaotic Neutral. Personality: Gambling, Homeland: Golgotha (mythic Holy Land). Low Ability Score: CON 3, High Ability Score: WIS 15. Morale Level 8, Hit Points 9. Troop Type: Light Infantry, Armor Type: Ring Mail (Base AC 7), Weaponry: Morning Star, Club. Pay

Rate: 1 Gold Piece per Month (or Expedition).



### **[09] Asgir the Reconciler**

A Dwarf Male, Alignment True Neutral. Personality: Mentoring, Homeland: Suecia (mythic Sweden). Low Ability Score: CHA 7, High Ability Score: CON 17. Morale Level 9, Hit Points 5. Troop Type: Veteran Footman, Armor Type: Scale Mail (Base AC 6), Weaponry: Battle Axe, Broad Sword. Pay Rate: 5 Gold Pieces per Month (or Expedition).



### **[10] Beira the Unfeeling**

A Human Female, Alignment Lawful Evil. Personality: Drunken, Homeland: Phoenicia (mythic Lebanon). Low Ability Score: INT 3, High Ability Score: CON 16. Morale Level 10, Hit Points 4. Troop Type: Veteran Light Archer, Armor Type: Studded Leather Armor (Base AC 7), Weaponry: Short Bow, Broad Sword. Pay Rate: 5 Gold Pieces per Month (or Expedition).

### **[11] Margrith the Exemplary**

A Dwarf Female, Alignment Neutral Good. Personality: Lazy, Homeland: Helvetia (mythic Switzerland). Low Ability Score: CHA 4, High Ability Score: STR 18. Morale Level 9, Hit Points 7. Troop Type: Heavy Spearwoman, Armor Type: Chain Mail and Shield (Base AC 4), Weaponry: Long Sword, Heavy Spear. Pay Rate: 3 1/2 Gold Pieces per Month (or Expedition).

### **[12] Maeldoi the Perilous**

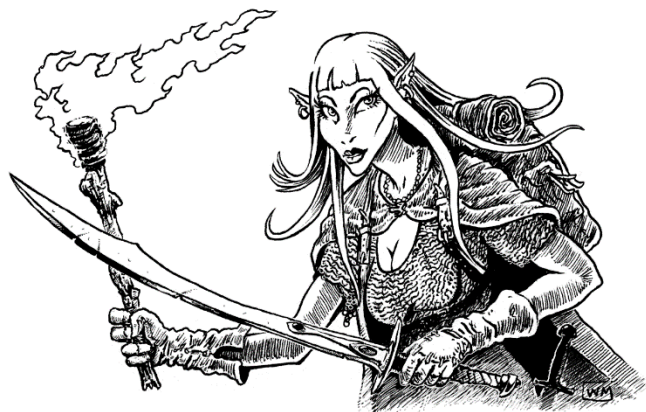
A Human Male, Alignment True Neutral. Personality: Loyal to Family, Homeland: Armorica (mythic Brittany). Low Ability Score: CON 6, High Ability Score: DEX 14. Morale Level 7, Hit Points 5. Troop Type: Slinger, Armor Type: Padded Armor and Shield (Base AC 7), Weaponry: Sling, Club. Pay Rate: 2 1/2 Gold Pieces per Month (or Expedition).



### **[13] Laelia the Irreproachable**

An Elf Female, Alignment Neutral Good. Personality: Lone Wolf, Homeland: Empyrean (mythic Rome). Low Ability Score: DEX 4, High Ability Score: CON 16.

Morale Level 9, Hit Points 6. Troop Type: Veteran Armored Arbalester, Armor Type: Scale Mail (Base AC 6), Weaponry: Heavy Crossbow, Broad Sword. Pay Rate: 4 1/2 Gold Pieces per Month (or Expedition).



#### **[14] Agapios the Behemoth**

A Human Male, Alignment Chaotic Neutral. Personality: Celibate, Homeland: Achaea (mythic Greece). Low Ability Score: CON 4, High Ability Score: STR 13. Morale Level 7, Hit Points 3. Troop Type: Arbalester, Armor Type: Studded Leather Armor (Base AC 7), Weaponry: Heavy Crossbow, Club. Pay Rate: 1 1/2 Gold Pieces per Month (or Expedition).

#### **[15] Edana of the Light**

A Halfling Female, Alignment Neutral Good. Personality: Doubtful, Homeland: Caledonia (mythic Scotland). Low Ability Score: DEX 5, High Ability Score: WIS 13. Morale Level 7, Hit Points 3. Troop Type: Veteran Light Crossbow-Woman, Armor Type: Studded Leather Armor (Base AC 7), Weaponry: Light Crossbow, Hammer. Pay Rate: 3 Gold Pieces per Month (or Expedition).

#### **[16] Mancosa the Devic**

A Half-Elf Female, Alignment Neutral Good. Personality: Paranoid, Homeland: Golgotha (mythic Holy Land). Low Ability Score: DEX 3, High Ability Score: STR 13. Morale Level 7, Hit Points 6. Troop Type: Footman's Militia, Armor Type: Padded Armor and Shield (Base AC 7), Weaponry: Short Sword, Dagger. Pay Rate: 1 Gold Piece per Month (or Expedition).

#### **[17] Elgast the Joyous**

A Halfling Female, Alignment Chaotic Good. Personality: Black Sheep, Homeland: Teutonia (mythic Germany). Low Ability Score: DEX 7, High Ability Score: CHA 18. Morale Level 8, Hit Points 9. Troop Type: Veteran Arbalester, Armor Type: Chain Mail (Base AC 5), Weaponry: Heavy Crossbow (built to height), Hand Axe. Pay Rate: 3 1/2 Gold Pieces per Month (or Expedition).



#### **[18] Theora the Sacred**

A Dwarf Female, Alignment Neutral Good. Personality: Lonely, Homeland: Cyrenaica (mythic Libya). Low Ability Score: CHA 7, High Ability Score: DEX 17. Morale Level

10, Hit Points 3. Troop Type: Veteran Heavy Infantry, Armor Type: Splint Mail (Base AC 4), Weaponry: Morning Star, Battle Axe. Pay Rate: 6 Gold Pieces per Month (or Expedition).

### **[19] Harika the Enforcer**

A Human Female, Alignment Lawful Neutral. Personality: Flamboyant, Homeland: Galatia (mythic Asia Minor). Low Ability Score: INT 5, High Ability Score: CON 16. Morale Level 8, Hit Points 3. Troop Type: Light Spearwoman, Armor Type: Leather Armor and Shield (Base AC 7), Weaponry: Broad Sword, 2 Throwing Spears. Pay Rate: 5 1/2 Gold Pieces per Month (or Expedition).

### **[20] Hunith the Argent**

An Elf Female, Alignment Chaotic Good. Personality: Bored, Homeland: Cambria (mythic Wales). Low Ability Score: INT 5, High Ability Score: STR 15. Morale Level 10, Hit Points 4. Troop Type: Veteran Armswoman, Armor Type: Scale Mail (Base AC 6), Weaponry: Pole Arm, Short Sword. Pay Rate: 2 1/2 Gold Pieces per Month (or Expedition).



