



Valeria

human female

Vocation – Barmaid

Quirk – Thoughtful

Wage – 1 GP/day; **Equipment**

Cost – 0 GP; **Weight Carried** – 3 lbs

AC 9 [10]; **HD** 1d6; **hp** 5;

AT 1 pewter mug (1d4); **Save** 18;

MV 12; **CL/XP** B/10; **S** 9, **I** 12, **W** 11,

D 9, **C** 8, **CH** 12; low cut dress, pewter mug (1d4)



Sinead

human female

Vocation – Scullery Maid

Quirk – Embarrassed about badly

broken nose **Wage** – 1 GP/day;

Equipment Cost – 1 GP; **Weight**

Carried 4 lbs **AC** 9 [10]; **HD** 1d6;

hp 6; **# AT** 1 frying pan (1d4);

Save 18; **MV** 12; **CL/XP** B/10; **S** 12,

I 11, **W** 11, **D** 12, **C** 10, **CH** 9; Dress,

pan, shaker of salt, frying pan (1d4)



Arni

human male

Vocation – Craftsman **Quirk** – Very

cheap, carries lots of copper

Wage – 1 GP/day; **Equipment**

Cost – 1 gp; **Weight Carried** – 10 lbs

AC 9 [10]; **HD** 1d6; **hp** 2;

AT 1 mallet (1d4); **Save** 18; **MV** 12;

CL/XP B/10; **S** 9, **I** 12, **W** 10, **D** 10, **C** 9,

CH 12; Freeman's Outfit, Craftsman Mallet (1d4)



Birgir

human male

Vocation – Farmer **Quirk** – Hook for

off hand **Wage** – 1 GP/day;

Equipment Cost – 3 gp; **Weight**

Carried – 10 lbs **AC** 9 [10]; **HD** 1d6;

hp 2; **# AT** 1 spade (1d6) or hook

(1d4); **Save** 18; **MV** 12;

CL/XP B/10; **S** 9, **I** 11, **W** 10, **D** 9,

C 8, **CH** 11; Workmen's Clothes,

straw hat, spade (1d6),

hook hand (1d4)



Ingrid

human female

Vocation – Farmer **Quirk** – Always telling dirty jokes and stories

Wage – 1 GP/day; **Equipment**

Cost – 2 gp; **Weight Carried** – 2 lbs

AC 9 [10]; **HD** 1d6; **hp** 4;

AT 1 sickle (1d6); **Save** 18; **MV** 12;

CL/XP B/10; **S** 8, **I** 8, **W** 8,

D 12, **C** 8, **CH** 10; Workman's

Clothes, straw hat, sickle (1d6)



Eysteinn

human male

Vocation – Gravedigger

Quirk – Exercises all the time

Wage – 1 GP/day; **Equipment**

Cost – 2 gp; **Weight Carried** – 4 lbs

AC 9 [10]; **HD** 1d6; **hp** 3;

AT 1 spade (1d6); **Save** 18;

MV 12; **CL/XP** B/10; **S** 12, **I** 12,

W 9, **D** 8, **C** 12, **CH** 9; Workmen's

Clothes, straw hat, spade (1d6)



Eogan

human male

Vocation – Lumberjack

Quirk – Wears all black and white plaids

Wage – 1 GP/day;

Equipment Cost – 4 gp; **Weight**

Carried – 5 lbs **AC** 9 [10]; **HD** 1d6;

hp 5; # **AT** 1 woodsman axe (1d6);

Save 18; **MV** 12; **CL/XP** B/10;

S 9, **I** 10, **W** 8, **D** 9, **C** 12, **CH** 11;

Black and white plaid work clothes;

50' rope, woodsman's axe (1d6)



Boadicea

human female

Vocation – Miner **Quirk** – Loves to shop/spend money

Wage – 1 GP/day; **Equipment**

Cost – 6 gp; **Weight Carried** – 4 lbs

AC 9 [10]; **HD** 1d6; **hp** 1;

AT 1 miner pick axe (1d6);

Save 18; **MV** 12; **CL/XP** B/10;

S 12, **I** 9, **W** 10, **D** 10, **C** 12, **CH** 9;

Workmen's Clothes, miner's pick axe (1d6)



Judoc

human male

Vocation – Shepherd

Quirk – Talks aloud when thinking

Wage – 1 GP/day; **Equipment**

Cost – 2 gp; **Weight Carried** – 4 lbs

AC 9 [10]; **HD** 1d6; **hp** 1

AT 1 shepherd's crook (1d6);

