

# HENCHFOLK & HIRELINGS

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A Pathfinder Roleplaying Game Compatible PLAYER'S RESOURCE by Christian Alipounarian, Creighton Broadhurst and Andy Glenn





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Got a small adventuring party and need some trusted minions to round it out? Remember the good old days when you could have loads of henchmen? If so, *Henchfolk & Hirelings* is for you! Based on the classic rules presented in the 1st edition of the world's most popular roleplaying game, *Henchfolk & Hirelings* provides an alternative system to Leadership for handling your character's most favoured companions. *Henchfolk & Hirelings* also presents 100 potential henchmen for your PCs, each benefiting from basic information (alignment, sex, race, class and ability scores) as well as notes detailing their background, personality, mannerisms and distinguishing features. Alternatively, the GM can use the 100 NPCs within to depict fellow adventurers and other persons of note the PCs encounter on their adventures.



## CREDITS

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**Design:** Christian Alipounarian, Creighton Broadhurst and Andy Glenn

**Editing:** Steve "Taz" Cansdale and Aaron T. Huss

**Layout:** Creighton Broadhurst

**Interior Artists:** Rick Hershey, Bradley K. McDevitt, V Shane and Maciej Zagorski (The Forge Studios). Some artwork taken from the Publisher's Assistant™ Clip Art series by Precis Intermedia. ©2006 Rick Hershey, used with permission. For more information, visit [www.pigames.net](http://www.pigames.net).

## BONUS MATERIAL

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Thank you for purchasing *Henchfolk & Hirelings*; we hope you enjoy it and that you check out our other fine print and PDF products. We at Raging Swan are committed to providing first class web enhancements for our products. Visit [ragingswan.com](http://ragingswan.com) to download bonus materials including maps, reorganised stat block listings, additional encounters and more!

## ERRATA

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We would like to think *Henchfolk & Hirelings* is error free and that no mistakes have crept in during design. However, we are realists. So in that spirit, we shall post errata three months after first release on [ragingswan.com](http://ragingswan.com). We won't correct typos, but we will correct any game mechanic or balance issues that come to light.

## CONTACT US

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Email us at [gatekeeper@ragingswan.com](mailto:gatekeeper@ragingswan.com).

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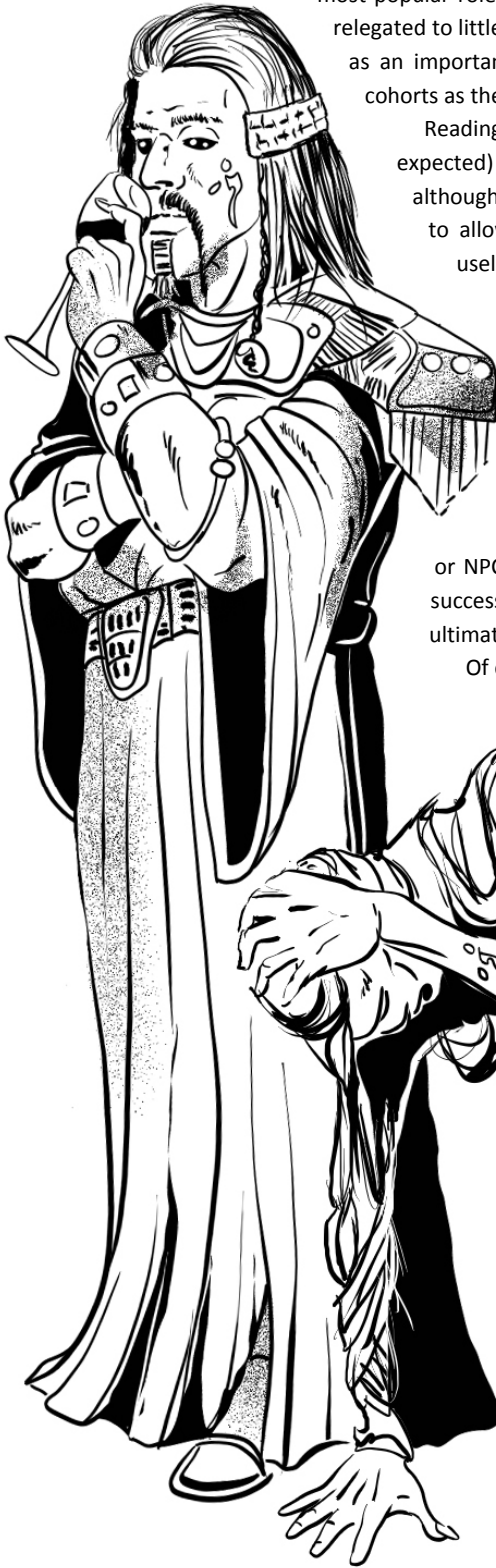
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I've never really been satisfied with the Leadership feat. When the third edition of the world's most popular role-playing game came out I was disappointed to see that henchmen had been relegated to little more than an afterthought. Earlier editions of the game positioned henchfolk as an important, integral part of an adventuring group, but in 3rd edition henchmen (or cohorts as they were now called) were rare sights indeed.

Reading the first edition rulebooks and other supplements, it seemed accepted (and expected) that successful PCs would have one or more henchfolk. With Leadership, although a PC reaching 6th-level could have one decent cohort, there was no mechanic to allow multiple henchfolk. Worse still, a PC's low-level followers were basically useless – they'd get massacred if they actually participated in an adventure.

Although, this wasn't a massive issue for me through much of my 3rd edition game play, when we delved back into 1st edition to play an occasional pick-up game using the classic random dungeon generation tables, I realised what an integral part of the game henchfolk were for me and how much I missed them. When we played the *Kingmaker* Adventure Path, the need for trusted minions became even more pronounced and obvious.

Repeatedly in games I've played or run, the presence of henchmen, cohorts or NPCs travelling with the group has been the difference between life and death, success and failure. Having a player save the day through a henchman's actions is ultimately far more satisfying than a GM-controlled NPC managing the same feat.

Of course, having multiple henchfolk in a group has many advantages.

**Small Groups:** Gaming groups can play even when only a few friends can meet up.

**Vital Information:** The GM can impart vital information to the PCs at almost any time.

**Busy PCs:** If a PC is busy crafting magic items or on other important business, the group can still adventure – the PC's player can simply play one of his henchfolk.

**Adventure Longer:** Because the group has more resources, the PCs can cope with more encounters before resting.

**Continuity:** If a PC should fall the player can run a henchman until the party have a chance to retreat to return their companion to life. This means that no player sits around with nothing to do for hours on end. Alternatively, if a player doesn't want to return his PC to life, he can simply "upgrade" a henchman to full PC status.

—Creighton

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Jarontas Amakiir .....	19	Chesten .....	32
Malrailsan Xiloscient .....	19	Conan Veale .....	32
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## ABOUT THE DESIGNERS

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**Andy** The most important things in Andy's life are his gorgeous wife and two children, a precocious son and bossy baby daughter. The family lives in the quiet Devon town of Exmouth on the Jurassic Coast of Britain. He also has a sinister cat trained to rub up against his nervous players' legs when DMing candlelit Ravenloft by night.

Gaming has given him lots of friends but his current group is the best, they all bring something different to the table as wargamers, figure painters and book collectors. One player has been nicknamed Judas when he helped the DM by pointing out that a critical hit with an arrow should actually do *triple* damage on the last standing character. That was almost two years ago but some things are never forgotten.

His two other interests are Liverpool Football Club (a declining soccer team now hopefully in revival) and the Green Bay Packers (very much on top of their game).

**Christian** has been wasting copious amounts of time gaming since 1981. He joined the Living Greyhawk campaign staff in the nineties as regional adventure coordinator and editor for the Kingdom of Keoland region. He has written many rounds of modules for not just that campaign but also for the RPGA's Living Kingdoms of Kalamar and Living Death campaigns, as well as for the independent Legends of the Shining Jewel. He was a playtest

lead for the 4th Edition Dungeons & Dragons game and is a contributor to products produced by Empty Room Studios Publishing and Raging Swan Press. He holds an undergraduate degree in history and a graduate degree in social science. He lives in northern New Jersey with his cat, Ava.

**Creighton** is a keen gamer who passionately believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he releases through Raging Swan Press.

Over the last 11 years, Creighton has worked with Expeditious Press, Paizo and Wizards of the Coast. He now releases his own products through Raging Swan Press. You can read his thoughts on game design at [raging-swan.livejournal.com](http://raging-swan.livejournal.com).

Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

## HENCHFOLK BY ALIGNMENT

### CHAOTIC GOOD

NAME	DETAILS	PAGE
Baggi	CG female half-orc barbarian 1	27
Boddynock Garrick	CG male gnome bard 1	21
Cadan Wearne	CG male human wizard 1	31
Daveth Perrin	CG male human fighter 1	32
Feng	CG male half-orc rogue 1	28
Garrett Greenbottle	CG male halfling sorcerer	23
Ilonal	CG female half-elf cleric 1	27
Jarontas Amakiir	CG female elf ranger 1	19
Jenna Teague	CG female human cleric 1	35
Jory Menadue	CG male human fighter 1	35
Kevern Negus	CG male human ranger 1	36
Kitto the Gentleman	CG male human rogue 1	37
Loveday	CG female half-orc fighter 1	29
Seraphina Underbough	CG female halfling cleric 1	24
Thrabere Kilzak	CG male dwarf barbarian 1	17
Ythel the Mug	CG male human cleric 1	43

### CHAOTIC NEUTRAL

NAME	DETAILS	PAGE
Alan Nankervis	CN male human fighter 1	30
Cade Goodbarrel	CN male halfling cleric 1	23
Cador Bonython	CN male human fighter 1	31
Caja Perrin	CN female human barbarian 1	31
Cydul Nailo	CN male elf rogue 1	18
Hedra Dobell	CN female half-elf fighter 1	27
Jacca Skewes	CN male human barbarian 1	34
Jenifer the Illustrated	CN female human sorcerer 1	34
Jory Nance	CN male human sorcerer 1	35
Krusk	CN male half-orc barbarian 1	28
Lady Loveday Menadue	CN female human wizard 1	37
Malrailsan Xiloscient	CN male elf wizard 1	19

### LAWFUL EVIL

NAME	DETAILS	PAGE
Conan Veale	LE male human bard 1	32
Deldris Yureft	LE female dwarf fighter 1	16
Hedra Bonython	LE female human rogue 1	34
Sowena	LE female human ranger 1	41

### LAWFUL GOOD

NAME	DETAILS	PAGE
Beau Highhill	LG male halfling paladin 1	23
Cador Nance	LG male half-elf fighter 1	25
Caja Pascoe	LG female human fighter 1	31
Delgur Thorlode	LG male dwarf cleric 1	16
Digory Dobell	LG male human ranger 1	33
Ellywick Daergel	LG female gnome fighter 1	21
Gaelisel Galanodel	LG female elf wizard 1	19
Geren Lander	LG male half-elf cleric 1	26
Kerensa Care	LG female human wizard 1	36
Lady Eselde the Charitable	LG female human paladin 1	37
Morwenna	LG female human cleric 1	38
Peder Skewes	LG male human paladin 1	39
Petrok Grago	LG male human sorcerer 1	39
Sehalion Liadon	LG male elf monk 1	20
Sir Gawen Annear	LG male human fighter 1	41
Tecca Odgers	LG female human rogue 1	42
Tryfena Mayne-Veale	LG female human bard 1	42
Wellby Goodbarrel	LG male halfling paladin 1	25

### LAWFUL NEUTRAL

NAME	DETAILS	PAGE
Alan Ahearn	LN male human fighter 1	30
Duvamil Daergel	LN female gnome sorcerer 1	21
Glim Raulnor	LN male gnome ranger 1	22
Kenan Tregereth	LN male human druid 1	35
Kenver Keast	LN male human cleric 1	36
Kitto Menadue	LN male human rogue 1	37
Madern Kivell	LN female human monk 1	38
Myghal of the Six Cherry Blossoms	LN male human monk 1	39
Petrok Faull	LN male human wizard 1	39
Professor Howel Wearne	LN male human wizard 1	40
Rosen Crago	LN female human wizard 1	40
Sergeant Massen	LN male human bard 1	41
Tangye		
Solanaath Siannodel	LN female elf fighter 1	20
Valrim Thorlode	LN male dwarf cleric 1	18

### ALIGNMENT

Alignment is a divisive issue and two gamers rarely agree on exactly what constitutes lawful good or neutral evil behaviour. Feel free to modify the alignments of any of the henchfolk listed here to better suit your own preferences and definitions of the various alignments in your own campaign.