### **[21] Brynjar the Wanderer**

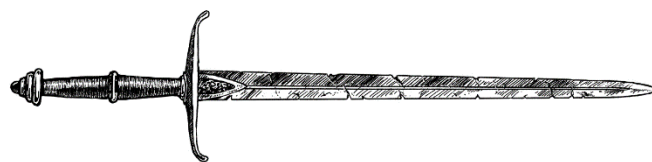
A Halfling Male, Alignment Chaotic Good. Personality: Courageous, Homeland: Lappia (mythic Lapland). Low Ability Score: DEX 7, High Ability Score: STR 16. Morale Level 9, Hit Points 4. Troop Type: Light Longbowman, Armor Type: Leather Armor (Base AC 8), Weaponry: Long Bow (built to height), Broad Sword. Pay Rate: 3 1/2 Gold Pieces per Month (or Expedition).

### **[22] Aban the Mesmerizer**

An Elf Male, Alignment Chaotic Neutral. Personality: Contemptuous, Homeland: Baetica (mythic Andalusia). Low Ability Score: DEX 8, High Ability Score: CHA 13. Morale Level 9, Hit Points 5. Troop Type: Veteran Heavy Arbalester, Armor Type: Banded Mail (Base AC 4), Weaponry: Heavy Crossbow, Broad Sword. Pay Rate: 5 1/2 Gold Pieces per Month (or Expedition).

### **[23] Eira the Illuminator**

A Half-Orc Female, Alignment True Neutral. Personality: Protective, Homeland: Midgard (mythic Scandinavia). Low Ability Score: CHA 7, High Ability Score: WIS 13. Morale Level 10, Hit Points 8. Troop Type: Veteran Heavy Pikewoman, Armor Type: Plate Mail (Base AC 3), Weaponry: Pike, Broad Sword. Pay Rate: 4 1/2 Gold Pieces per Month (or Expedition).



**[24] Yaroslavo the Entrancer**

A Human Male, Alignment True Neutral. Personality: Sloppy, Homeland: Scythia (mythic Ukraine). Low Ability Score: STR 5, High Ability Score: CHA 14. Morale Level 10, Hit Points 3. Troop Type: Veteran Light Archer, Armor Type: Studded Leather Armor (Base AC 7), Weaponry: Short Bow, Broad Sword. Pay Rate: 3 1/2 Gold Pieces per Month (or Expedition).

**[25] Mechthild the Generous**

A Human Female, Alignment Chaotic Good. Personality: Ambitious, Homeland: Teutonia (mythic Germany). Low Ability Score: DEX 4, High Ability Score: CON 14.

Morale Level 6, Hit Points 3. Troop Type: Unarmored Slinger, Armor Type: Shield (Base AC 9), Weaponry: Sling, Club. Pay Rate: 3 Gold Pieces per Month (or Expedition).

**[26] Caro the Grim**

A Human Male, Alignment Chaotic Evil. Personality: Crass, Homeland: Tyrrhenia (mythic Italy). Low Ability Score: STR 8, High Ability Score: DEX 16. Morale Level 6, Hit Points 3. Troop Type: Unarmored Skirmisher, Armor Type: Shield (Base AC 9), Weaponry: 6 Darts. Pay Rate: 3 1/2 Gold Pieces per Month (or Expedition).



### **[27] Achilla the Fair**

A Gnome Female, Alignment True Neutral. Personality: Merciful, Homeland: Tyrrhenia (mythic Italy). Low Ability Score: STR 4, High Ability Score: INT 14. Morale Level 9, Hit Points 6. Troop Type: Infantry, Armor Type: Chain Mail (Base AC 5), Weaponry: Morning Star, Hand Axe. Pay Rate: 1 Gold Piece per Month (or Expedition).

### **[28] Bozhidar the Deadly**

A Half-Elf Male, Alignment True Neutral. Personality: Xenophobic, Homeland: Ruthenia (mythic Russia). Low Ability Score: CON 6, High Ability Score: DEX 18. Morale Level 9, Hit Points 7. Troop Type: Pikeman, Armor Type: Leather Armor (Base AC 8), Weaponry: Pike, Short Sword. Pay Rate: 3 1/2 Gold Pieces per Month (or Expedition).

### **[29] Gregor the Prophesied**

A Human Male, Alignment True Neutral. Personality: Modest, Homeland: Teutonia (mythic Germany). Low Ability Score: INT 3, High Ability Score: WIS 17. Morale Level 9, Hit Points 3. Troop Type: Veteran Footman, Armor Type: Scale Mail (Base AC 6), Weaponry: Battle Axe, Broad Sword. Pay Rate: 3 1/2 Gold Pieces per Month (or Expedition).

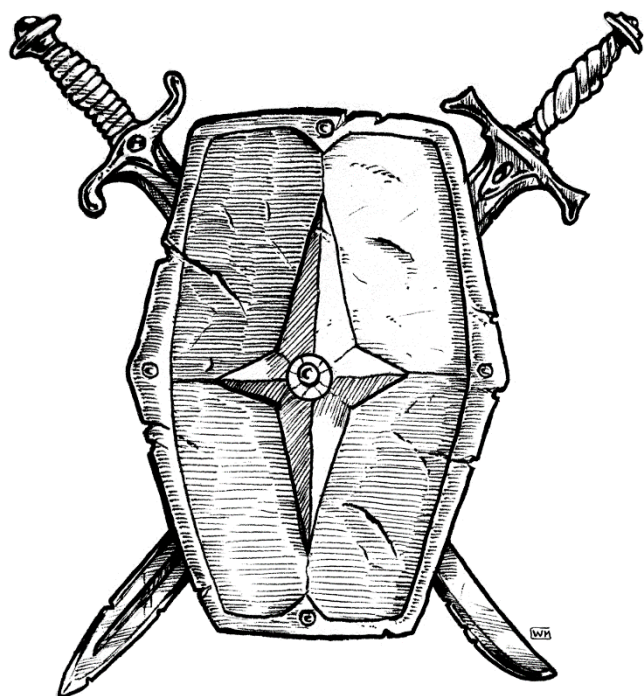


### **[30] Cinar the Guardian**

An Elf Male, Alignment Neutral Good. Personality: Irritable, Homeland: Pontus (mythic Asia Minor). Low Ability Score: DEX 8, High Ability Score: CON 18. Morale Level 9, Hit Points 6. Troop Type: Armsman, Armor Type: Ring Mail (Base AC 7), Weaponry: Pole Arm, Hand Axe. Pay Rate: 6 1/2 Gold Pieces per Month (or Expedition).

### **[31] Alva the Crimson**

A Human Female, Alignment Lawful Neutral. Personality: Hedonist, Homeland: Suecia (mythic Sweden). Low Ability Score: DEX 3, High Ability Score: CHA 14. Morale Level 11, Hit Points 8. Troop Type: Veteran Heavy Spearwoman, Armor Type: Plate Mail and Shield (Base AC 3), Weaponry: Bastard Sword, Heavy Spear. Pay Rate: 1 Gold Piece per Month (or Expedition).