ST 18; **MV** 12; **CL/XP** B/10; **S** 9, **I** 10,

W 12, **D** 11, **C** 11, **CH** 12;

Robes, horn, straw hat,

shepherd's crook (1d6)



Fiona

human female

Vocation – Porter **Quirk** – Only
drinks water, refuses all else

Wage – 1 GP/day; **Equipment**

Cost – 2 gp; **Weight Carried** – 7 lbs

AC 9 [10]; **HD** 1d6; **hp** 6;

AT 1 dagger (1d4); **Save** 18;

MV 12; **CL/XP** B/10; **S** 10, **I** 10,

W 9, **D** 11, **C** 10, **CH** 10; Workmen's

Clothes, pack, broad-brimmed

hat, dagger (1d4)



Genovefa

human female

Vocation – Porter **Quirk** – Excessively
friendly with strangers **Wage** – 1 GP/
day; **Equipment Cost** – 2 gp;

Weight Carried – 7 lbs

AC 9 [10]; **HD** 1d6; **hp** 1;

AT 1 dagger (1d4); **Save** 18;

MV 12; **CL/XP** B/10; **S** 11, **I** 8,

W 12, **D** 12, **C** 11, **CH** 10;

Workmen's Clothes, pack, broad-
brimmed hat, dagger (1d4)



Una the Grim

human male

Vocation – Linkboy

Quirk – Convinced he is not long
for this world **Wage** – 1 GP/day;

Equipment Cost – 2 gp; **Weight**
Carried – 10 lbs **AC** 9 [10]; **HD** 1d6;

hp 4; # **AT** 1 spear (1d6); **Save** 18;

MV 12; **CL/XP** B/10; **S** 9,

I 11, **W** 10, **D** 9, **C** 8, **CH** 10;

Workmen's Clothes, torches (12),
flint and tinder, spear (1d6)



Vigdis

human male

Vocation – Linkboy **Quirk** – Great liar, very credible **Wage** – 1 GP/day; **Equipment Cost** – 2 gp; **Weight Carried** – 10 lbs **AC** 9 [10]; **HD** 1d6; **hp** 5; **# AT** 1 spear (1d6); **Save** 18; **MV** 12; **CL/XP** B/10; **S** 11, **I** 12, **W** 10, **D** 8, **C** 12, **CH** 9; Workmen's Clothes, torches (12), flint and tinder, spear (1d6)



Septimus

human male

Vocation – Linkboy **Quirk** – Dislikes bright lights **Wage** – 1 GP/day; **Equipment Cost** – 2 gp; **Weight Carried** – 10 lbs **AC** 9 [10]; **HD** 1d6; **hp** 5; **# AT** 1 spear (1d6); **Save** 18; **MV** 12; **CL/XP** B/10; **S** 11, **I** 10, **W** 9, **D** 12, **C** 9, **CH** 10; Workmen's Clothes, torches (12), flint and tinder, spear (1d6)



Mordcant the Blue

human male

Vocation – Soldier **Quirk** – Only wears red clothing **Wage** – 3 GP/day; **Equipment Cost** – 15 gp; **Weight Carried** – 35 lbs **AC** 7 [12]; **HD** 1d6; **hp** 7; **# AT** 1 heavy mace (1d6+1); **Save** 17; **MV** 12; **CL/XP** 1/15; **S** 12, **I** 8, **W** 9, **D** 11, **C** 12, **CH** 9; red leather armor, heavy mace (1d6+1)



Elfred

human male

Vocation – Soldier **Quirk** – Always speaks in rhyme **Wage** – 3 GP/day; **Equipment Cost** – 15 gp; **Weight Carried** – 35 lbs **AC** 7 [12]; **HD** 1d6; **hp** 2; **# AT** 1 heavy mace (1d6+1); **Save** 17; **MV** 12; **CL/XP** 1/15; **S** 9, **I** 9, **W** 10, **D** 11, **C** 10, **CH** 8; leather armor, heavy mace (1d6+1)



Mildgyd

human female

Vocation – Soldier **Quirk** - Mute

Wage – 3 GP/day; **Equipment**

Cost – 9 gp; **Weight Carried** – 30 lbs

AC 7 [12]; **HD** 1d6; **hp** 4; **# AT** 1 light mace (1d4+1); **Save** 17;

MV 12; **CL/XP** 1/15; **S** 8, **I** 10, **W** 11,

D 10, **C** 9, **CH** 9; leather armor, light mace (*1d4+1)