## NEUTRAL

NAME	DETAILS	PAGE
Baelsarki Nailo	N male half-elf barbarian 1	25
Chesten	N male human druid 1	32
Cydul	N male half-elf druid 1	26
Delgen Helkrak	N male dwarf rogue 1	16
Digory Endean	N male half-elf rogue 1	26
Digory Jewell	N male human rogue 1	33
Eva the White	N female human druid 1	33
Feng the Fang	N male half-orc rogue 1	28
Fonkin & Waywocket Nackle	N gnome rogues 1	22
Gillina Gillagg	N female dwarf rogue 1	17
Jillian Duskrotter	N female halfling rogue 1	24
Maban Crago	N male human cleric 1	37
Nimiklas Liadon	N male elf ranger 1	19
Noramora Wersten	N female dwarf wizard 1	17
Osborn Tealeaf	N male halfling rogue 1	24
Ront Sagmire	N male half-orc druid 1	29
Ruan Endean	N male human bard 1	40
Shamil Garrick	N female gnome wizard 1	22
Tamsyn Cass	N female human fighter 1	42
Wella Veale	N male human cleric 1	43

## NEUTRAL GOOD

NAME	DETAILS	PAGE
Aelevar Nance	NG male half-elf wizard 1	25
Cydul Holimion	NG male elf druid 1	18
Ellywick Foler	NG female gnome cleric 1	22
Gawen the Sage	NG male human cleric 1	33
Gerbo Nackle	NG female half-orc cleric 1	28
Howell Odgers	NG male human cleric 1	34
Jebeddo Beren	NG male gnome bard 1	22
Kenver	NG male human wizard 1	35
Lidda Leagallow	NG female halfling sorcerer 1	24
Maban Annear	NG male human bard 1	38
Margh Menadue	NG male human rogue 1	38
Rosen Uren	NG female human ranger 1	40
Sowena Wearne	NG female human rogue 1	41
Talan Tangye	NG male human druid 1	42
Thokk	NG male half-orc wizard 1	29
Torgal Helkrak	NG male dwarf barbarian 1	18



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## HENCHFOLK BY CLASS

### BARBARIAN

NAME	DETAILS	PAGE
Baelsarki Nailo	N male half-elf barbarian 1	
Baggi	CG female half-orc barbarian 1	
Caja Perrin	CN female human barbarian 1	
Jacca Skewes	CN male human barbarian 1	
Krusk	CN male half-orc barbarian 1	
Thrabere Kilzak	CG male dwarf barbarian 1	
Torgal Helkrak	NG male dwarf barbarian 1	

### BARD

NAME	DETAILS	PAGE
Boddynock Garrick	CG male gnome bard 1	
Conan Veale	LE male human bard 1	
Jebeddo Beren	NG male gnome bard 1	
Maban Annear	NG male human bard 1	
Ruan Endean	N male human bard 1	
Sergeant Massen	LN male human bard 1	
Tangye		
Tryfena Mayne-Veale	LG female human bard 1	

### CLERIC

NAME	DETAILS	PAGE
Cade Goodbarrel	CN male halfling cleric 1	
Delgur Thorlode	LG male dwarf cleric 1	
Ellywick Foler	NG female gnome cleric 1	
Gawen the Sage	NG male human cleric 1	
Gerbo Nackle	NG female half-orc cleric 1	
Geren Lander	LG male half-elf cleric 1	
Howell Odgers	NG male human cleric 1	
Ilonal	CG female half-elf cleric 1	
Jenna Teague	CG female human cleric 1	
Kenver Keast	LN male human cleric 1	
Maban Crago	N male human cleric 1	
Morwenna	LG female human cleric 1	
Seraphina	CG female halfling cleric 1	
Underbough		
Valrim Thorlode	LN male dwarf cleric 1	
Wella Veale	N male human cleric 1	
Ythel the Mug	CG male human cleric 1	

### DRUID

NAME	DETAILS	PAGE
Chesten	N male human druid 1	
Cydul	N male half-elf druid 1	
Cydul Holimion	NG male elf druid 1	

Eva the White	N female human druid 1
Kenan Tregereth	LN male human druid 1
Ront Sagmire	N male half-orc druid 1
Talan Tangye	NG male human druid 1

### FIGHTER

NAME	DETAILS	PAGE
Alan Ahearn	LN male human fighter 1	
Alan Nankervis	CN male human fighter 1	
Cador Bonython	CN male human fighter 1	
Cador Nance	LG male half-elf fighter 1	
Caja Pascoe	LG female human fighter 1	
Daveth Perrin	CG male human fighter 1	
Deldris Yureft	LE female dwarf fighter 1	
Ellywick Daergel	LG female gnome fighter 1	
Hedra Dobell	CN female half-elf fighter 1	
Jory Menadue	CG male human fighter 1	
Loveday	CG female half-orc fighter 1	
Sir Gawen Annear	LG male human fighter 1	
Solanaath Siannodel	LN female elf fighter 1	
Tamsyn Cass	N female human fighter 1	

### MONK

NAME	DETAILS	PAGE
Madern Kivell	LN female human monk 1	
Myghal of the Six	LN male human monk 1	
Cherry Blossoms		
Sehalion Liadon	LG male elf monk 1	

### PALADIN

NAME	DETAILS	PAGE
Beau Highhill	LG male halfling paladin 1	
Lady Eseld the Charitable	LG female human paladin 1	
Peder Skewes	LG male human paladin 1	
Wellby Goodbarrel	LG male halfling paladin 1	

### RANGER

NAME	DETAILS	PAGE
Digory Dobell	LG male human ranger 1	
Glim Raulnor	LN male gnome ranger 1	
Jarontas Amakiir	CG female elf ranger 1	
Kevern Negus	CG male human ranger 1	
Nimiklas Liadon	N male elf ranger 1	
Rosen Uren	NG female human ranger 1	
Sowena	LE female human ranger 1	

## ROGUE

NAME	DETAILS	PAGE
Cydul Nailo	CN male elf rogue 1	
Delgen Helkrak	N male dwarf rogue 1	
Digory Endean	N male half-elf rogue 1	
Digory Jewell	N male human rogue 1	
Feng	CG male half-orc rogue 1	
Feng the Fang	N male half-orc rogue 1	
Fonkin & Waywocket Nackle	N gnome rogues 1	
Gillina Gillagg	N female dwarf rogue 1	
Hedra Bonython	LE female human rogue 1	
Jillian Duskrotter	N female halfling rogue 1	
Kitto Menadue	LN male human rogue 1	
Kitto the Gentleman	CG male human rogue 1	
Margh Menadue	NG male human rogue 1	
Osborn Tealeaf	N male halfling rogue 1	
Sowena Wearne	NG female human rogue 1	
Tecca Odgers	LG female human rogue 1	

## SORCERER

NAME	DETAILS	PAGE
Duvamil Daergel	LN female gnome sorcerer 1	
Garrett Greenbottle	CG male halfling sorcerer	
Jenifer the Illustrated	CN female human sorcerer 1	
Jory Nance	CN male human sorcerer 1	
Lidda Leagallow	NG female halfling sorcerer 1	
Petrok Grago	LG male human sorcerer 1	

## WIZARD

NAME	DETAILS	PAGE
Aelevar Nance	NG male half-elf wizard 1	
Cadan Wearne	CG male human wizard 1	
Gaelisel Galanodel	LG female elf wizard 1	
Kenver	NG male human wizard 1	
Kerensa Care	LG female human wizard 1	
Lady Loveday Menadue	CN female human wizard 1	
Malrailsan Xiloscient	CN male elf wizard 1	
Noramora Wersten	N female dwarf wizard 1	
Petrok Faull	LN male human wizard 1	
Professor Howel Wearne	LN male human wizard 1	
Rosen Crago	LN female human wizard 1	
Shamil Garrick	N female gnome wizard 1	
Thokk	NG male half-orc wizard 1	

## A NOTE ABOUT BALANCE

Henchfolk have the potential to unbalance any campaign. It's inevitable that the inclusion of more adventurers – even lower level adventurers – alters the balance of power in a campaign. A party with henchfolk have more resources, greater combat power and can soak up more damage. In short, they can continue to adventure longer than a standard group of four adventurers.

Is that a bad thing?

Henchfolk in a group means that the party can take on greater challenges. They are able to defeat higher EL encounters and can keep going after a standard adventuring party's 15-minute adventuring day is over. They provide the party with more options and allow a player to continue playing even when his primary character is incapacitated (either temporarily or permanently).

Having henchfolk in the party gives the GM a permanent conduit into the group enabling him to provide information they need (or have missed through no fault of their own). They also enable the GM to subtly steer the party without being heavy-handed and allow him to get involved in inter-party role-playing (be it arguments or discussions) without breaking the players' suspension of disbelief.

Of course, henchfolk have their downsides. They cost a lot of money to maintain – not just when they adventure but even in their downtime when they do nothing but rest, craft magic items and so on. The constant drain on a PC's wealth means that he'll have to adventure more to be able to afford henchfolk. Of course, this means that a PC has less gold available to purchase the other things he craves – enchanted weapons and armour, healing magic and so on.

On the mechanical side of game play, combats take longer to run as the party has more participants and thus each combat round takes longer. The GM also needs to consider the party's physical size when designing adventures. If he doesn't want combats devolving into slugging matches with little tactical movement he'll have to design larger areas for combats.

As a final note, wherever possible a player should run his character's henchfolk; the GM should only take over if the henchfolk starts to behave out of character. However, as always, the GM has the final word on what a henchfolk will or will not do for its master.

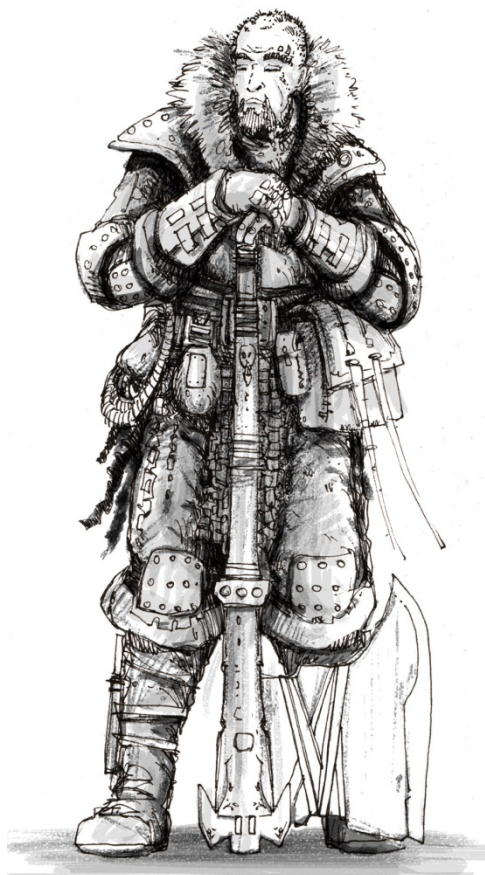
## HENCHFOLK BY RACE

### DWARF

NAME	DETAILS	PAGE
Deldris Yureft	LE female dwarf fighter 1	16
Delgen Helkrak	N male dwarf rogue 1	16
Delgur Thorlode	LG male dwarf cleric 1	16
Gillina Gillagg	N female dwarf rogue 1	17
Noramora Wersten	N female dwarf wizard 1	17
Thrabere Kilzak	CG male dwarf barbarian 1	17
Torgal Helkrak	NG male dwarf barbarian 1	18
Valrim Thorlode	LN male dwarf cleric 1	18

### ELF

NAME	DETAILS	PAGE
Cydul Holimion	NG male elf druid 1	18
Cydul Nailo	CN male elf rogue 1	18
Gaelisel Galanodel	LG female elf wizard 1	19
Jarontas Amakiir	CG female elf ranger 1	19
Malrailsan Xiloscient	CN male elf wizard 1	19
Nimiklas Liadon	N male elf ranger 1	19
Sehalion Liadon	LG male elf monk 1	20
Solanaath Siannodel	LN female elf fighter 1	20



### GNOME

NAME	DETAILS	PAGE
Boddynock Garrick	CG male gnome bard 1	21
Duvamil Daergel	LN female gnome sorcerer 1	21
Ellywick Daergel	LG female gnome fighter 1	21
Ellywick Foler	NG female gnome cleric 1	22
Fonkin & Waywocket	N gnome rogues 1	22
Nackle		
Glim Raulnor	LN male gnome ranger 1	22
Jebeddo Beren	NG male gnome bard 1	22
Shamil Garrick	N female gnome wizard 1	22

### HALFLING

NAME	DETAILS	PAGE
Beau Highhill	LG male halfling paladin 1	23
Cade Goodbarrel	CN male halfling cleric 1	23
Garrett Greenbottle	CG male halfling sorcerer	23
Jillian Duskrotter	N female halfling rogue 1	24
Lidda Leagallow	NG female halfling sorcerer 1	24
Osborn Tealeaf	N male halfling rogue 1	24
Seraphina	CG female halfling cleric 1	24
Underbough		
Wellby Goodbarrel	LG male halfling paladin 1	25

### HALF-ELF

NAME	DETAILS	PAGE
Aelevar Nance	NG male half-elf wizard 1	25
Cador Nance	LG male half-elf fighter 1	25
Baelsarki Nailo	N male half-elf barbarian 1	25
Cydul	N male half-elf druid 1	26
Digory Endean	N male half-elf rogue 1	26
Geren Lander	LG male half-elf cleric 1	26
Hedra Dobell	CN female half-elf fighter 1	27
Ilonal	CG female half-elf cleric 1	27

### HALF-ORC

NAME	DETAILS	PAGE
Baggi	CG female half-orc barbarian 1	27
Feng	CG male half-orc rogue 1	28
Feng the Fang	N male half-orc rogue 1	28
Gerbo Nackle	NG female half-orc cleric 1	28
Krusk	CN male half-orc barbarian 1	28
Loveday	CG female half-orc fighter 1	29
Ront Sagmire	N male half-orc druid 1	29
Thokk	NG male half-orc wizard 1	29