### **[32] Antipatros the Severe**

A Human Male, Alignment Lawful Neutral. Personality: Foolhardy, Homeland: Macedonia (mythic Macedon). Low Ability Score: CHA 7, High Ability Score: DEX 13. Morale Level 9, Hit Points 6. Troop Type: Light Armsman, Armor Type: Studded Leather Armor (Base AC 7), Weaponry: Pole Arm, Club. Pay Rate: 5 1/2 Gold Pieces per Month (or Expedition).

### **[33] Alfild the Blameless**

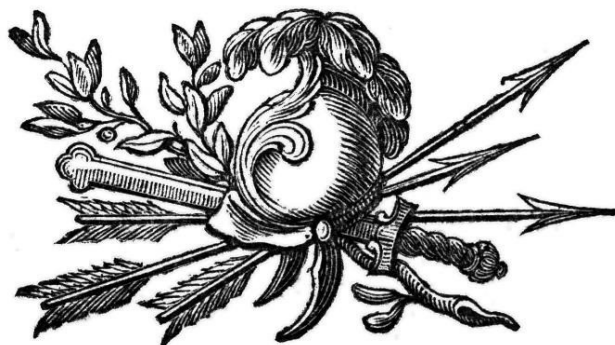
A Halfling Female, Alignment Chaotic Good. Personality: Calm, Homeland: Dania (mythic Denmark). Low Ability Score: DEX 6, High Ability Score: CON 15. Morale Level 10, Hit Points 7. Troop Type: Veteran Armored Spearwoman, Armor Type: Chain Mail and Shield (Base AC 4), Weaponry: Long Sword (built to height), 2 Throwing Spears. Pay Rate: 6 Gold Pieces per Month (or Expedition).

### **[34] Krasomila the Hallowed**

A Half-Elf Female, Alignment Neutral Good. Personality: Loquacious, Homeland: Macedonia (mythic Macedon). Low Ability Score: DEX 4, High Ability Score: INT 16. Morale Level 10, Hit Points 6. Troop Type: Veteran Heavy Armswoman, Armor Type: Chain Mail (Base AC 5), Weaponry: Pole Arm, Hand Axe. Pay Rate: 4 1/2 Gold Pieces per Month (or Expedition).

### **[35] Vetrans the Plotting**

A Human Male, Alignment Chaotic Neutral. Personality: Confident, Homeland: Byzantium (mythic Constantinople). Low Ability Score: CHA 3, High Ability Score: WIS 16. Morale Level 9, Hit Points 3. Troop Type: Light Archer, Armor Type: Leather Armor (Base AC 8), Weaponry: Short Bow, Broad Sword. Pay Rate: 3 1/2 Gold Pieces per Month (or Expedition).



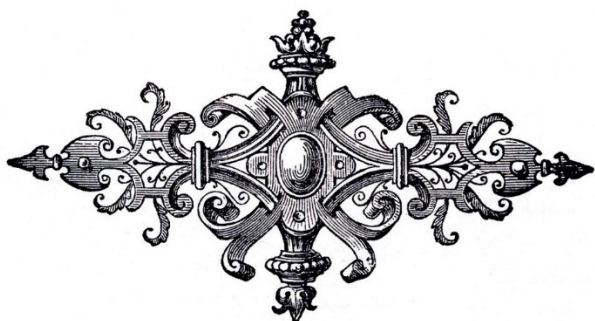
### **[36] Druda the Enlightened**

A Human Female, Alignment Lawful Neutral. Personality: Gregarious, Homeland: Golgotha (mythic Holy Land). Low Ability Score: DEX 5, High Ability Score: WIS 15. Morale Level 9, Hit Points 6.

Troop Type: Heavy Armswoman, Armor Type: Scale Mail (Base AC 6), Weaponry: Pole Arm, Club. Pay Rate: 4 1/2 Gold Pieces per Month (or Expedition).

### **[37] Gentile the Fearless**

A Human Female, Alignment Lawful Neutral. Personality: Homesick, Homeland: Tyrrhenia (mythic Italy). Low Ability Score: INT 4, High Ability Score: STR 16. Morale Level 11, Hit Points 7. Troop Type: Veteran Light Pikewoman, Armor Type: Studded Leather Armor (Base AC 7), Weaponry: Pike, 2 Throwing Axes. Pay Rate: 2 1/2 Gold Pieces per Month (or Expedition).



### **[38] Lysander the Adept**

A Half-Orc Male, Alignment True Neutral. Personality: Moody, Homeland: Achaea (mythic Greece). Low Ability Score: WIS 8, High Ability Score: INT 16. Morale Level 9, Hit Points 3. Troop Type: Infantry, Armor Type: Chain Mail (Base AC 5), Weaponry: Morning Star, Hand Axe. Pay Rate: 6 1/2 Gold Pieces per Month (or Expedition).

### **[39] Borghild the Illumined**

A Half-Elf Female, Alignment Chaotic Neutral. Personality: Insane, Homeland:

Lappia (mythic Lapland). Low Ability Score: DEX 8, High Ability Score: WIS 15. Morale Level 8, Hit Points 7. Troop Type: Footwoman, Armor Type: Ring Mail and Shield (Base AC 6), Weaponry: Battle Axe, Short Sword. Pay Rate: 6 1/2 Gold Pieces per Month (or Expedition).

### **[40] Antiochus the Conqueror**

A Human Male, Alignment Chaotic Neutral. Personality: Servile, Homeland: Achaea (mythic Greece). Low Ability Score: CON 3, High Ability Score: STR 15. Morale Level 8, Hit Points 5. Troop Type: Heavy Arbalester, Armor Type: Chain Mail (Base AC 5), Weaponry: Heavy Crossbow, Short Sword. Pay Rate: 1 Gold Piece per Month (or Expedition).



### **[41] Asmund the Survivor**

A Gnome Male, Alignment True Neutral. Personality: Loyal to Liege, Homeland: Dania (mythic Denmark). Low Ability Score: STR 7, High Ability Score: CON 14.

Morale Level 8, Hit Points 3. Troop Type: Light Infantry, Armor Type: Ring Mail (Base AC 7), Weaponry: Morning Star, Club. Pay Rate: 5 1/2 Gold Pieces per Month (or Expedition).

### **[42] Melisende the Beheader**

An Elf Female, Alignment Chaotic Good. Personality: Arrogant, Homeland: Aquitania (mythic France). Low Ability Score: INT 6, High Ability Score: DEX 18. Morale Level 7, Hit Points 4. Troop Type: Javelineer, Armor Type: Studded Leather Armor (Base AC 7), Weaponry: 6 Javelins. Pay Rate: 4 Gold Pieces per Month (or Expedition).