Quintinus

human male

Vocation – Soldier **Quirk** – Collects interesting rocks **Wage** – 3 GP/day;

Equipment Cost – 20 gp;

Weight Carried – 30 lbs **AC** 7 [12];

HD 1d6; **hp** 2; **# AT** 1 long sword (1d8); **Save** 17; **MV** 12;

CL/XP 1/15; **S** 10, **I** 10, **W** 8, **D** 11,

C 10, **CH** 11; leather armor, long sword (1d8)



Karac Deepore

dwarf male

Vocation – Mercenary

Quirk – Wears a medicine bag around their neck **Wage** – 4 GP/day; **Equipment**

Cost – 111 gp; **Weight Carried** – 62 lbs

AC 5 [14]; **HD** 1; **hp** 6; **# AT** 1 heavy crossbow (1d6+1) or short sword (1d6);

Save 17; **S** detects attributes of stone;

MV 12; **CL/XP** 1/15; **S** 8, **I** 9, **W** 10, **D** 10,

C 8, **CH** 10; chainmail, heavy crossbow (1d6+1), heavy bolts (40), short sword (1d6); medicine bag



Rora Cairnforger

dwarf female

Vocation – Mercenary **Quirk** – Shaves head except Mohawk **Wage** – 4 GP/day; **Equipment**

Cost – 99 gp;

Weight Carried – 62 lbs **AC** 5 [14];

HD 1; **hp** 8; **# AT** 1 light crossbow (1d4+1) or short sword (1d6); **Save** 17;

S detects attributes of stone; **MV** 12;

CL/XP 1/15; **S** 10, **I** 8, **W** 10, **D** 10, **C** 9,

CH 8; chainmail, light crossbow (1d4+1), heavy bolts (40), short sword (1d6)



Rula Picksmiter

dwarf female

Vocation – Mercenary

Quirk – Possessive

Wage – 4 GP/day; **Equipment**

Cost – 98 gp; **Weight Carried** – 65 lbs

AC 4 [15]; **HD** 1; **hp** 8; **# AT** 1 short sword (1d6); **Save** 17; **S** detects attributes of stone; **MV** 9;

CL/XP 1/15; **S** 10, **I** 8, **W** 12, **D** 8, **C** 9, **CH** 8; chainmail and shield, short sword (1d6)



Badihatn Tailkeek

elf female

Vocation – Mercenary

Quirk – Nasty scar around throat

Wage – 5 GP/day; **Equipment**

Cost – 107 gp; **Weight Carried** – 72 lbs

AC 4 [15]; **HD** 1+1; **hp** 3;

AT 1 long sword (1d8) or dagger (1d4); **Save** 17; **MV** 9; **CL/XP** 1/15;

S 12, **I** 9, **W** 10, **D** 10, **C** 12, **CH** 9; chainmail and shield, long sword (1d8), dagger (1d4)



Elrehd Dydvictor

elf male

Vocation – Mercenary

Quirk – Superstitious

Wage – 5 GP/day; **Equipment**

Cost – 62 gp; **Weight Carried** – 62 lbs

AC 5 [14]; **HD** 1+1; **hp** 5;

AT 1 long sword (1d8) or dagger (1d4); **Save** 17; **MV** 12;

CL/XP 1/15; **S** 11, **I** 12, **W** 9, **D** 8, **C** 10, **CH** 9; ringmail and shield, long sword (1d8), dagger (1d4)



Oracdean the Changeling

elf male

Vocation – Mercenary

Quirk – Wears strings of pierced coins

Wage – 5 GP/day;

Equipment Cost – 102 gp;

Weight Carried – 52 lbs **AC** 6 [13];

HD 1+1; **hp** 9; **# AT** 1 long bow (1d8) or short sword (1d6); **Save** 17;

MV 12; **CL/XP** 1/15; **S** 12, **I** 11, **W** 11, **D** 12, **C** 10, **CH** 9; ringmail, long bow (1d8), arrows (40), short sword (1d6)



Hosaas the Peaceful

male orc

Vocation – Mercenary **Quirk** - Flamboyant actions, wears vivid colors

Wage – 3 GP/day; **Equipment Cost** – 67 gp;

Weight Carried – 87 lbs **AC** 6 [13];

HD 1+1; **hp** 7; **# AT** 1 spear (1d6), long sword (1d8), or short bow (1d6);

Save 17; **S** -1 penalty in sunlight; **MV** 9;