## HUMAN

NAME	DETAILS	PAGE
Alan Ahearn	LN male human fighter 1	30
Alan Nankervis	CN male human fighter 1	30
Cadan Wearne	CG male human wizard 1	30
Cador Bonython	CN male human fighter 1	30
Caja Pascoe	LG female human fighter 1	31
Caja Perrin	CN female human barbarian 1	31
Chesten	N male human druid 1	32
Conan Veale	LE male human bard 1	32
Daveth Perrin	CG male human fighter 1	32
Digory Dobell	LG male human ranger 1	33
Digory Jewell	N male human rogue 1	33
Eva the White	N female human druid 1	33
Gawen the Sage	NG male human cleric 1	33
Hedra Bonython	LE female human rogue 1	34
Howell Odgers	NG male human cleric 1	34
Jacca Skewes	CN male human barbarian 1	34
Jenifer the Illustrated	CN female human sorcerer 1	34
Jenna Teague	CG female human cleric 1	35
Jory Menadue	CG male human fighter 1	35
Jory Nance	CN male human sorcerer 1	35
Kenan Tregereth	LN male human druid 1	35
Kenver	NG male human wizard 1	35
Kenver Keast	LN male human cleric 1	36
Kerensa Care	LG female human wizard 1	36
Kevern Negus	CG male human ranger 1	36
Kitto Menadue	LN male human rogue 1	37
Kitto the Gentleman	CG male human rogue 1	37

Lady Eseld the Charitable	LG female human paladin 1	37
Lady Menadue	Loveday CN female human wizard 1	37
Maban Annear	NG male human bard 1	38
Maban Crago	N male human cleric 1	37
Madern Kivell	LN female human monk 1	38
Margh Menadue	NG male human rogue 1	38
Morwenna	LG female human cleric 1	38
Myghal of the Six Cherry Blossoms	LN male human monk 1	39
Peder Skewes	LG male human paladin 1	39
Petrok Faull	LN male human wizard 1	39
Petrok Grago	LG male human sorcerer 1	39
Professor Howel Wearne	LN male human wizard 1	40
Rosen Crago	LN female human wizard 1	40
Rosen Uren	NG female human ranger 1	40
Ruan Endean	N male human bard 1	40
Sergeant Massen Tangye	LN male human bard 1	41
Sir Gawen Annear	LG male human fighter 1	41
Sowena	LE female human ranger 1	41
Sowena Wearne	NG female human rogue 1	41
Talan Tangye	NG male human druid 1	42
Tamsyn Cass	N female human fighter 1	42
Tecca Odgers	LG female human rogue 1	42
Tryfena Mayne-Veale	LG female human bard 1	42
Wella Veale	N male human cleric 1	43
Ythel the Mug	CG male human cleric 1	43





## HIRELING HENCHMEN

Henchfolk are an adventuring hero's most trusted and useful servants. Able to stand with their master in battle, provide spellcasting support or simply stay at home and guard their master's chattels, henchmen are a good addition to any adventuring party.

Almost any adventuring hero can attract henchfolk. Once a PC has attained 3rd-level he can attempt to attract henchfolk. The overall number of henchmen a PC can have is a function of his Charisma and level. Every PC can have a number of henchfolk equal to  $3 + 1/2$  the PC's level + the PC's Charisma modifier. If a henchman dies or leaves the PC, he can be replaced using the method detailed below.

### ATTRACTING HENCHFOLK

There may be many prospective henchfolk in a given community, but if the PC does nothing to attract them he will never employ them.

The locale in which the PC decides to attract henchmen is a crucial factor in determining the final number of prospective applicants. No matter how diligent the PC is at seeking out a follower, such individuals do not come in an inexhaustible supply. The settlement's size and location determine the maximum number of applicants. (Of course, the GM can modify these figures if he deems is necessary or desirable).

COMMUNITY SIZE	BASE NUMBER ATTRACTED	MAXIMUM ATTRACTED
Thorp	0	0
Hamlet	0	0
Village	0	1
Small town	1	2
Large town	2	5
Small city	3	12
Large city	6	25
Metropolis	10	50

#### EXAMPLE

Morgan Ironwolf (a 4th-level fighter) decides she needs to attract some henchfolk. She travels to the nearest large town (base number attracted 2) and posts public notices (cost 50 gp, attracts 1d4 henchmen) and hires a crier (cost 10 gp, attracts 1d2 henchmen) to spread the word.

The public notices attract three prospective henchmen while the crier brings in one more. Thus, Morgan attracts ten potential recruits (4+2+3+1). Unfortunately, because she used two methods to attract recruits this result reduces by one for a total of nine potential recruits and a total outlay of 60 gp. Sadly, as she is in a large town this total is reduced to five applicants.

Additionally, a community's location affects how many suitable individuals may be attracted. A community on a borderland or other contested area is treated as if it were one size larger (so, for example, a small town would count as a large town) in terms of how many potential henchmen live within. Similar if a community is very stable and does not have significant external threats to contend with, it counts as one size smaller (so a small town would only have as many potential recruits as a village).

Once the PC has determined where he will search for recruits, he must decide which methods to use. A PC can use any or all of the methods outlined below, but each activity can only be undertaken once a month. If the PC elects to use multiple methods at the same time, but this inevitably results in some wasted, duplicated effort.

METHOD <sup>1</sup>	COST	APPLICANTS ATTRACTED <sup>3,4</sup>
Posting public notices	50 gp	1d4
Hiring a crier	10 gp	1d2
Hiring agents	300 gp	2d3
Frequenting inns, taverns and so on <sup>2</sup>	var.	var.

1: Reduce the overall number of applicants attracted by 1 for each additional method used beyond the first, as duplication of effort inevitably results.

2: Buying drinks for prospective henchfolk, bribing barkeeps and servers to mention the employment opportunity to likely applicants and so on. For each 10 gp spent (50 gp maximum), the PC attracts 1d2 applicants.

3: Add the base number available in the settlement.

4: Add the PC's level to simulate his renown.

**Post Public Notices:** The PC posts public notices in taverns, inns and in other public places such as market squares and so on.

**Hiring a Crier:** The PC hires a town crier, or other individual such as a wandering bard, to spread the word of his need for henchmen.

**Hiring Agents:** The PC hires agents dedicated to finding suitable candidates. Such individuals have contacts in the local community and, although expensive, this guarantees results. A PC employing this method can reroll one result during the Determine Applicants phase.

**Frequenting Inns, Taverns and so on:** The PC frequents locations where prospective henchmen can be found – taverns, inns and so on. Such activity is time consuming and the PC can carry out no other activity while recruiting henchfolk.

## DETERMINING APPLICANTS

Once the PC has determined the success of his advertising, use this table to determine which prospective henchfolk answer his call.

D%	NAME	DETAILS	PAGE
1	Aelevar Nance	NG male half-elf wizard 1	25
2	Alan Ahearn	LN male human fighter 1	30
3	Alan Nankervis	CN male human fighter 1	30
4	Baelsarki Nailo	N male half-elf barbarian 1	25
5	Baggi	CG female half-orc barbarian 1	27
6	Beau Highhill	LG male halfling paladin 1	23
7	Boddynock Garrick	CG male gnome bard 1	21
8	Cadan Wearne	CG male human wizard 1	31
9	Cade Goodbarrel	CN male halfling cleric 1	23
10	Cador Bonython	CN male human fighter 1	31
11	Cador Nance	LG male half-elf fighter 1	25
12	Caja Pascoe	LG female human fighter 1	31
13	Caja Perrin	CN female human barbarian 1	31
14	Chesten	N male human druid 1	32
15	Conan Veale	LE male human bard 1	32
16	Cydul	N male half-elf druid 1	26
17	Cydul Holimion	NG male elf druid 1	18
18	Cydul Nailo	CN male elf rogue 1	18
19	Daveth Perrin	CG male human fighter 1	32
20	Deldris Yureft	LE female dwarf fighter 1	16
21	Delgen Helkrak	N male dwarf rogue 1	16
22	Delgur Thorlode	LG male dwarf cleric 1	16
23	Digory Dobell	LG male human ranger 1	33
24	Digory Endean	N male half-elf rogue 1	26
25	Digory Jewell	N male human rogue 1	33

26	Duvamil Daergel	LN female gnome sorcerer 1	21
27	Ellywick Daergel	LG female gnome fighter 1	21
28	Ellywick Foler	NG female gnome cleric 1	22
29	Eva the White	N female human druid 1	33
30	Feng	CG male half-orc rogue 1	28
31	Feng the Fang	N male half-orc rogue 1	28
32	Fonkin & Waywocket Nackle	N gnome rogues 1	22
33	Gaelisel Galanodel	LG female elf wizard 1	19
34	Garrett Greenbottle	CG male halfling sorcerer 1	23
35	Gawen the Sage	NG male human cleric 1	33
36	Gerbo Nackle	NG female half-orc cleric 1	28
37	Geren Lander	LG male half-elf cleric 1	26
38	Gillina Gillagg	N female dwarf rogue 1	17
39	Glim Raulnor	LN male gnome ranger 1	22
40	Hedra Bonython	LE female human rogue 1	34
41	Hedra Dobell	CN female half-elf fighter 1	27
42	Howell Odgers	NG male human cleric 1	34
43	Ilonal	CG female half-elf cleric 1	27
44	Jacca Skewes	CN male human barbarian 1	34
45	Jarontas Amakiir	CG female elf ranger 1	19
46	Jebeddo Beren	NG male gnome bard 1	22
47	Jenifer the Illustrated	CN female human sorcerer 1	34
48	Jenna Teague	CG female human cleric 1	35
49	Jillian Duskrotter	N female halfling rogue 1	24
50	Jory Menadue	CG male human fighter 1	35
51	Jory Nance	CN male human sorcerer 1	35
52	Kenan Tregereth	LN male human druid 1	35

53	Kenver	NG male human wizard 1	35
54	Kenver Keast	LN male human cleric 1	36
55	Kerensa Care	LG female human wizard 1	36
56	Kevern Negus	CG male human ranger 1	36
57	Kitto Menadue	LN male human rogue 1	37
58	Kitto the Gentleman	CG male human rogue 1	37
59	Krusk	CN male half-orc barbarian 1	28
60	Lady Eseld the Charitable	LG female human paladin 1	37
61	Lady Loveday Menadue	CN female human wizard 1	37
62	Lidda Leagallow	NG female halfling sorcerer 1	24
63	Loveday	CG female half-orc fighter 1	29
64	Maban Annear	NG male human bard 1	38
65	Maban Crago	N male human cleric 1	37
66	Madern Kivell	LN female human monk 1	38
67	Malrailsan Xiloscient	CN male elf wizard 1	19
68	Margh Menadue	NG male human rogue 1	38
69	Morwenna	LG female human cleric 1	38
70	Myghal of the Six Cherry Blossoms	LN male human monk 1	39
71	Nimiklas Liadon	N male elf ranger 1	19
72	Noramora Wersten	N female dwarf wizard 1	17
73	Osborn Tealeaf	N male halfling rogue 1	24
74	Peder Skewes	LG male human paladin 1	39
75	Petrok Faull	LN male human wizard 1	39
76	Petrok Grago	LG male human sorcerer 1	39
77	Professor Howel Wearne	LN male human wizard 1	40
78	Ront Sagmire	N male half-orc druid 1	29
79	Rosen Crago	LN female human wizard 1	40
80	Rosen Uren	NG female human ranger 1	40

81	Ruan Endean	N male human bard 1	40
82	Sehalion Liadon	LG male elf monk 1	20
83	Seraphina Underbough	CG female halfling cleric 1	24
84	Sergeant Massen Tangye	LN male human bard 1	41
85	Shamil Garrick	N female gnome wizard 1	22
86	Sir Gawen Annear	LG male human fighter 1	41
87	Solanaath Siannodel	LN female elf fighter 1	20
88	Sowena	LE female human ranger 1	41
89	Sowena Wearne	NG female human rogue 1	41
90	Talan Tangye	NG male human druid 1	42
91	Tamsyn Cass	N female human fighter 1	42
92	Tecca Odgers	LG female human rogue 1	42
93	Thokk	NG male half-orc wizard 1	29
94	Thrabere Kilzak	CG male dwarf barbarian 1	17
95	Torgal Helkrak	NG male dwarf barbarian 1	18
96	Tryfena Mayne-Veale	LG female human bard 1	42
97	Valrim Thorlode	LN male dwarf cleric 1	18
98	Wella Veale	N male human cleric 1	43
99	Wellby Goodbarrel	LG male halfling paladin 1	25
100	Ythel the Mug	CG male human cleric 1	43

It takes 2d4 days for each suitable applicant to become aware of the employment opportunity and to seek out the PC. During this time, the PC must remain at the location he has made known as the place to go for employment (or must leave word where he can be found). Failure to do so, results in the prospective henchfolk failing to contact the PC.



## INTERVIEWING HENCHFOLK

The PC must interview each prospective henchman to determine if the henchman will serve him (and indeed if the PC wants the henchman in question).

It is considered poor manners to enspell a prospective henchfolk in any way. (This includes divinations such as *detect evil*, *detect thoughts* and so on.) Searching or restraining the applicant in any way results in the applicant leaving at the earliest opportunity.