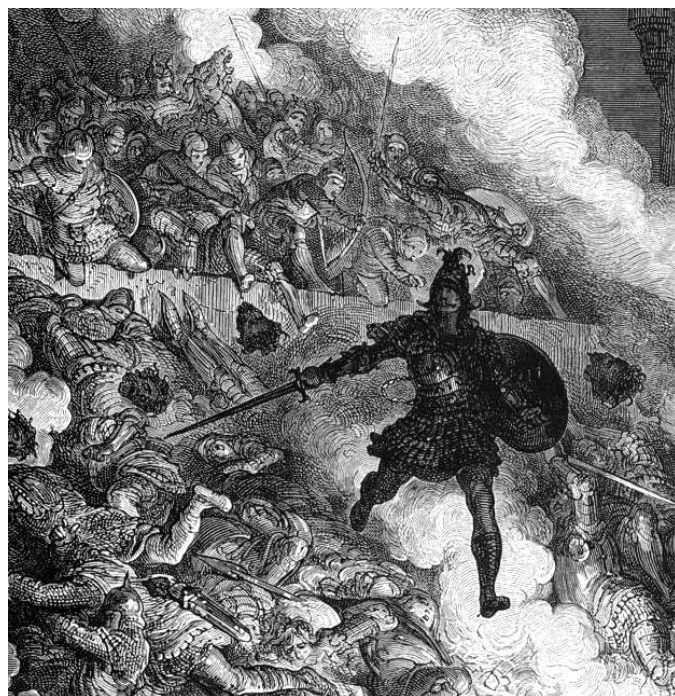
### **[43] Aemilius the Nimble-Fingered**

A Human Male, Alignment Chaotic Neutral. Personality: Domineering, Homeland: Empyrean (mythic Rome). Low Ability Score: CON 5, High Ability Score: DEX 16. Morale Level 9, Hit Points 5. Troop Type: Veteran Light Infantry, Armor Type: Scale Mail (Base AC 6), Weaponry: Morning Star,

Hand Axe. Pay Rate: 2 Gold Pieces per Month (or Expedition).

### **[44] Akhun the Daring**

A Human Male, Alignment Lawful Good. Personality: Determined, Homeland: Colchis (mythic Asia Minor). Low Ability Score: WIS 4, High Ability Score: DEX 18. Morale Level 10, Hit Points 3. Troop Type: Veteran Heavy Armsman, Armor Type: Chain Mail and Shield (Base AC 4), Weaponry: Pole Arm, Hand Axe. Pay Rate: 3 Gold Pieces per Month (or Expedition).



### **[45] Fabiana the Solemn**

A Human Female, Alignment Lawful Neutral. Personality: Friendly, Homeland: Empyrean (mythic Rome). Low Ability Score: INT 8, High Ability Score: WIS 16. Morale Level 9, Hit Points 7. Troop Type: Heavy Armswoman, Armor Type: Scale Mail (Base AC 6), Weaponry: Pole Arm, Club. Pay

Rate: 6 Gold Pieces per Month (or Expedition).

#### **[46] Honorata the Shrouded One**

A Half-Elf Female, Alignment Chaotic Good. Personality: Ashamed, Homeland: Byzantium (mythic Constantinople). Low Ability Score: INT 8, High Ability Score: WIS 13. Morale Level 8, Hit Points 5. Troop Type: Veteran Light Footwoman, Armor Type: Studded Leather Armor and Shield (Base AC 6), Weaponry: Broad Sword, Hand Axe. Pay Rate: 4 Gold Pieces per Month (or Expedition).

#### **[47] Placidia the Hale-Hearted**

A Human Female, Alignment Lawful Neutral. Personality: Greedy, Homeland: Byzantium (mythic Constantinople). Low Ability Score: CHA 6, High Ability Score: CON 14. Morale Level 9, Hit Points 5. Troop Type: Armswoman, Armor Type: Ring Mail (Base AC 7), Weaponry: Pole Arm, Hand Axe. Pay Rate: 5 1/2 Gold Pieces per Month (or Expedition).

#### **[48] Giselle the White**

A Dwarf Female, Alignment Neutral Good. Personality: Devout, Homeland: Britannia (mythic England). Low Ability Score: CHA 8, High Ability Score: DEX 17. Morale Level 7, Hit Points 3. Troop Type: Veteran Armored Skirmisher, Armor Type: Chain Mail and Shield (Base AC 5), Weaponry: 12 Darts, Short Sword. Pay Rate: 6 Gold Pieces per Month (or Expedition).

#### **[49] Gerhard the Impervious**

A Human Female, Alignment Chaotic Neutral. Personality: Courteous, Homeland: Teutonia (mythic Germany). Low Ability Score: CHA 3, High Ability Score: CON 16. Morale Level 9, Hit Points 4. Troop Type: Veteran Heavy Arbalester, Armor Type: Banded Mail (Base AC 4), Weaponry: Heavy Crossbow, Broad Sword. Pay Rate: 2 1/2 Gold Pieces per Month (or Expedition).

#### **[50] Balder the Brazen**

A Gnome Male, Alignment Chaotic Evil. Personality: Wrathful, Homeland: Islandia (mythic Iceland). Low Ability Score: STR 6, High Ability Score: CHA 14. Morale Level 9, Hit Points 7. Troop Type: Archer, Armor Type: Studded Leather Armor (Base AC 7), Weaponry: Short Bow, Broad Sword. Pay Rate: 2 1/2 Gold Pieces per Month (or Expedition).



**[51] Gulten the Tenebrous**

A Human Male, Alignment Chaotic Good. Personality: Apathetic, Homeland: Colchis (mythic Asia Minor). Low Ability Score: INT 7, High Ability Score: CHA 16. Morale Level 7, Hit Points 7. Troop Type: Javelineer, Armor Type: Studded Leather Armor (Base AC 7), Weaponry: 6 Javelins. Pay Rate: 4 Gold Pieces per Month (or Expedition).

**[52] Danu the Cunning**

A Human Male, Alignment Lawful Neutral. Personality: Flirtatious, Homeland: Helvetia (mythic Switzerland). Low Ability Score: WIS 8, High Ability Score: INT 18. Morale Level 8, Hit Points 3. Troop Type: Armored Arbalester, Armor Type: Scale Mail (Base AC 6), Weaponry: Heavy Crossbow, Hand Axe. Pay Rate: 6 1/2 Gold Pieces per Month (or Expedition).

**[53] Omobono the Pillarine**

A Human Male, Alignment Neutral Evil. Personality: Hot-Tempered, Homeland: Tyrrhenia (mythic Italy). Low Ability Score: STR 6, High Ability Score: CON 17. Morale Level 9, Hit Points 7. Troop Type: Pikeman, Armor Type: Leather Armor (Base AC 8), Weaponry: Pike, Short Sword. Pay Rate: 4 Gold Pieces per Month (or Expedition).

**[54] Bartram the Mighty**

A Human Male, Alignment Lawful Neutral. Personality: Gentle, Homeland: Britannia (mythic England). Low Ability Score: WIS 4, High Ability Score: STR 17. Morale Level 9, Hit Points 7. Troop Type: Heavy Pikeman, Armor Type: Chain Mail (Base AC 4), Weaponry: Pike, Short Sword. Pay Rate: 1 1/2 Gold Pieces per Month (or Expedition).

**[55] Andelka the Doughty**

A Halfling Female, Alignment Lawful Neutral. Personality: Sycophantic, Homeland: Dalmatia (mythic Croatia). Low Ability Score: DEX 3, High Ability Score: CON 13. Morale Level 8, Hit Points 7. Troop Type: Veteran Light Footwoman, Armor Type: Studded Leather Armor and Shield (Base AC 6), Weaponry: Broad Sword, Hand Axe. Pay Rate: 3 Gold Pieces per Month (or Expedition).