CL/XP 1/15; **S** 10, **I** 10, **W** 9, **D** 11, **C** 10,

CH 10; ringmail, spear (1d6) (x3), long sword (1d8), short bow (1d6), arrows (40)



Iovita

female orc

Vocation – Mercenary

Quirk – Paints face like a skull

Wage – 3 GP/day; **Equipment**

Cost – 67 gp; **Weight Carried** – 87 lbs

AC 6 [13]; **HD** 1+1; **hp** 7; **# AT** 1 spear

(1d6), scimitar (1d8), or short bow (1d6); **Save** 17; **S** -1 penalty in sunlight;

MV 9; **CL/XP** 1/15; **S** 10, **I** 10, **W** 9,

D 11, **C** 10, **CH** 10; ringmail, spear (1d6) (x3), scimitar (1d8), short bow (1d6), arrows (40)



Hobb

male goblin

Vocation – Mercenary

Quirk – Missing fingers on off hand

Wage – 2 GP/day; **Equipment**

Cost – 6 gp; **Weight Carried** – 35 lbs

AC 7 [12]; **HD** 1; **hp** 2;

AT 1 hand axe (1d6); **Save** 18;

S -1 penalty in sunlight; **MV** 12;

CL/XP B/10; **S** 11, **I** 8, **W** 12, **D** 12,

C 11, **CH** 10; leather armor, hand axe (1d6)



Tobb

male goblin

Vocation – Mercenary

Quirk – Proud of Handlebar

mustache **Wage** – 2 GP/day;

Equipment Cost – 6 gp; **Weight**

Carried – 35 lbs **AC** 7 [12]; **HD** 1;

hp 1; **# AT** 1 short sword (1d6);

Save 18; **S** -1 penalty in sunlight;

MV 12; **CL/XP** B/10; **S** 9, **I** 11, **W** 10,

D 9, **C** 8, **CH** 10; leather armor, short sword (1d6)



Michael of Avon-by-the-Sea

male human

Vocation – Mercenary

Quirk – Dislikes Poetry

Wage – 2 GP/day; **Equipment**

Cost – 65 gp; **Weight Carried** – 65 lbs

AC 5 [14]; **HD** 1; **hp** 7; **# AT** 1 long sword (1d8) or hand axe (1d6);

Save 17; **MV** 12; **CL/XP** 1/15;

S 11, **I** 10, **W** 11, **D** 10, **C** 10, **CH** 11; ring armor and shield, long sword (1d8), hand axe (1d6)



Trina Tall

female dwarf

Vocation – Mercenary

Quirk – Adopted human parents

Wage – 3 GP/day; **Equipment**

Cost – 65 gp; **Weight Carried** – 70 lbs

AC 5 [14]; **HD** 1; **hp** 7; **# AT** 1 scimitar (1d8) or hand axe (1d6);

Save 17; **S** detects attributes of stone;

MV 9; **CL/XP** 1/15; **S** 10, **I** 8, **W** 12, **D** 8, **C** 9, **CH** 8; ring mail and shield, scimitar (1d8), hand axe (x2) (1d6)



DOGS IN THE DUNGEON

Small and Vicious Dog

AC 8 [11]; **HD** ½+1; **hp** 2-5;

AT 1 bite (1d2); **S** animal, small size; **Save** 18; **MV** 10; **CL/XP** B/10



DOGS IN THE DUNGEON

Not Quite as Small or Vicious Dog

AC 9 [10]; **HD** ½+1; **hp** 2-5;

AT 1 bite (1); **S** animal, small size; **Save** 18; **MV** 10; **CL/XP** B/10



DOGS IN THE DUNGEON

Retrieving Dog

AC 9 [10]; **HD** ½; **hp** 1-4; **# AT** 1 bite (1d2); **S** animal, small size; **Save** 18; **MV** 12; **CL/XP** B/10



DOGS IN THE DUNGEON

Hunting Dog

AC 7 [12]; **HD** 1+1; **hp** 2-9; **# AT** 1 bite (1d4); **S** animal; **Save** 17; **MV** 15; **CL/XP** 1/15



DOGS IN THE DUNGEON

War Dog

AC 6 [13]; **HD** 2+2; **hp** 4-18; **# AT** 1 bite (2d4); **S** animal; **Save** 16; **MV** 12; **CL/XP** 2/30



DOGS IN THE DUNGEON

Small Cow not a Large Dog

AC 7 [12]; **HD** 3; **hp** 3-24; **# AT** 1 bite (2d4); **S** animal; **Save** 15; **MV** 12; **CL/XP** 3/45
Carrying capacity same as a human