At the start of the interview, treat the prospective henchfolk as indifferent. (Although, the applicant is interested in serving as a henchman, he is also wary of serving under someone he does not yet like or respect.) Roleplay the meeting using the notes presented with each sample henchman. To make the henchman amenable to enter service, the PC must make him friendly (requiring a DC 15 + henchman Cha modifier Diplomacy check). Apply the following modifiers to the check:

SITUATION	MODIFIER
PC is of an atypical race	-1
PC is same alignment	+1
PC is renown in local area	+2
PC is different alignment (one step)	-1
PC is different alignment (two step)	Will not serve
PC is of same religion	+2
PC offers signing bonus (per 200 gp value)	+1
PC uses magic on the henchman	-4

If the PC fails to render the prospective henchfolk friendly or better, the applicant decides that he doesn't want to serve the PC and leaves. If the PC succeeds, the henchman enters service and the PC must immediately start paying wages and cost of living expenses for the henchman.

## UPKEEP & PAY

Once a henchman has accepted employment, the PC must provide wages and upkeep. Additionally, as a henchman accompanies his master on adventures, he gains XP. (See "Advancing Henchfolk" for more information).

**Upkeep:** A henchfolk accepts upkeep up to one level lower

## DESIGNING HENCHFOLK

The sample henchfolk presented in the following section are all 1st-level. Each entry lists basic sex, race and class information along with notes describing the individual's background, personality, mannerisms and distinguishing features. Use these baseline notes to design the henchfolk as a normal NPC, setting their level to two below that of their master. The henchman has equipment worth the normal amount for a heroic NPC of the appropriate level.

than its master's. (Cost of Living, *Pathfinder Roleplaying Game Core Rulebook*, chapter 12). Additionally, if an adventure requires access to certain equipment (either magical or mundane), the henchfolk's employer must provide that equipment free of charge.

**Pay:** All henchfolk draw a monthly wage from their employer equal to 100 gp per level of the henchfolk. Henchfolk accept permanent magical items in lieu of payment as long as the item(s) in question is useful and relevant to the henchfolk's duties and abilities. Every month a henchfolk goes without pay, his attitude toward is master drops by one step. When a henchfolk becomes unfriendly, he leaves his master unless he is immediately paid double the outstanding debt.

## ADVENTURING WITH HENCHFOLK

A henchman accompanies his master on adventures, sharing the risk and reward. While loyal to his master, a henchman is not suicidal and does not sacrifice his life so that his master may live, or expend significant personal resources at his master's request. A henchfolk repeatedly abandoned, abused or cheated leaves his master.

A henchman is also not the party's general servant; he will not fetch and carry for other party members unless ordered to do so by his liege. As with all such interactions in a role-playing game, the GM has the final say on what a henchman will or will not do in any given circumstance.

## DISMISSING HENCHFOLK

Through in-game developments or because of other considerations, a player may decide to dismiss a henchman. Roleplay such an event taking into account how the PCs handles the situation. If the henchman and PC part on bad terms, the henchman could rubbish the PC's reputation or even ally himself with the PCs' enemies.

## ADVANCING HENCHFOLK

As henchmen adventure, they gain experience and rise in level. To determine how many XP a henchman gains from an adventure, divide its level by its master's level and then multiply this result by the amount of XP gained by the PC. Add the result to the henchfolk's XP total. If a henchfolk is adventuring without his master, he gains XP as normal.

When the henchman accumulates enough XP to gain a level, advance him as a normal NPC.

Henchfolk must always be a lower level than his master. If a henchman ever equals or exceeds his master's level he leaves to seek out his own adventures.

## DWARVEN HENCHFOLK

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As sturdy as the mountains under which they dwell, dwarves make excellent henchfolk.

NAME	DETAILS	PAGE
Deldris Yureft	LE female dwarf fighter 1	16
Delgen Helkrak	N male dwarf rogue 1	16
Delgur Thorlode	LG male dwarf cleric 1	16
Gillina Gillagg	N female dwarf rogue 1	17
Noramora Wersten	N female dwarf wizard 1	17
Thrabere Kilzak	CG male dwarf barbarian 1	17
Torgal Helkrak	NG male dwarf barbarian 1	18
Valrim Thorlode	LN male dwarf cleric 1	18

### DELDRIS YUREFT

LE female dwarf fighter 1 (Str 15, Dex 13, Con 16, Int 12, Wis 12, Cha 8)

- **Appearance:** Deldris perpetually wears a scowl on her weather-beaten face. Her body is compact and strongly built, with broad shoulders and a powerful physique. She has shaved her head, lending her an androgynous quality.
- **Background:** A lifetime ago, Deldris was a kind-hearted soul who fought against evil and aspired to become a paladin of a noble dwarven god. When she returned from one such noble quest, she found her clan's mountain abode overrun by orcs and her family devoured. In a real sense, she died with them, for the person she was died that day. Now she finds that the only thing that sates her rage is the spray of warm blood and piles of freshly hewn corpses.
- **Personality:** Sour and unpleasant, Deldris is a dark-hearted soul who burns to test herself against enemies. Who these foes are is not of burning importance to her – only that they are a challenge, for dispatching weak foes brings her little pleasure. She is direct in her speech and actions and ill-tolerates fools.
- **Mannerisms:** Foul-mouthed, though not loud, Deldris speaks in a low, menacing rumble. Despite her black heart, she has a curious code of mercenary honour. If she found you lying in a pool of your own blood, she would step over you, but if she were your hireling, she would throw down her life to protect you. She is not a wild animal or blunt instrument – she kills with purpose and in pursuit of her employer's goals. As one of her employers dryly noted, "She may be a heartless killer – but she's *our* heartless killer."

### DELGEN HELKRAK

N male dwarf rogue 1 (Str 14, Dex 15, Con 12, Int 8, Wis 14, Cha 11)

- **Appearance:** This runty dwarf has matted red hair all round his face and a tiny goatee beard.
- **Background:** As the runt of five children, Delgen's parents taught him all about burglary and traps. Never the brightest, he received little love. He sends back half his earnings to the family tavern (which doubles as a front for more nefarious activities).
- **Personality:** Delgen has little time for honour, bravery or cowardice. He does whatever is necessary to get the treasure and no more – unless paid extra. Delgen dislikes women viewing them as untrustworthy chatterboxes.
- **Mannerisms:** Delgen has the patience of a dwarf, so searching for traps takes twice as long. It's the same with secret doors and scouting. "Tis not your fingers in that lock!" is a common phrase heard from him.

### DELGUR THORLODE

LG male dwarf cleric (god of war) 1 (Str 14, Dex 12, Con 15, Int 8, Wis 17, Cha 10)

- **Appearance:** Delgur's fire-red beard is meticulously woven into four braids of dissimilar lengths. He is clearly a war priest, a physically formidable specimen even by the standards of his race. His armour and weapons are functional, not ornate, and always well maintained.
- **Background:** An adherent of the dwarven war god, Delgur loves bringing his deity's word to his enemies – preferably on the business end of his god's favoured weapon. Until recently, Delgur was content to accept any quest that brought him into conflict with the enemies of his kin, but weeks ago he had a prophetic dream. In it, his god told him that with the assistance of outsiders, he would recover the *Eye of Thorlode*, his clan's sacred relic lost five hundred years ago to orc hordes. Since that time, he chooses to join adventuring companies that seem to "have the old balls o' brass" (as Delgur says) to help him find the *Eye*.
- **Personality:** Even compared to other clerics, Delgur's zeal is a fire in his belly that burns with desire to bring his god's foes to heel. He is boisterous and direct almost to a fault. Since his prophetic dream, he has become single-mindedly determined to recover the *Eye of Thorlode*.
- **Mannerisms:** Totally lacking in sangfroid, Delgur is passionate and excitable. He is fond of pounding a balled fist on his outstretched palm for emphasis when making a point.

## GILLINA GILLAGG

N female dwarf rogue 1 (Str 13, Dex 15, Con 12, Int 14, Wis 10, Cha 10)

- **Appearance:** Aside from her brown eyes, which are lustrous and hint at her intelligence and curiosity, Gillina is thoroughly average – an asset for a rogue who often does not want to stand out in a crowd. She favours clothing of grey and brown. Her hair is long, but kept tied back in a neat ponytail she keeps carefully tucked under her shirt.
- **Background:** Despite character traits that could lead to her career as a rogue being all too brief, Gillina's curiosity and intelligence has led her to master a variety of skills vital to an adventuring company. A smart employer learns to manage her shortcomings while making use of her talents, and to keep her busy doing *something* so she doesn't wander off looking for trouble.
- **Personality:** Gillina is talkative, and frequently peppers people (and occasionally monsters!) with all manner of questions about every conceivable subject. More than one of her peers has speculated that Gillina is fated for an early demise, as she possesses two of the most dangerous traits a rogue can have – impatience and curiosity. She lacks the level-headed wisdom usually associated with her race, and she *simply can't wait* to find out what's behind that door, in that ogre's pocket or that chest marked with the runes for DANGER in fourteen different languages...
- **Mannerisms:** Gillina displays all manner of nervous twitches. From rubbing the back of her neck to tapping her foot to pacing; she always seems to fidget.

## NORAMORA WERSTEN

N female dwarf wizard (transmuter) 1 (Str 8, Dex 12, Con 16, Int 15, Wis 12, Cha 11)

- **Appearance:** Noramora likes to wear white robes to contrast with her jet black raven familiar, Cylus.
- **Background:** Noramora was apprenticed to the renowned mage, Azaed the Pure, and worked hard to meet his exacting standards. Her family were surprised, however when her tenure ended suddenly, without explanation. In truth, Azaed was privately consorting with demons and when Noramora found out by mistake, she ran. She is still running.
- **Personality:** She is a greedy, amoral dwarf with little interest in anyone else. Noramora is also secretive and afraid of getting hurt; for her even minor wounds need healing quickly.

- **Mannerisms:** Noramora is needy and seeks aid in almost any stressful situation. In calmer situations, she enjoys discussing most subjects, except the natural world which she has never studied.

## THRABERE KILZAK

CG male dwarf barbarian 1 (Str 15, Dex 16, Con 14, Int 12, Wis 13, Cha 6)

- **Appearance:** Thrabere sports the ringed and plaited beard of a clan warrior but handles his weapons like a novice.
- **Background:** Thrabere was a journeyman weaponsmith learning his trade when the Kilzak clan chief was attacked. His violent rage, saved his chief and as reward he was named warrior of the clan. He now wanders the world seeking to test his anger in battle.
- **Personality:** There are not many shy dwarven barbarians but Thrabere is one. Nevertheless, he proudly carries out his mission in a focused manner.
- **Mannerisms:** Not a great talker, he becomes animated about weapon crafting, and loves expounding on dwarven myths and legends.



## TORGAL “THE OTYUGH” HELKRAK

NG male dwarf barbarian 1 (Str 15, Dex 13, Con 16, Int 12, Wis 12, Cha 6)

- **Appearance:** Torgal seems to be engaged in some sort of experiment to see if enough grime, filth and mud can function in lieu of mail as body armour. Anyone hearing his nickname of “the Otyugh” easily understands its origin. Any immersion in water during his life has been purely accidental. His last employer described his odour as “mind-bending.” To comments about his personal hygiene, Torgal just shrugs and, with a smile of black and mostly rotten teeth, notes “ye ain’t hirin’ me for me looks, are ye?”
- **Background:** A child from a remote dwarf outpost who remain aloof from society, Torgal has learned to harness the rage that remains carefully checked by his calm demeanour and pleasant personality. Torgal often sets up camp on the outskirts of a settlement, into which he makes only occasional forays for work or to trade for luxuries. Eventually, as he puts it, “some folks get their knickers in a twist o’er a fella like me livin’ in their yards” and he moves to new vistas. Employers find Torgal a valuable and loyal ally.
- **Personality:** If Torgal embraced cleanliness, he would probably have friends by the dozen. Cheerful, polite and unfailingly considerate of allies and employers, he is fearsome and all business on the battlefield. Paradoxically for a barbarian, Torgal has the patience of a saint. Unless the need for a

decision is immediate, he is capable of elaborate planning and forethought.

- **Mannerisms:** Torgal has a fondness for whittling, and during moments of calm or boredom is often found carving blocks of wood into sculptures of small animals. He frequently gives away these items anonymously to children, leaving them on their doorsteps.

## VALRIM THORLODE

LN male dwarf cleric (god of crafting) 1 (Str 12, Dex 8, Con 13, Int 10, Wis 17, Cha 12)

- **Appearance:** Valrim wears the golden tabard of the dwarven god of crafting over his chainmail. His helmet, shield and heavy mace bear the symbol of an anvil wreathed in flames.
- **Background:** The meagre Thorlode clan are noted tin miners handing over the ore to much more successful and wealthy craftsmen. Valrim’s father sent him to gain the knowledge of creating undead. One day the clan hopes to avoid the risks and dangers of mining by “employing” their slain enemies in particularly dangerous tunnels.
- **Personality:** This honourable priest seeks enough wealth to build his own shrine. He is secretly interested in the creation of undead as well; an interest he gives away through his detailed examination of any skeleton and zombie encountered.
- **Mannerisms:** Valrim rubs his beard often, to clean out the itchy hair lice dwelling within.