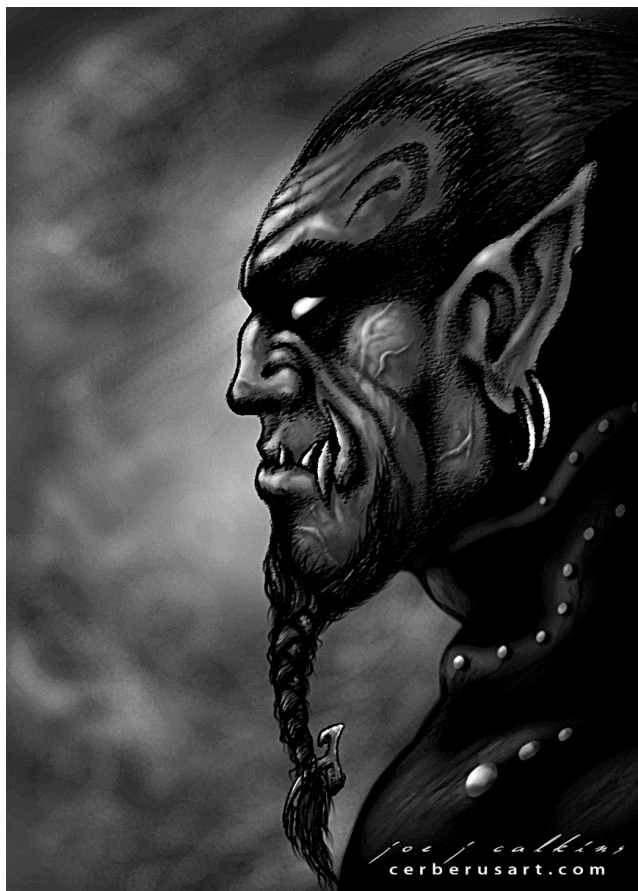
**[56] Alexandru the Bane Bringer**

A Gnome Male, Alignment Chaotic Evil. Personality: Aggressive, Homeland: Dacia

(mythic Romania). Low Ability Score: STR 6, High Ability Score: DEX 16. Morale Level 10, Hit Points 3. Troop Type: Veteran Heavy Footman, Armor Type: Splint Mail (Base AC 4), Weaponry: Battle Axe, Long Sword. Pay Rate: 4 1/2 Gold Pieces per Month (or Expedition).

### **[57] Tikhomir the Unstoppable**

A Half-Orc Male, Alignment True Neutral. Personality: Melancholy, Homeland: Scythia (mythic Ukraine). Low Ability Score: WIS 5, High Ability Score: CON 16. Morale Level 9, Hit Points 7. Troop Type: Spearman, Armor Type: Ring Mail and Shield (Base AC 6), Weaponry: Broad Sword, 2 Throwing Spears. Pay Rate: 5 Gold Pieces per Month (or Expedition).



### **[58] Mahir the Perfidious**

A Human Male, Alignment Neutral Evil. Personality: Cruel, Homeland: Mauretania (mythic Algeria). Low Ability Score: STR 6, High Ability Score: DEX 13. Morale Level 9, Hit Points 3. Troop Type: Light Pikeman, Armor Type: Padded Armor (Base AC 8), Weaponry: Pike, Hand Axe. Pay Rate: 2 Gold Pieces per Month (or Expedition).



### **[59] Jale the Far-Sighted**

A Human Male, Alignment True Neutral. Personality: Neurotic, Homeland: Pontus (mythic Asia Minor). Low Ability Score: INT 3, High Ability Score: WIS 16. Morale Level 10, Hit Points 4. Troop Type: Veteran Heavy Footman, Armor Type: Splint Mail (Base AC 4), Weaponry: Battle Axe, Long Sword. Pay Rate: 4 1/2 Gold Pieces per Month (or Expedition).



### **[60] Menendo the Preacher**

A Human Male, Alignment Lawful Good. Personality: Unreadable, Homeland: Lusitania (mythic Portugal). Low Ability Score: WIS 8, High Ability Score: STR 18. Morale Level 9, Hit Points 7. Troop Type: Veteran Light Infantry, Armor Type: Scale Mail (Base AC 6), Weaponry: Morning Star, Hand Axe. Pay Rate: 5 1/2 Gold Pieces per Month (or Expedition).

### **[61] Galinda the Outsider**

A Halfling Female, Alignment Neutral Evil. Personality: Bloodthirsty, Homeland: Lusitania (mythic Portugal). Low Ability Score: STR 4, High Ability Score: INT 13. Morale Level 10, Hit Points 7. Troop Type: Veteran Armswoman, Armor Type: Scale Mail (Base AC 6), Weaponry: Pole Arm (shortened), Short Sword. Pay Rate: 2 Gold Pieces per Month (or Expedition).

### **[62] Hafsa the Tireless**

An Elf Female, Alignment True Neutral. Personality: Loyal to Friends, Homeland: Baetica (mythic Andalusia). Low Ability Score: INT 4, High Ability Score: CON 18. Morale Level 7, Hit Points 3. Troop Type:

Light Crossbow-Woman, Armor Type: Leather Armor (Base AC 8), Weaponry: Light Crossbow, Club. Pay Rate: 4 Gold Pieces per Month (or Expedition).

### **[63] Yolente the Hunter**

A Half-Orc Female, Alignment Chaotic Neutral. Personality: Mischievous, Homeland: Batavia (mythic Netherlands). Low Ability Score: WIS 6, High Ability Score: CON 13. Morale Level 7, Hit Points 4. Troop Type: Armored Skirmisher, Armor Type: Ring Mail and Shield (Base AC 6), Weaponry: 12 Darts. Pay Rate: 4 Gold Pieces per Month (or Expedition).

### **[64] Calis the Gloried**

A Half-Elf Male, Alignment Chaotic Neutral. Personality: Opinionated, Homeland: Batavia (mythic Netherlands). Low Ability Score: CON 5, High Ability Score: CHA 15. Morale Level 9, Hit Points 3. Troop Type: Heavy Spearman, Armor Type: Chain Mail and Shield (Base AC 4), Weaponry: Long Sword, Heavy Spear. Pay Rate: 2 Gold Pieces per Month (or Expedition).



### **[65] Amis the All-Seeing**

A Half-Orc Male, Alignment True Neutral. Personality: Perceptive, Homeland: Aquitania (mythic France). Low Ability Score: CHA 5, High Ability Score: INT 16. Morale Level 9, Hit Points 6. Troop Type: Heavy Footman, Armor Type: Chain Mail (Base AC 5), Weaponry: Battle Axe, Broad Sword. Pay Rate: 3 Gold Pieces per Month (or Expedition).



### **[66] Demut the Calculating**

A Halfling Male, Alignment Lawful Neutral. Personality: Forever Wandering, Homeland: Teutonia (mythic Germany). Low Ability Score: DEX 7, High Ability Score: INT 13. Morale Level 9, Hit Points 7. Troop Type: Heavy Footman, Armor Type: Chain Mail (Base AC 5), Weaponry: Battle Axe, Broad Sword. Pay Rate: 3 Gold Pieces per Month (or Expedition).