## ELVEN HENCHFOLK

The longest lived of the races, elves often wander the world in search of a deeper connection with their surroundings.

NAME	DETAILS	PAGE
Cydul Holimion	NG male elf druid 1	18
Cydul Nailo	CN male elf rogue 1	18
Gaelisel Galanodel	LG female elf wizard 1	19
Jarontas Amakiir	CG female elf ranger 1	19
Malrailsan Xiloscient	CN male elf wizard 1	19
Nimiklas Liadon	N male elf ranger 1	19
Sehalion Liadon	LG male elf monk 1	20
Solanaath Siannodel	LN female elf fighter 1	20

- **Background:** Born in a thunderstorm, young Cydul has tried many times to honour his parent’s wishes and become a ranger or wizard. Eventually, he threw himself from a high tree in despair. For that act, they relented and allowed Cydul to join the druidic priesthood as had always been his desire.
- **Personality:** Shy and reserved among people, he is at home in the woods hunting and fishing. Cydul manages the environment, seeking to maintain the balance. He hates having to cull herds, and finds the sight of blood traumatic.
- **Mannerisms:** As a pagan and woodland elf, Cydul is deeply superstitious, always seeing signs and omens in nature. He moves with a slight limp.

## CYDUL HOLIMION

NG male elf druid 1 (Str 12, Dex 10, Con 12, Int 10, Wis 15, Cha 13)

- **Appearance:** Cydul wears thick hide armour and a battle-mask of animal teeth.

## CYDUL NAILO

CN male elf rogue 1 (Str 8, Dex 15, Con 12, Int 14, Wis 10, Cha 13)

- **Appearance:** Lean, skinny and tall, Cydul is never without his dented, winged metal helm. *Never*. The helm is the only thing standing between him and insanity, for it is a relic of the titans

of yore, blocking those horrible whispers that come from the dragon in the sky that tells him to do all manner of unspeakable things...

- **Background:** Most of the people who know Cydul afford him a wide berth, though he is never violent unless provoked. Although he mutters to himself and does other things that reflect his poor mental state, he has earned respect as a capable rogue with a broad array of skills and abilities. Provided an employer can deal with his idiosyncrasies, Cydul is a worthy hireling.
- **Personality:** Cydul is mad, stark raving mad. He is challenged in telling the difference between the real and the imagined, the seen and the unseen. Cydul is convinced he hears voices whose source is a dragon of many colours. This invisible beast soars high in the sky, watching him at all times.
- **Mannerisms:** Cydul is deeply disturbed and his mannerisms vary wildly from situation to situation. A terrifying ordeal might elicit no reaction from him, but attempting to remove his helm provokes a violent response. He is functional, however, and can operate in a somewhat dreamy existence within the real world.

## GAELISEL GALANODEL

LG female elf wizard (conjurer) 1 (Str 8, Dex 12, Con 14, Int 15, Wis 10, Cha 13)

- **Appearance:** Gaelisel appears middle-aged as an elf, her initiation into the magical arts coming at the age most wizards are choosing apprentices for themselves. She is a handsome woman, with a sophisticated air. Her fine silver tresses are kept in twin braids that hang below her waist. She favours the traditional vestments of her profession – loose-fitting robes and soft boots.
- **Background:** Gaelsiel was born into the privilege and wealth of nobility, but her childhood was devoid of warmth. She was married to an older nobleman of another elven house for political reasons. Despite the arranged nuptials, she and her husband developed a relationship of mutual respect, though not love. Their many years of marriage failed to produce any heirs, and when he died, she decided to abandon her old life and take up noble causes in the way only adventurers can. Her age precluded entry into more physical pursuits, so she gravitated towards magic, and found it a natural fit. She is a dependable addition to any adventuring company.
- **Personality:** Kindly and soft hearted, Gaelisel is reluctant to commit violence except as a last resort. She treats magic as a sacred gift, and can be roused to surprising levels of ire if she witnesses it being used frivolously or – worse – for evil and destruction.
- **Mannerisms:** Gaelisel often frets or dotes over the weak, the helpless and the child-like. She regrets never having children of

her own; now beyond childbearing years, she tends to adopt those that seem to need a mother figure in their lives.

## JARONTAS AMAKIIR

CG female elf ranger 1 (Str 13, Dex 17, Con 12, Int 10, Wis 12, Cha 10)

- **Appearance:** Jarontas proudly wears her green and gold flecked hair long. Her dark brown leathers and mud-splattered grey cloak are old and travel-worn.
- **Background:** Her father and mother were border rangers, living in the wilds. A savage giant killed both, but Jarontas survived and later took naturally to the bow. Recently she left the rangers' encampment to explore the wider world.
- **Personality:** She is devoted to her bow and is a deadly archer. Otherwise, Jarontas is a happy soul, satisfying her passions for music, dancing and men.
- **Mannerisms:** Jarontas likes to think up suitable names for each new batch of arrows such as Green Lightning, Valkyrie or Neckbiter. She believes it makes them more accurate. She smiles brilliantly and often.

## MALRAILSAN XILOSCIENT

CN male elf wizard (evoker) 1 (Str 10, Dex 14, Con 10, Int 17, Wis 8, Cha 13)

- **Appearance:** Mal is an aristocratic young elf, attired in the finest black velvets robes.
- **Background:** Malrailsan would never let on about “the fire in that inn” or his debts across more than one town. He doesn’t discuss the two years spent in jail breaking rocks even though his hands still bear the scars. Lastly if he ever hears his mentor, the homeless Sir Tomas, is around, he flees immediately. **Personality:** He is an arrogant, self-absorbed cowardly mage who believes in the destructive power of evocation. Malrailsan acts like an archmage and makes sure everyone knows how valuable he and his spells are.
- **Mannerisms:** Malrailsan shouts out gleefully whenever his spells slay an enemy.

## NIMIKLAS LIADON, “THE FLETCHER”

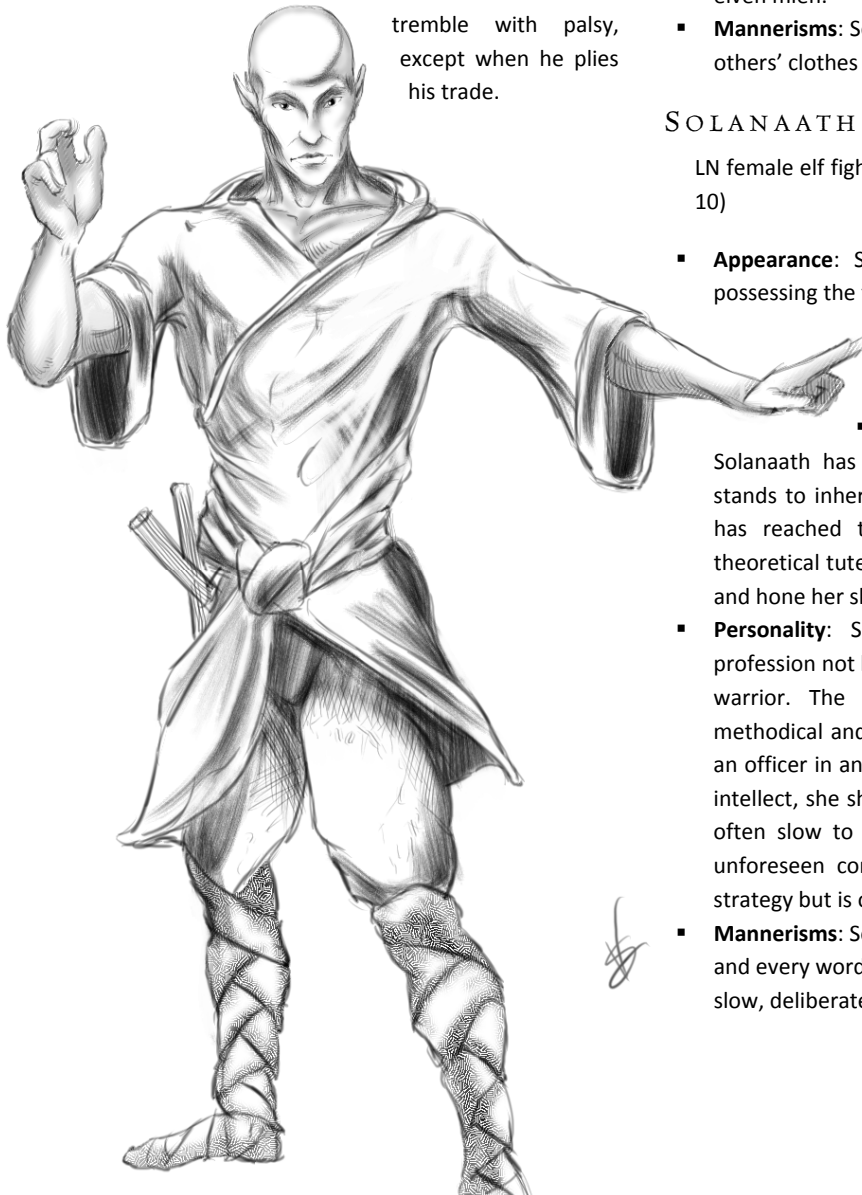
N male elf ranger 1 (Str 8, Dex 17, Con 8, Int 14, Wis 14, Cha 13)

- **Appearance:** Nimiklas is handsome but appears frail. His weathered features and tanned skin hint at a life outdoors. Like most rangers, his clothing is carefully chosen to blend into the local environs. He keeps his black hair in a long braid.
- **Background:** A childhood disease left Nimiklas sickly and weak. As a boy, the elders of his settlement wondered what to do with him. His tremors prevented the exacting gestures needed for magic and he lacked the rebellious streak and desire for

larceny that was the hallmark of a good rogue. Any doubts about a suitable vocation were put aside the first time he picked up a bow. While his frailty prevents him from making use of more powerful war-bows, he earned the nickname “The Fletcher” for his ability to rapidly feather his targets, with lethal results. It is a testament to his hunting and survival skills that he can thrive in the wilds despite his physical limitations.

- **Personality:** Likeable but cautious, Nimiklas is an elf who is aware of his debilitating physical limitations and always puts his personal safety first and foremost. He is often hesitant to involve himself in a plan that exposes him to melee, and he strongly favours ambush. Some claim his trepidation and tactics are cowardice, but he simply smiles and notes that caution and prudence are hallmarks of his long-lived race.

- **Mannerisms:** Nimiklas’ hands sometimes tremble with palsy, except when he plies his trade.



## SEHALION LIADON

LG male elf monk 1 (Str 16, Dex 17, Con 10, Int 10, Wis 13, Cha 10)

- **Appearance:** Almost seven feet tall and willowy thin (like his staff), Sehalion moves as silently and gracefully as a snake.
- **Background:** The Ashen Branch tests each willing child but only the noblest of intent complete the training. His childhood ended then, and the training in mind and body began during long treks across the woodlands. Eventually, Sehalion received a personal vision of his solitary path to perfection.
- **Personality:** His piercing green eyes flicker about; Sehalion is always poised to strike. He is careful and organised; typically elven, Sehalion values skilful swordplay and magic. His honesty, bravery and chivalry are well hidden behind his aloof elven mien.
- **Mannerisms:** Sehalion wears spotless robes, and so he picks at others’ clothes and armour to remove dirt.

## SOLANAATH SIANNODEL

LN female elf fighter 1 (Str 13, Dex 17, Con 12, Int 14, Wis 8, Cha 10)

- **Appearance:** Solanaath is rather plain looking for an elf, possessing the typical slim build, narrow features, and almond-shaped eyes of her race. Her auburn hair is wavy, and she favours in her clothing the hues of autumn – orange, yellow and red.
- **Background:** The daughter of a great fencer, Solanaath has trained under the finest rapier masters and stands to inherit her father’s legacy as a sword-mistress. She has reached the point of diminishing returns under the theoretical tutelage of her instructors and is now eager to test and hone her skills on the field of battle.
- **Personality:** Surprisingly intelligent for a member of a profession not known for such a trait, Solanaath is a thoughtful warrior. The precision strikes of her rapier mirror her methodical and deliberate nature. She aspires to someday be an officer in an army, perhaps even a general. But despite her intellect, she shows a surprising lack of common sense, and is often slow to revise a plan of action should it meet some unforeseen complication. As a leader, she can easily grasp strategy but is often challenged by tactical decision-making.
- **Mannerisms:** Solanaath displays a great economy of speech, and every word seems carefully chosen. Some mistake her slow, deliberate speech as a lack of intelligence.

## GNOME HENCHFOLK

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Often regarded as strange, these fey-descended folk seek new and exciting experiences.

NAME	DETAILS	PAGE
Boddydock Garrick	CG male gnome bard 1	21
Duvamil Daergel	LN female gnome sorcerer 1	21
Ellywick Daergel	LG female gnome fighter 1	21
Ellywick Foler	NG female gnome cleric 1	22
Fonkin & Waywocket Nackle	N gnome rogues 1	22
Glim Raulnor	LN male gnome ranger 1	22
Jebeddo Beren	NG male gnome bard 1	22
Shamil Garrick	N female gnome wizard 1	22

### BODDYDOCK GARRICK

CG male gnome bard 1 (Str 10, Dex 14, Con 12, Int 13, Wis 8, Cha 17)

- **Appearance:** As befits a flashy showman, Boddydock dresses in a variety of hues (the showier the better). He wears rings on every finger, sometimes more than one on each digit. This handsome gnome is bald and has an infectious grin.
- **Background:** Boddydock has risen from his rough early years to become an accomplished performer. He lives much like a sailor – completing a job, pulling into port to spend his coin with joyful abandon, returning to work only when his money is exhausted. He travels extensively, as much to find work as to escape jealous paramours and angry creditors.
- **Personality:** Boddydock is generally good-hearted but vain and flighty. He is a lover and a showman and prefers wine, women and song to blood, guts and mayhem. One employer noted “he wants to be the bride at every wedding and the corpse at every funeral.” Boddydock was orphaned at a young age by kobolds raiders from who he barely escaped. By acting his way through life, he feels like he maintains a semblance of control, the way an actor in command of his lines likewise commands the performance.
- **Mannerisms:** Narcissistic to a fault, Boddydock is always acting as if he is onstage even in mundane settings. His speech and movements make one think the gnome is on stage, performing to a hidden audience, speaking from a memorized script.

### DUVAMIL DAERDEL

LN female gnome sorcerer (infernal) 1 (Str 8, Dex 13, Con 14, Int 14, Wis 8, Cha 17)

- **Appearance:** Duvamil is unusually tall and lean for a female gnome. She dresses in drab, unadorned practical grey robes cinched at the waist with a sash under which she hides her

spell component pouches. Her face is dour but attractive, and she has a commanding presence if she makes the effort.

- **Background:** Few are surprised to discover that Duvamil was not raised by gnomes, but rather was adopted by a human bureaucrat and his wife. Her adoptive parents impressed upon her the values that she carries as an adult. Some employers find her insistence on rules, details and organization to be an asset, while others find it irritating. To her credit, Duvamil rarely pairs herself with an employer with whom she won't see eye to eye.
- **Personality:** Most gnomes are fond of tricks and practical jokes, but not Duvamil. She is humourless and serious, never smiling; what little humour she exhibits is dry and caustic.
- **Mannerisms:** As befits her personality, Duvamil is organized and punctual. Would-be employers can expect to be interviewed and their references and references checked. Her employment contacts are written out in detail and are breathtaking in their detail. She is meticulous, unwilling to act on instructions from an employer unless they are crystal clear. She will certainly not join any expedition that seeks to break or even bend the law.

### ELLYWICK DAERDEL

LG female gnome fighter 1 (Str 12, Dex 15, Con 15, Int 8, Wis 12, Cha 12)

- **Appearance:** Ellywick stands four foot tall in her winged dragonhelm and chain shirt. She favours her right leg as her left is heavily scarred.
- **Background:** When your great grandfather was “Giantslayer Deargel” many stories are told around the fire to excite a young girl. As Ellywick grew up strong and hardy, she joined the local militia. Her grizzled sergeant added power to her axe-play, giving her the courage to seek glory and reputation. During her training, a wolf badly savaged her left leg.
- **Personality:** Ellywick is brave but not too bright. She relies on her innate common sense to avoid the worst dangers. She seeks the title Giantslayer to emulate an ancestor. She is very self conscious about her scarred leg and consequently wears long skirts or trousers to keep it hidden. She collects gems and hopes to build up an impressive collection.
- **Mannerisms:** Ellywick flinches when dogs or wolves are about – a legacy of the wolf attack she suffered while training. She has a prodigious capacity for drink, and when her leg aches she indulges herself to excess.

## ELLYWICK FOLER

NG female gnome cleric (gnome pantheon) 1 (Str 6, Dex 10, Con 15, Int 12, Wis 15, Cha 16)

- **Appearance:** Tiny even for a gnome, Ellywick is almost pixie-like in build and appearance. She has attractive, angular features and high cheekbones. Her copper-coloured hair is long and left flowing.
- **Background:** With both parents being devout followers of the gnome gods, and kind-hearted souls themselves, Ellywick's entry into the priesthood was a foregone conclusion. She exemplifies the best attributes of a good cleric – faith, zeal and persistence in the face of adversity. The young gnome is very particular about her employers and the quests she undertakes, wanting to ensure that such endeavours have noble causes.
- **Personality:** Indefatigable, exuberant and hyperactive, Ellywick is a pint-size dynamo of positivity. She is sweet, charming and very devout in the service of her deity. She has a pet chipmunk, Persimmon, with whom she often speaks.
- **Mannerisms:** Ellywick is very animated when she speaks, with frequent gesticulations punctuating her high, piping voice.

## FONKIN AND WAYWOCKET NACKLE

N male and female gnome rogue 1 (Str 12, Dex 15, Con 15, Int 12, Wis 10, Cha 10)

- **Appearance:** Even a cursory glance reveals Fonkin and Waywocket to be fraternal twins. Both possess deeply tanned skin, brown eyes and rust-coloured hair. Fonkin keeps his hair short, while Waywocket sports prominent bangs. Both dress in a nondescript fashion and favour hooded cloaks.
- **Background:** The Nackles are a prominent clan of goat farmers. The twins felt destined for more and turned their back on tradition to embrace larceny and adventure.
- **Personality:** The twins are highly mercenary and deeply protective of each other. Neither twin accepts employment without the other being hired – they come as a pair, or not at all. They pride themselves in their professionalism and their dedication to their employer. Adventurers seeking to hire the duo find no employer that speaks ill of them – an important thing considering how tricky hiring professional thieves can be.
- **Mannerisms:** The twins may seem aloof and standoffish, but they are simply very private people. They follow orders, keep to themselves and move on when the job is done. They never do less than what they are hired to do, but only rarely offer more without compensation. For the twins, adventuring is all business. They possess the usual gnomish love of pranks, but restrict such clowning to each other, and only prank away from the eyes of others, fearing their antics might make them seem less professional. They are renowned for their teamwork and coordinated battle tactics.

## GLIM RAULNOR

LN male gnome ranger 1 (Str 12, Dex 15, Con 14, Int 10, Wis 13, Cha 10)

- **Appearance:** Hooded and cloaked, Glim keeps his bow and rapiers close. Unusually, he has one green eye and one brown.
- **Background:** Some rangers hate with a passion, not so Glim. He was brought up in the woods and stayed to learn the trade after he was told he had talent. But while Glim is good at what he does, especially where orcs are concerned, he has never developed any emotion over his work.
- **Personality:** Glim is a merciless killer, employed by the militia to track down and kill marauders.
- **Mannerisms:** He cleans his teeth with a stick and whistles tunelessly when thinking.

## JEBEDDO BEREN

NG male gnome bard 1 (Str 6, Dex 14, Con 12, Int 12, Wis 13, Cha 17)

- **Appearance:** Jebeddo is a wiry bald-headed gnome who favours bright check shirts and green tartan kilts.
- **Background:** The reputable Beren Clan use the green tartan to label its quality brews and potions. Its leader, Laird Gerbo, believes in honing and testing the young novices' skills as travelling pedlars before allowing them to join the clan proper.
- **Personality:** Mostly excited and scared of boredom, Jebeddo is always curious. He enjoys showing off his talent as an alchemist and singer.
- **Mannerisms:** Jebeddo's nose twitches when he becomes more animated. He makes his points with a long clay pipe, puffing slowly while he listens.

## SHAMIL GARRICK

N female gnome wizard (illusionist) 1 (Str 8, Dex 14, Con 15, Int 15, Wis 12, Cha 10)

- **Appearance:** Shamil dresses in a long cloak adorned with magpie feathers. Young and bright-eyed, she often preens her hawk, Nightstar.
- **Background:** Occasionally, gnomes show the wits to learn the intricacies of wizardry. When her family offered her the chance to study, Shamil agreed because the alternative was working the land. Eventually, an exasperated master told her she would never amount to much being "far too silly and flighty".
- **Personality:** Shamil is gullible and believes in all things. She sees magic as a mere tool. She likes the idea of learning to fly but does not vigorously pursue the matter.
- **Mannerisms:** Shamil giggles and jokes often and enjoys creating illusionary birds.



## HALFLING HENCHFOLK

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Blessed with prodigious luck and an insatiable lust for excitement, halflings are brave souls ever ready to adventure.

NAME	DETAILS	PAGE
Beau Highhill	LG male halfling paladin 1	23
Cade Goodbarrel	CN male halfling cleric 1	23
Garrett Greenbottle	CG male halfling sorcerer	23
Jillian Duskrotter	N female halfling rogue 1	24
Lidda Leagallow	NG female halfling sorcerer 1	24
Osborn Tealeaf	N male halfling rogue 1	24
Seraphina Underbough	CG female halfling cleric 1	24
Wellby Goodbarrel	LG male halfling paladin 1	25

### BEAU HIGHHILL

LG male halfling paladin (god of protection) 1 (Str 12, Dex 15, Con 10, Int 8, Wis 15, Cha 14)

- **Appearance:** The only thing that outshines Beau's winning smile is the crusader knight's yellow starburst he wears on his shield and helmet. Usually, the halfling rides his barded war hound, Tusk.
- **Background:** Highhill was an idyllic hamlet until the dead arose from its cemetery and attacked every home. As one of the few survivors, Beau grew up in the restored church where he came to embody the ideals of chivalry, honour and protection of the weak. Highhill never truly recovered from the tragedy, however, and consequently Beau now wanders the world in search of those in need of his protection.
- **Personality:** Friendly and a true companion, Beau sees the best in everyone and thus struggles with confrontation. Because of this home's fate he seeks to end the evils of necromancy. He loves his hound, Tusk, and risks his own life if the dog's is in danger.
- **Mannerisms:** A keen angler, he peppers conversation with fishing phrases and stories. Beau also washes often to remove the smell of his slobbery dog.

### CADE GOODBARREL

CN male halfling cleric (god of stealth) 1 (Str 10, Dex 17, Con 8, Int 10, Wis 13, Cha 16)

- **Appearance:** The fattest of halflings, Cade is nevertheless agile and sharp-eyed. His backpack is filled with many outfits to suit his colourful alter-egos. He hides several daggers about his person.
- **Background:** The priesthood of the god of stealth lurk in the shadows and elevate being elusive to an art form. Cade has been trained to give little away and learn as much as he can.

During this training, the shadow-priests tried to remove his penchant for trusting friends but they didn't succeed completely. Cade now wanders the world in search of secrets and hidden booty.

- **Personality:** Cade relies on his glib tongue, to befriend and worm his way into favourable positions. He has few friends but those he trusts find him a loyal companion. Inquisitive, Cade can become very pushy if he believes someone is hiding something from him. He loves a good mystery and is fairly brave, although he prefers to overcome obstacles with guile instead of violence.
- **Mannerisms:** His nose twitches when some clever plan or dangerous situation arises. Other than that, Cade is a budding actor able to match each identity with its own personality.

### GARRETT GREENBOTTLE

CG male halfling sorcerer (fey) 1 (Str 8, Dex 10, Con 14, Int 13, Wis 12, Cha 17)

- **Appearance:** Garrett is handsome, with a round face, a creamy complexion and dirty blond hair cut short. His eyes are blue and piercing in intensity. His build is scrawny, befitting his academic existence. He eschews robes in favour of comfortable clothing, wholeheartedly embracing the latest styles and fads.
- **Background:** Garrett discovered the gifts of his sorcerous blood in his youth, and has learned that they are his ticket to an easy life. A week's trek into a goblin-infested dungeon can show him more coin than he would have earned in a decade's toil on his family's farm, and Garrett's hunger for luxury is matched only by his thirst for coin to maintain his lifestyle. He squeezes from his employer whatever fees he can manage – *caveat emptor!*
- **Personality:** Garrett is a dedicated hedonist. He wants the best wine, the most sumptuous foods, the finest clothes and the most beautiful women. This desire for comfort and pleasure does not make him lazy; on the contrary, Garrett adventures feverishly, cheerfully risking life and limb in exchange for the comforts provided by the gleam of gold.
- **Mannerisms:** Blessed with a silver tongue, Garrett is an accomplished liar and con artist. However, he rarely uses these gifts maliciously; rather, he uses them to impress a lady or sell his services to a would-be employer. He travels with as much gear as he can conceivably pack; all for his personal comfort – silver spoons, silk pillows, gold-framed hand mirrors and so on.

## JILLIAN “JILLY” DUSKTROTTER

N female halfling rogue 1 (Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8)

- **Appearance:** Jillian is an unpleasant-looking female halfling. The corners of her eyes are marred by crow's feet, and her face is badly pockmarked. Her right hand is badly scarred, the result of an accident handling caustic venom. To hide her injury, she always wears gloves. Her brown hair is straight and cut short.
- **Background:** An accomplished poison-maker despite her relative inexperience, Jillian is a mercenary who cares little for the cause, only for the coin it brings. Her fees are stiff, but she has a reputation even amongst her detractors for being competent, straightforward and loyal (insofar as her boss' coin holds out). On occasion, Jillian may reduce her prices should the mission afford her the opportunity to collect the strange reagents she needs for her poison-craft. She always carries copious amounts of anti-venom with her; parties that dip into her stock are always charged for their use (with a suitable mark-up, of course).
- **Personality:** Moody and sullen, Jillian says little and tends to fade into the background in social settings. However, she is a shrewd negotiator and a cunning liar. She rarely displays passion, even in battle. Only when speaking about her great love, venoms and toxins, does she become animated and talkative, and even then only with peers on the subject.
- **Mannerisms:** Jillian is a careful planner. She prides herself in her collection of tools and gadgets, designed to foil any trap and surmount any obstacle. She is miserly with her coin and meticulous with her contracts; employers find that she demands reimbursement down to the last copper coin for any outlays she makes on their behalf.