### **[67] Alegreza the Baffling**

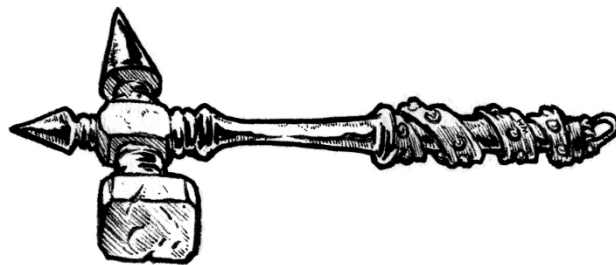
A Gnome Female, Alignment Chaotic Evil. Personality: Absurd, Homeland: Tyrrhenia (mythic Italy). Low Ability Score: STR 6, High Ability Score: CHA 16. Morale Level 8, Hit Points 8. Troop Type: Armored Arbalester, Armor Type: Scale Mail (Base AC 6), Weaponry: Heavy Crossbow (built to height), Hand Axe. Pay Rate: 3 Gold Pieces per Month (or Expedition).

**[68] Basri the Iron-Handed**

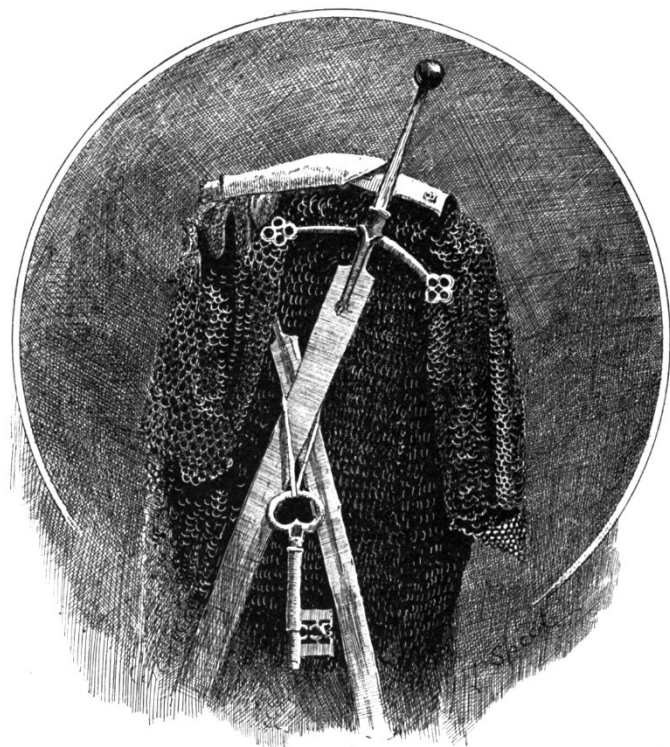
A Dwarf Male, Alignment Lawful Good. Personality: Excitable, Homeland: Galatia (mythic Asia Minor). Low Ability Score: WIS 5, High Ability Score: CON 14. Morale Level 10, Hit Points 6. Troop Type: Veteran Heavy Spearman, Armor Type: Plate Mail and Shield (Base AC 3), Weaponry: Bastard Sword, Heavy Spear. Pay Rate: 5 Gold Pieces per Month (or Expedition).

**[70] Fadime the Overthrower**

A Dwarf Female, Alignment Chaotic Good. Personality: Angry, Homeland: Bithynia (mythic Asia Minor). Low Ability Score: CHA 8, High Ability Score: INT 17. Morale Level 7, Hit Points 4. Troop Type: Veteran Skirmisher, Armor Type: Studded Leather Armor and Shield (Base AC 6), Weaponry: 12 Darts, Hammer. Pay Rate: 6 Gold Pieces per Month (or Expedition).

**[69] Knut the Vermilion**

A Human Male, Alignment True Neutral. Personality: Manipulative, Homeland: Midgard (mythic Scandinavia). Low Ability Score: INT 5, High Ability Score: CON 18. Morale Level 9, Hit Points 3. Troop Type: Veteran Armored Arbalester, Armor Type: Scale Mail (Base AC 6), Weaponry: Heavy Crossbow, Broad Sword. Pay Rate: 5 1/2 Gold Pieces per Month (or Expedition).



### **[71] Torchitorio the Profound**

An Elf Male, Alignment True Neutral. Personality: Miserly, Homeland: Tyrrhenia (mythic Italy). Low Ability Score: CON 7, High Ability Score: INT 14. Morale Level 9, Hit Points 5. Troop Type: Spearman, Armor Type: Ring Mail and Shield (Base AC 6), Weaponry: Broad Sword, 2 Throwing Spears. Pay Rate: 3 1/2 Gold Pieces per Month (or Expedition).

### **[72] Beladore the Sagacious**

A Human Male, Alignment Chaotic Neutral. Personality: Confused, Homeland: Armorica (mythic Brittany). Low Ability Score: STR 6, High Ability Score: WIS 17. Morale Level 9, Hit Points 5. Troop Type: Heavy Infantry, Armor Type: Splint Mail (Base AC 4), Weaponry: Morning Star, Hand Axe. Pay Rate: 4 Gold Pieces per Month (or Expedition).

### **[73] Finlay the Blessed**

A Human Male, Alignment Lawful Good. Personality: Energetic, Homeland: Caledonia (mythic Scotland). Low Ability Score: WIS 3, High Ability Score: STR 18. Morale Level 9, Hit Points 3. Troop Type: Light Longman, Armor Type: Leather Armor (Base AC 8), Weaponry: Long Bow, Broad Sword. Pay Rate: 3 Gold Pieces per Month (or Expedition).



### **[74] Caradonna the Hammer**

A Half-Elf Female, Alignment Chaotic Neutral. Personality: Curious, Homeland: Golgotha (mythic Holy Land). Low Ability Score: DEX 6, High Ability Score: STR 13. Morale Level 10, Hit Points 3. Troop Type: Veteran Light Pikewoman, Armor Type: Studded Leather Armor (Base AC 7), Weaponry: Pike, 2 Throwing Axes. Pay Rate: 4 1/2 Gold Pieces per Month (or Expedition).

**[75] Astrid the Scheming**

A Human Female, Alignment Chaotic Neutral. Personality: Optimistic, Homeland: Islandia (mythic Iceland). Low Ability Score: STR 6, High Ability Score: INT 14. Morale Level 8, Hit Points 4. Troop Type: Heavy Arbalester, Armor Type: Chain Mail (Base AC 5), Weaponry: Heavy Crossbow, Short Sword. Pay Rate: 1 1/2 Gold Pieces per Month (or Expedition).

**[76] Faizor the Prescient**

A Half-Elf Male, Alignment True Neutral. Personality: Nervous, Homeland: Mauretania (mythic Algeria). Low Ability Score: CON 4, High Ability Score: WIS 18. Morale Level 10, Hit Points 4. Troop Type: Veteran Heavy Infantry, Armor Type: Splint Mail (Base AC 4), Weaponry: Morning Star, Battle Axe. Pay Rate: 2 1/2 Gold Pieces per Month (or Expedition).