## LIDDA LEAGALLOW

NG female halfling sorcerer (draconic [red]) 1 (Str 10, Dex 15, Con 14, Int 10, Wis 8, Cha 17)

- **Appearance:** This pretty, young halfling girl has silvery hair and beautiful grey-blue eyes.
- **Background:** Raised in a comfortable river-side shire, her father spent many years teaching her to fish and swim. Lidda learnt to control the wild excesses of her fire magic and sudden claws thanks to the help of her loving mother.
- **Personality:** At 21, Lidda is a youngster. She is naive, optimistic and literally bursting with enthusiasm to try out her draconic sorcery. Oblivious to subtle signals, Lidda can be a little too insensitive when someone is unhappy.
- **Mannerisms:** When she uses her magic, Lidda briefly smells of charcoal and burning flesh.

## OSBORN “OSSIE” TEALEAF

N male halfling rogue 1 (Str 13, Dex 16, Con 13, Int 8, Wis 12, Cha 12)

- **Appearance:** Osborn wears an eyepatch and has a mouthful of broken teeth. He dresses in grey monkish robes.
- **Background:** Before he encountered dark elves, Osborn was a talented rogue, skilled at stealthy reconnaissance. Caught by them, he was charmed and commanded to guide the rest of his party into a trap. They were capture and enslaved. Now Ossie uses a fake hag treasure map to bring more victims to his dark elf mistress.
- **Personality:** Once a happy-go-lucky adventurer, Osborn has been charmed. He acts friendly and willing to serve, but has no deep humour or laughter.
- **Mannerisms:** Ossie likes to practise tumbling and acrobatics every morning and night to stay supple.

## SERAPHINA UNDERBOUGH

CG female halfling cleric (god of protection) 1 (Str 10, Dex 12, Con 14, Int 10, Wis 15, Cha 15)

- **Appearance:** Seraphina is attractive, with maroon tresses pulled back in a high ponytail and deep green eyes. She dresses in the robes of her faith for formal occasions, while she uses more utilitarian garb when adventuring. Whatever she dons, it is clean and well maintained.
- **Background:** Having spent all of her youthful life in religious studies, Seraphina was eager to see the world. On her first sojourn against the forces of evil, her party was slaughtered by orcs and only she escaped. She remains haunted by her inability to save them, and cannot understand why her god abandoned her and her companions in such desperate straits. The next quest she undertakes could restore her faith just as easily as it could drive her away from her god forever.
- **Personality:** While outwardly bright and chipper, Seraphina is struggling with a crisis of faith. As a result, she can become easily flustered and frustrated by situations that make her feel as if her deity has abandoned her. A devout role model of good, such as a paladin or good-aligned cleric, could serve as her inspiration in this trying time. Seraphina actively seeks out such employers.
- **Mannerisms:** Seraphina's voice can rise to nearly a squeak when she is excited. She almost vibrates with nervous energy.

## WELLBY GOODBARREL, “THE TOY KNIGHT”

LG male halfling paladin (god of chivalry and honour) 1 (Str 13, Dex 12, Con 12, Int 10, Wis 13, Cha 14)

- **Appearance:** Powerfully built despite his stature, Wellby has a ready smile, a freckled complexion and wispy, sandy blond hair cut in a “pudding bowl” style.
- **Background:** To some, Wellby is a comic figure, and it is these who have dubbed him “The Toy Knight.” It is easy to see the origin of the appellation. A child-like figure in heavy armour, Wellby’s sword is so large that the scabbard has two tiny

wheels attached to it to keep the weapon from dragging across the ground as he walks. The small crusader is an indefatigable foe of evil, and any would-be employers who seek his aid against the forces of woe find him an eager participant.

- **Personality:** Cheerful and vibrant, Wellby is a never-exhausted font of optimism. His light, piping voice is often heard in battle, urging his compatriots on.
- **Mannerisms:** Wellby is organized, fastidious and prefers to plan his actions ahead of time. However, if roused by emergency he is quite capable of quick and decisive action.

## HALF-ELVEN HENCHFOLK

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Walking in the world of men and elves, half-elves wander the world in search of a place to call home.

NAME	DETAILS	PAGE
Aelevar Nance	NG male half-elf wizard 1	25
Cador Nance	LG male half-elf fighter 1	25
Baelsarki Nailo	N male half-elf barbarian 1	25
Cydul	N male half-elf druid 1	26
Digory Endean	N male half-elf rogue 1	26
Geren Lander	LG male half-elf cleric 1	26
Hedra Dobell	CN female half-elf fighter 1	27
Ilonal	CG female half-elf cleric 1	27

### A ELEVAR NANCE

NG male half-elf wizard (transmuter) 1 (Str 10, Dex 13, Con 12, Int 16, Wis 15, Cha 8)

- **Appearance:** Aelevar’s face is shaded by his hooded brown cloak. He always carries a long twisted staff decorated with seven ancient runes.
- **Background:** Aelevar studied under his mother, a talented elven wizard. He hardly knew his father, another wizard but one that rarely ventured into the woods. Eventually, Aelevar travelled to his father’s city to complete his magical training.
- **Personality:** Talkative and inquisitive to the point of being blunt, most people end up ignoring Aelevar’s chatter. He believes in the inevitable transmutation of objects and people (by time or magic) and is faithful to the goddess of nature, who he sees as the ultimate transmuter. One day, he intends to marry his arcane training with those of a druid and become a powerful mystic theurge. He loves all things elven, especially magic. He eschews flashy, destructive magic (especially those spells and items harnessing fire).
- **Mannerisms:** Aelevar wishes he was a pure blood elf and acts as an elf would in all things.

### C ADOR NANCE

LG male half-elf fighter 1 (Str 17, Dex 13, Con 12, Int 10, Wis 8, Cha 14)

- **Appearance:** Cador is a handsome man. Although he is somewhat short, his stature does not diminish his strength. He has curly brown hair and emerald eyes.
- **Background:** Cador is the son of an elf ambassador and a human adventurer with whom she had a passing dalliance. Cador learned the arts of diplomacy at his mother’s knee. He then sought out his father who, despite the human’s age, taught Cador of battle and war.
- **Personality:** Despite his profession, Cador believes in using violence as a last resort. He always seeks a peaceful resolution to any dispute. He is far more likely to accompany a party whose goals align with negotiation or exploration than more gauche smash-and-grab dungeon crawls.

### B AELSARKI NAILO

N male half-elf barbarian 1 (Str 14, Dex 15, Con 15, Int 8, Wis 10, Cha 12)

- **Appearance:** Baelsarki bears the tattoos and wolf fang earrings of the Wolf Clan. His shaved head bears several scars.
- **Background:** Baelsarki’s lovely human mother was taken by a respected warrior and treated well. Raised by the Wolf Clan, he finally stood up to the larger bullies with anger and hard fists. When his mother recently died, custom demanded that her body be returned to her family. Baelsarki has done that and now is free to explore the world.
- **Personality:** Beaten and abused as a child, this barbarian is now an arrogant but skilled hunter. Baelsarki is also a keen trader and loves to barter, especially with humans whom he believes are dishonourable.
- **Mannerisms:** Baelsarki loves a good, friendly barroom brawl.

- **Mannerisms:** Speaking in a mellow, easy tone, Cador's speech is always calm and unhurried. As a child, he earned the nickname "Silk" (for his voice's soothing quality).

## CYDUL

N male half-elf druid 1 (Str 14, Dex 12, Con 13, Int 8, Wis 17, Cha 10)

- **Appearance:** Cydul has the lean frame of an elf combined with the more muscled build of a human. His hair is crimson, and he wears his braided beard with as much pride as any dwarf. He has a decidedly feral appearance.
- **Background:** The identity of Cydul's parents is unknown. A small order of druids claimed to have found him in the wild and raised him as one of their own. The druidic circle recently dissolved over internal feuding and schisms, and so Cydul is venturing into the world for the first time. While not stupid, he lacks anything in the way of formal education. He travels and adventures out of practicality; it is a way for him to see and learn about the world, and to discover and gain new comforts unavailable to him in his former life.
- **Personality:** Cydul is gruff, practical and very inquisitive. He is simultaneously amazed and repulsed by many aspects of civilization and finds hunting for sport especially appalling.



- **Mannerisms:** Cydul has the disconcerting tendency to stare at people. He is merely studying them, but he has not yet realized that his persistent gaze is considered rude in civilized society.

## DIGORY ENDEAN

N male half-elf rogue 1 (Str 13, Dex 17, Con 12, Int 14, Wis 10, Cha 8)

- **Appearance:** Most half-elves are an appealing combination of their human and elf parents' best features. Digory seems a combination of the worst. His narrow elven face struggles to contain his round, wide human-like visage. His eyes are violet, squinty and water constantly. Even Digory's voice is unpleasant – high-toned like an elf, but shrill and whiny.
- **Background:** Digory's conception came through violence; his mother resented him, and he took to the streets at an early age. He learned the trade of a common thug before honing his skills to better serve the needs of adventuring companies. While he is an able rogue, he rarely gets any repeat business or references for work, and as such is constantly on the move.
- **Personality:** Digory is aware of the distaste he engenders in people, and returns it in kind. He lives to steal (under the banner of "adventuring" or "exploration"), to make his own life more comfortable. He is fond of noting how often self-righteous adventurers hunt down and destroy bandits or sack ruins, yet keep all their treasures without lifting a finger to find out to whom their loot once belonged.
- **Mannerisms:** Saying little and observing a great deal, Digory is a sly, callous opportunist. He is fond of whispering farewell into the ear of a victim into whose ribs he has just slid a blade.

## GEREN LANDER

LG male half-elf cleric (god of healing) 1 (Str 8, Dex 12, Con 10, Int 13, Wis 15, Cha 16)

- **Appearance:** A slim man with a slightly angular face and prematurely greying hair, Geren easily passes for a human.
- **Background:** No one knows his background, not even Geren. He was a foundling left on the doorstep of a local infirmary. Taken in, he stayed and spent many years growing up around the sick and hurt, gradually learning to provide them with comfort and relief. Recently, Geren left – his only clue his old swaddling tartan cloth – to find his missing parents.
- **Personality:** He is a hardworking healer and has a serene and peaceful outlook on life. Geren is already well known for his skill in staving off the effects of poisons and disease.
- **Mannerisms:** Geren plays a set of pipes often, and has a phobia of dirt; he often washes his delicate hands.

## HEDRA DOBELL

CN female half-elf fighter 1 (Str 17, Dex 14, Con 13, Int 12, Wis 8, Cha 10)

- **Appearance:** Hedra's muscular arms and shoulders are enhanced by her tight, sculpted torso and powerful legs. She has dark brown eyes and keeps her similarly coloured hair very short.
- **Background:** Disowned by her elven father, Hedra spent a happy childhood with her mother working on the local lord's manor until she saw her roguish father hung for repeated thievery. Soon after she left with a travelling troupe of entertainers, becoming their strongwoman. Soon bored, Hedra joined a passing band of mercenaries, learning the basics of bow and sword.
- **Personality:** Her mildly cynical and unfriendly outlook intensifies her insularity and natural ability to intimidate. Hedra enjoys testing her strength and is a willing warrior. She is proud of her physique and shows it off at every opportunity.
- **Mannerisms:** Hedra sweats easily; those downwind are assaulted by the smell of her musky sweat mixed with the cheap perfume she buys to mask her scent.

## ILONAL

CG female half-elf cleric (god of love) 1 (Str 8, Dex 10, Con 12, Int 13, Wis 14, Cha 17)

- **Appearance:** Ilonal is a haunting beauty. Her wavy crimson locks are worn long and an ivory comb holds them in place. She often braids wild flowers, into her hair. Her eyes are grey, her build is slight and she favours light weapons and armour.
- **Background:** Ilonal became a follower of the god of love in honour of the passion that brought her into being. While she is passionate and dedicated, some adventuring companies find her habits and preaching a burden on their quest. She is primarily a support character, cheerfully healing the injured and shying away from battle.
- **Personality:** Ilonal loves everyone. Although this love is not necessarily physical (although she is as amorous as one would expect a devotee of the god of love to be), she feels that it is her mission to make the world a better place. She cannot stand suffering. Ilonal urges mercy for foes that most adventurers would slay without a second thought.
- **Mannerisms:** While she does not take it to extremes, Ilonal is always on the lookout for converts to the worship of her patron. She is not above using her charms and physical assets to get a would-be follower's attention.

## HALF-ORC HENCHFOLK

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Often the spawn of violence and suffering, half-orcs search for acceptance in a world often turned against them.

NAME	DETAILS	PAGE
Baggi	CG female half-orc barbarian 1	27
Feng	CG male half-orc rogue 1	28
Feng the Fang	N male half-orc rogue 1	28
Gerbo Nackle	NG female half-orc cleric 1	28
Krusk	CN male half-orc barbarian 1	28
Loveday	CG female half-orc fighter 1	29
Ront Sagmire	N male half-orc druid 1	29
Thokk	NG male half-orc wizard 1	29

## BAGGI

CG female half-orc cleric (god of song and arts) 1 (Str 12, Dex 10, Con 13, Int 8, Wis 17, Cha 14)

- **Appearance:** Baggi takes very heavily after her human parent, and so she looks more pleasant to the eye than is typical for her race. Only her build and wide face with its exotic features hints at her orc lineage. She has a powerful but rough voice.