**[77] Blasius the Gallant**

A Human Male, Alignment Lawful Good. Personality: Dreaming, Homeland: Empyrean (mythic Rome). Low Ability Score: WIS 8, High Ability Score: CHA 14. Morale Level 6, Hit Points 4. Troop Type: Skirmisher Militia, Armor Type: Padded Armor and Shield (Base AC 7), Weaponry: 6 Darts, Club. Pay Rate: 4 1/2 Gold Pieces per Month (or Expedition).

**[78] Davor the Innovator**

A Human Male, Alignment Chaotic Neutral. Personality: Thrillseeker, Homeland: Dalmatia (mythic Croatia). Low Ability Score: CON 7, High Ability Score: INT 13. Morale Level 10, Hit Points 3. Troop Type: Veteran Heavy Pikeman, Armor Type: Plate Mail (Base AC 3), Weaponry: Pike, Broad Sword. Pay Rate: 4 1/2 Gold Pieces per Month (or Expedition).

**[79] Roland the Heretic**

A Human Male, Alignment Lawful Evil. Personality: Deceitful, Homeland: Aquitania (mythic France). Low Ability Score: INT 4, High Ability Score: WIS 18. Morale Level 6, Hit Points 5. Troop Type: Light Footman's Militia, Armor Type:

Padded Armor (Base AC 8), Weaponry: Heavy Spear, Club. Pay Rate: 1 1/2 Gold Pieces per Month (or Expedition).



### **[80] Juliana the Law Bringer**

A Human Female, Alignment Lawful Neutral. Personality: Exotic, Homeland: Britannia (mythic England). Low Ability Score: CHA 7, High Ability Score: STR 16. Morale Level 6, Hit Points 4. Troop Type: Skirmisher, Armor Type: Padded Armor and Shield (Base AC 7), Weaponry: 9 Darts. Pay Rate: 2 1/2 Gold Pieces per Month (or Expedition).

### **[81] Vigilius the Disfigured**

A Human Male, Alignment Lawful Neutral. Personality: Guilty, Homeland: Byzantium (mythic Constantinople). Low Ability Score: CHA 8, High Ability Score: WIS 13. Morale Level 9, Hit Points 3. Troop Type: Heavy Pikeman, Armor Type: Chain Mail (Base AC 4), Weaponry: Pike, Short Sword. Pay Rate: 6 Gold Pieces per Month (or Expedition).

### **[82] Pompeius the Tolerant**

A Human Male, Alignment True Neutral. Personality: Trusting, Homeland: Emphyrean (mythic Rome). Low Ability Score: STR 4, High Ability Score: WIS 14. Morale Level 9, Hit Points 3. Troop Type: Armored Spearman, Armor Type: Scale Mail and Shield (Base AC 5), Weaponry: Broad Sword, 2 Throwing Spears. Pay Rate: 2 Gold Pieces per Month (or Expedition).



### **[83] Trian the Savvy**

A Human Male, Alignment Chaotic Neutral. Personality: Mute, Homeland: Hibernia (mythic Ireland). Low Ability Score: CHA 5, High Ability Score: INT 17. Morale Level 8, Hit Points 3. Troop Type: Veteran Arbalester, Armor Type: Chain Mail (Base AC 5), Weaponry: Heavy Crossbow, Hand Axe. Pay Rate: 2 Gold Pieces per Month (or Expedition).

### **[84] Kassandra the Erudite**

A Human Female, Alignment Lawful Neutral. Personality: Rude, Homeland: Achaea (mythic Greece). Low Ability Score: CON 5, High Ability Score: INT 15. Morale Level 9, Hit Points 5. Troop Type: Armored Spearwoman, Armor Type: Scale Mail and Shield (Base AC 5), Weaponry: Broad Sword, 2 Throwing Spears. Pay Rate: 2 Gold Pieces per Month (or Expedition).

### **[85] Abidin the Constrictor**

A Human Male, Alignment Chaotic Neutral. Personality: Daredevil, Homeland: Bithynia

(mythic Asia Minor). Low Ability Score: CON 5, High Ability Score: STR 15. Morale Level 10, Hit Points 7. Troop Type: Veteran Infantry, Armor Type: Chain Mail (Base AC 5), Weaponry: Morning Star, 2 Throwing Axes. Pay Rate: 2 1/2 Gold Pieces per Month (or Expedition).

### **[86] Herlinde the Inexorable**

A Half-Elf Female, Alignment Chaotic Neutral. Personality: Carousing, Homeland: Teutonia (mythic Germany). Low Ability Score: DEX 8, High Ability Score: STR 13. Morale Level 7, Hit Points 3. Troop Type: Veteran Light Crossbow-Woman, Armor Type: Studded Leather Armor (Base AC 7), Weaponry: Light Crossbow, Hammer. Pay Rate: 5 1/2 Gold Pieces per Month (or Expedition).

### **[87] Cristina the Mephitic**

A Human Female, Alignment Lawful Evil. Personality: Decisive, Homeland: Dacia (mythic Romania). Low Ability Score: CHA 8, High Ability Score: STR 15. Morale Level 7, Hit Points 4. Troop Type: Veteran Armored Skirmisher, Armor Type: Chain Mail and Shield (Base AC 5), Weaponry: 12 Darts, Short Sword. Pay Rate: 6 Gold Pieces per Month (or Expedition).

### **[88] Alardus the Bold**

A Gnome Male, Alignment Lawful Good. Personality: Loyal, Homeland: Borussia (mythic Prussia). Low Ability Score: STR 6, High Ability Score: INT 18. Morale Level 7, Hit Points 3. Troop Type: Veteran Slinger, Armor Type: Studded Leather Armor and Shield (Base AC 6), Weaponry: Sling, 2

Throwing Clubs. Pay Rate: 1 1/2 Gold Pieces per Month (or Expedition).



### **[89] Cateline the Foul**

A Human Female, Alignment Lawful Evil. Personality: Disturbed, Homeland: Aquitania (mythic France). Low Ability Score: INT 5, High Ability Score: STR 18. Morale Level 8, Hit Points 6. Troop Type: Footwoman, Armor Type: Ring Mail and Shield (Base AC 6), Weaponry: Battle Axe, Short Sword. Pay Rate: 3 Gold Pieces per Month (or Expedition).

### **[90] Deshur the Complicated**

A Human Male, Alignment Lawful Neutral. Personality: Indecisive, Homeland: Phoenicia (mythic Lebanon). Low Ability Score: CON 5, High Ability Score: INT 14. Morale Level 8, Hit Points 3. Troop Type: Veteran Javelineer, Armor Type: Scale Mail (Base AC 6), Weaponry: 6 Javelins, Short Sword. Pay Rate: 1 1/2 Gold Pieces per Month (or Expedition).

### **[91] Balo the Laughing**

A Human Male, Alignment Chaotic Neutral. Personality: Careless, Homeland:

Cyrenaica (mythic Libya). Low Ability Score: WIS 7, High Ability Score: CHA 15. Morale Level 7, Hit Points 4. Troop Type: Light Footman, Armor Type: Leather Armor and Shield (Base AC 7), Weaponry: Short Sword, Hand Axe. Pay Rate: 5 Gold Pieces per Month (or Expedition).

### **[92] Girolamo the Mercy Bringer**

A Human Male, Alignment Lawful Good. Personality: Eccentric, Homeland: Tyrrhenia (mythic Italy). Low Ability Score: STR 6, High Ability Score: WIS 13. Morale Level 7, Hit Points 5. Troop Type: Veteran Slinger, Armor Type: Studded Leather Armor and Shield (Base AC 6), Weaponry: Sling, 2 Throwing Clubs. Pay Rate: 1 1/2 Gold Pieces per Month (or Expedition).



### **[93] Horatia the Unforgettable**

A Human Female, Alignment Lawful Neutral. Personality: Secretive, Homeland: Emyrean (mythic Rome). Low Ability Score: INT 6, High Ability Score: CHA 15. Morale Level 9, Hit Points 4. Troop Type: Light Archer, Armor Type: Leather Armor (Base AC 8), Weaponry: Short Bow, Broad Sword. Pay Rate: 3 1/2 Gold Pieces per Month (or Expedition).

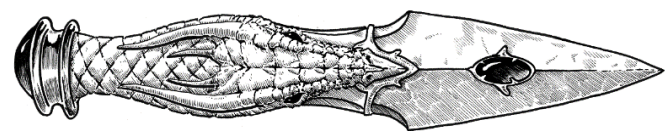
### **[94] Lucilius the Sanctifier**

A Human Male, Alignment Lawful Good. Personality: Eloquent, Homeland:

Empyrean (mythic Rome). Low Ability Score: WIS 7, High Ability Score: DEX 14. Morale Level 7, Hit Points 3. Troop Type: Light Footman, Armor Type: Leather Armor and Shield (Base AC 7), Weaponry: Short Sword, Hand Axe. Pay Rate: 4 1/2 Gold Pieces per Month (or Expedition).

### **[95] Maurus the Terrible**

A Human Male, Alignment Neutral Evil. Personality: Vicious, Homeland: Byzantium (mythic Constantinople). Low Ability Score: STR 6, High Ability Score: DEX 18. Morale Level 7, Hit Points 6. Troop Type: Armsman's Militia, Armor Type: Padded Armor (Base AC 8), Weaponry: Pole Arm, Dagger. Pay Rate: 1 1/2 Gold Pieces per Month (or Expedition).



### **[96] Aschur the Pious**

A Human Male, Alignment Lawful Good. Personality: Exacting, Homeland: Golgotha (mythic Holy Land). Low Ability Score: WIS 3, High Ability Score: DEX 13. Morale Level 9, Hit Points 3. Troop Type: Light Pikeman, Armor Type: Padded Armor (Base AC 8), Weaponry: Pike, Hand Axe. Pay Rate: 1 Gold Piece per Month (or Expedition).

### **[97] Faramond the Fanatical**

A Human Male, Alignment Lawful Neutral. Personality: Helpful, Homeland: Britannia (mythic England). Low Ability Score: CON 6, High Ability Score: CHA 16. Morale Level

11, Hit Points 5. Troop Type: Veteran Pikeman, Armor Type: Studded Leather Armor (Base AC 7), Weaponry: Pike, Broad Sword. Pay Rate: 5 1/2 Gold Pieces per Month (or Expedition).



### **[98] Osterhild the Damned**

A Human Female, Alignment Chaotic Good. Personality: Doomed, Homeland: Borussia (mythic Prussia). Low Ability Score: INT 8, High Ability Score: CHA 16. Morale Level 9, Hit Points 3. Troop Type: Archer, Armor Type: Studded Leather Armor (Base AC 7), Weaponry: Short Bow, Broad Sword. Pay Rate: 5 Gold Pieces per Month (or Expedition).

### **[99] Kevenard of the Pale**

A Human Male, Alignment Chaotic Evil. Personality: Absent-Minded, Homeland: Cambria (mythic Wales). Low Ability Score: CON 8, High Ability Score: WIS 16. Morale Level 7, Hit Points 6. Troop Type: Arbalester, Armor Type: Studded Leather Armor (Base AC 7), Weaponry: Heavy Crossbow, Club. Pay Rate: 6 Gold Pieces per Month (or Expedition).

## About the Author

### [00] Doraetia the Justifier

A Human Female, Alignment Lawful Good.  
 Personality: Vengeful, Homeland:  
 Tyrrhenia (mythic Italy). Low Ability Score:  
 WIS 6, High Ability Score: CHA 13. Morale  
 Level 8, Hit Points 5. Troop Type: Veteran  
 Javelineer, Armor Type: Scale Mail (Base  
 AC 6), Weaponry: 6 Javelins, Short Sword.  
 Pay Rate: 2 Gold Pieces per Month (or  
 Expedition).



Beginning play as a chaotic neutral normal human with one measly hit point to his name, KENT DAVID KELLY eventually became apprenticed to a magic-user of ill repute ... a foul man who dwelt in the steamy deeps of the Ivory Cloud Mountain. After this mentor carelessly misplaced an intelligent soul-sucking sword and then died under suspicious circumstances, his former henchman Mr. Kelly escaped to the deeper underground and there began playing Satanic role-playing games. This, the legends tell us, occurred in the year 1981.

Hoary wizard-priests who inspired Mr. Kelly in his netherworldly machinations included the peerless Gygax, Carr,

Arneson, Cook, Hammack, Jaquays, Bledsaw, Moldvay, Kuntz, Schick and Ward. Sadly, a misguided made-for-the-basements movie entitled *Mazes and Monsters* gave Mr. Kelly's parents conniptions in 1982. As a result of that blasphemous Tom Hanks debacle (and other more personal lapses in judgment), Mr. Kelly was eventually forbidden from playing his favorite game for a considerable length of time.

Nonplussed but not defeated, he used this enforced exile to escape to a friend's alehouse, and there indulged himself in now-classic computer RPGs such as *Zork*, *Telengard*, *Temple of Apshai*, *Ultima*, *Tunnels of Doom*, *The Bard's Tale*, *Phantasie*, *Pool of Radiance*, *Wizard's Crown* and *Wasteland*. He then went on to write computer versions of his own FRPGs, which led to his obsession with coupling creative design elements with random dungeons and unpredictable adventure generation.

Mr. Kelly wrote and submitted his first adventure for *Dungeon Magazine* #1 in 1986. Unfortunately, one Mr. Moore decided that his submission was far too "Lovecraftian, horrific and unfair" to ever serve that worthy periodical as a publishable adventure. Mr. Kelly, it must be said, took this rejection as a very good sign of things to come.

In the late 80s and 90s, Mr. Kelly wrote short stories, poems and essays ... some of which have been published under the Wonderland Imprints banner. He wrote several dark fantasy and horror novels as well. Concurrently, he ran *Dark Angel Collectibles*, selling classic FRPG materials as *Darkseraphim*, and assisted the *Acaeum* with the creation of the Valuation Board and other minor research projects.

At this time, Mr. Kelly and his entourage of evil gnomes are rumored to dwell in the dread and deathly under-halls of the *Acaeum*, *Dragonsfoot*, *ENWorld*, *Groggardia*, *Knights & Knaves*, *ODD*, and even more nefarious levels deep down in the mega-dungeon of the Web.

There he remains in vigil, his vampiric sword yet shivering in his hand. When not being sought outright for answers to halfling riddles or other more sundry sage advice, he is to be avoided by sane individuals *at all costs*.

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