- **Background:** Baggi did not know her mother. Her father was an orc chieftain slain by adventurers. Her father's killer mistook Baggi as an infant human because of the prevalence of her mother's blood in her appearance, and it was not until much later that her foster father discovered she was a half-orc. By that time he considered her his daughter and loved her as his own, so Baggi has been fortunate to have grown up in an environment of love that so many of her half-breed kin lack.
- **Personality:** Kind and pleasant, Baggi exhibits the traits typical of a priest of the god of song – a lust for life, a passion for beauty and a love of the arts. Baggi works with any group with generally altruistic aims. She prefers to be paid in valuables of aesthetic appeal – gems especially – and works for heavily discounted rates, or even *pro bono*, for a mission that involves the interests of her church and/or the recovery of an object of beauty.
- **Mannerisms:** Baggi is fond of belting out a song on the battlefield. She can carry a tune, but what her singing lacks in sublime beauty it compensates for with raw power. Her battle-hymns are loud enough to be heard by friend and foe alike, piercing the cacophony of battle like peals of thunder in a storm.

## FENG

CG male half-orc rogue 1 (Str 16, Dex 15, Con 10, Int 8, Wis 13, Cha 12)

- **Appearance:** This warrior appears strong and large enough to fell an ox with his greataxe. His two downward-curving tusks add to his aura of menace. His skin has a strange, grayish tint. His black hair is greasy and lank.
- **Background:** Feng never knew his orc father; he found life tough in the city slums, scrabbling for scraps for his human mother and younger sister. When they were all thrown into prison for begging, the women disappeared into slavery and Feng was sold to the thieves' guild to become a thug. When he finally escaped, Feng began his quest to find his family.
- **Personality:** Feng pretends to be a warrior and guard, acting helpful and brave. His real agenda is to gather information and uncover clues to the slave trade. He gladly risks his life to free those doomed to a life of slavery – even acting alone if forced to do so.
- **Mannerisms:** He kisses his holy symbol of the god of luck before and after every battle.

## FENG THE FANG

N male half-orc rogue 1 (Str 15, Dex 16, Con 13, Int 12, Wis 10, Cha 8)

- **Appearance:** Feng has the homely appearance and green-grey skin typical of his race. He is physically impressive, with a powerful, but deceptively lithe build. One canine protrudes from his mouth over his upper lip, hence his nickname.
- **Background:** Feng markets his services as a “shock trooper” and makes it clear to employers that he is a combat rogue, and not “one o’ those sneaky trap-dodgin’ daft half-twits.” The half-orc grew up fast and hard on the streets. His loyalty is mercurial – he is no coward but is interested first and foremost in self-preservation, and he beats a hasty retreat leaving his employers to their fate if things go badly.
- **Personality:** Feng *really* likes violence. Adventuring is the perfect vocation for him – he gets to beat things up, take their stuff, spend his treasure on women and ale and then go beat something else up for more when the coffers run dry. As one might expect, he has a very basic view of the world, though he is by no means stupid.
- **Mannerisms:** While his temperament better suits a fighter, Feng fell into the career of a rogue. He is smart enough to understand that he is not a toe-to-toe fighter, but he relishes battle and is a tactical genius adept at positioning himself to make brutal sneak attacks.

## GERBO NACKLE

NG female half-orc cleric (god of beauty and love) 1 (Str 16, Dex 8, Con 10, Int 10, Wis 15, Cha 15)

- **Appearance:** Gerbo stands six and a half feet tall. She wears the beautiful white and red vestments of the god of beauty and love. She wears a lot of badly applied makeup.
- **Background:** She was returning from an enjoyable time “at prayer” with a dryad when an owlbear attacked and killed her. The druid who found the body was most apologetic when the *reincarnation* he used to revive Gerbo returned her in the body of a half-orc.
- **Personality:** Gerbo is struggling to come to terms with the fact that she was formerly a dashing male gnome but her strong will is holding her together. She does not speak of her past life and feels cursed by her tusks and bestial looks but is secretly proud of her immense new strength. Makeup baffles her and she is terrible at its application. Those offering to teach her its secrets gain a friend.
- **Mannerisms:** Gerbo continually hits her head on low doorways. She often forgets and refers to herself as if she is male.

## KRUSK

CN male half-orc barbarian 1 (Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 8)

- **Appearance:** Krusk is a homely but powerfully built half-orc. His ebony hair is flowing and unkempt. He wears battered mail and carries an axe that has clearly seen its share of battles.
- **Background:** Krusk was a half-breed born to an unusual tribe of orcs that sequestered itself from the rest of the world and lived a peaceful life as hunter-gatherers. Ironically, Krusk was too moody and violent to remain among these orcs, and was cast out by his half-kin. Krusk has found human cities far more to his liking, where he is able to vent his violent impulses for employers in exchange for coin.
- **Personality:** Grim and taciturn, Krusk is mercurial in his motivations, and is just as likely to join an adventuring company because he is bored as he is because of a compelling offer of coin.
- **Mannerisms:** Krusk can be driven into violent, frothing rages by comparisons to, or confusion with, another, older half-orc barbarian of the same name who once wandered the lands but has since retired. Krusk is determined to find his nemesis, challenge him to single combat, and kill him.

## LOVEDAY

CG female half-orc fighter 1 (Str 14, Dex 17, Con 12, Int 13, Wis 10, Cha 8)

- **Appearance:** Loveday has long brown hair and a slim fetching build. She wraps her spiked chain around her waist below her chain shirt.
- **Background:** The villagers accepted her birth and have all had a hand in raising her since the death of Wenna, her human mother. This was to assuage the guilt everyone felt for not protecting Wenna during the orc raid.
- **Personality:** Loveday wants to marry; she is looking for someone strong and reliable to see past her orcish features to her good heart.
- **Mannerisms:** She is very superstitious believing the crone who told her she would fall in love in water and that death comes on wings.

## RONT SAGMIRE

N male half-orc druid 1 (Str 16, Dex 8, Con 13, Int 10, Wis 15, Cha 12)

- **Appearance:** Grossly fat but with real strength hidden underneath, Ront wields a gnarled greatclub of ebony wood and wears grimy water-stained leathers.
- **Background:** The teenage Ront was stoned out of his village by suspicious locals for being a half-breed. Luckily the elderly Sagmire Witch took him in as a servant and eventually acolyte. During the training, the villagers learnt to steer clear of the angry young man or appease him with gifts of meat and ale.
- **Personality:** The half-orc is a glutton. He joins adventures to safeguard and protect the swamps beasts, fey and plants. Ront does not suffer fools especially if they mistreat wildlife.
- **Mannerisms:** The druid does not spend much time with others so in conversation he is overly chatty and inquisitive for news. All this stops when the food arrives, however, and then he acts like a pig at a trough.

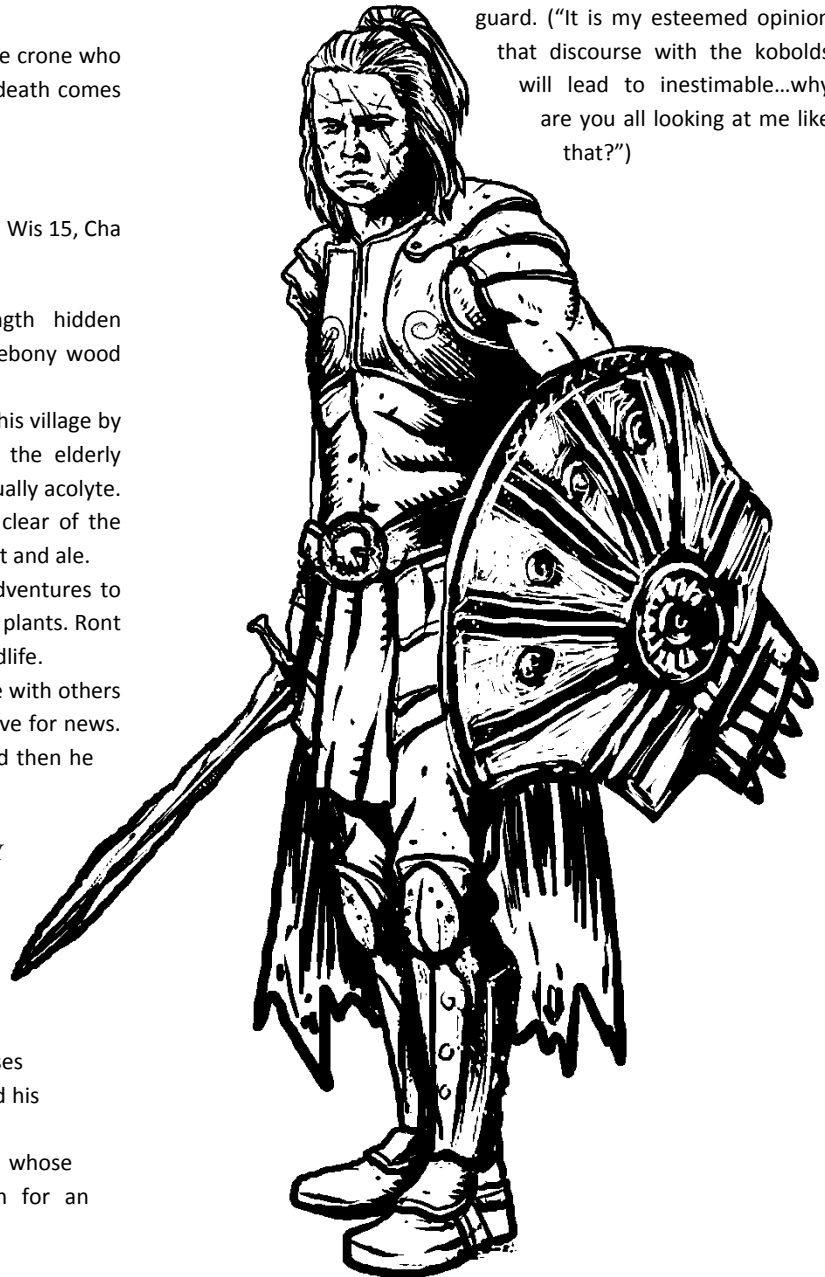
## THOKK, A.K.A FARNLEY THADDEUS BIDDLE

NG male half-orc wizard (diviner) 1 (Str 8, Dex 12, Con 14, Int 17, Wis 13, Cha 10)

- **Appearance:** Thokk is shockingly thin for a half-orc, with a highly underdeveloped build. He dresses in the traditional robes of an arcane academic, and his grooming is meticulous. He wears a monocle.
- **Background:** Thokk was raised in an orphanage whose patron was an elderly wizard. He was chosen for an

apprenticeship by his master and recently completed it. He has a solid grasp of metaphysics and the arcane, and works for any employer whose motives are unsullied by evil intentions.

- **Personality:** Polite, professional, perceptive, curious but insecure. He is queasy around blood and gore.
- **Mannerisms:** Thokk is sensitive to the perception of his people as being dim-witted, bloodthirsty maniacs. As such, he is determined to demonstrate by example that there is such a thing as a thinking man's half-orc. He created a more intellectual and pedestrian name as an alias, Farnsley Thaddeus Biddle, and he makes it a point to speak in well-developed sentences. This can take those more used to stereotypical savage half-orcs off guard. ("It is my esteemed opinion that discourse with the kobolds will lead to inestimable...why are you all looking at me like that?")



## HUMAN HENCHFOLK

The most versatile and adaptable of all the races, humans are the world's dominant race and thus make excellent henchfolk.

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Alan Ahearn	LN male human fighter 1	30
Alan Nankervis	CN male human fighter 1	30
Cadan Wearne	CG male human wizard 1	30
Cador Bonython	CN male human fighter 1	30
Caja Pascoe	LG female human fighter 1	31
Caja Perrin	CN female human barbarian 1	31
Chesten	N male human druid 1	32
Conan Veale	LE male human bard 1	32
Daveth Perrin	CG male human fighter 1	32
Digory Dobell	LG male human ranger 1	33
Digory Jewell	N male human rogue 1	33
Eva the White	N female human druid 1	33
Gawen the Sage	NG male human cleric 1	33
Hedra Bonython	LE female human rogue 1	34
Howell Odgers	NG male human cleric 1	34
Jacca Skewes	CN male human barbarian 1	34
Jenifer the Illustrated	CN female human sorcerer 1	34
Jenna Teague	CG female human cleric 1	35
Jory Menadue	CG male human fighter 1	35
Jory Nance	CN male human sorcerer 1	35
Kenan Tregereth	LN male human druid 1	35
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Kevern Negus	CG male human ranger 1	36
Kitto Menadue	LN male human rogue 1	37
Kitto the Gentleman	CG male human rogue 1	37
Maban Crago	N male human cleric 1	37
Lady Eseld the Charitable	LG female human paladin 1	37
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Madern Kivell	LN female human monk 1	38
Margh Menadue	NG male human rogue 1	38
Morwenna	LG female human cleric 1	38
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Peder Skewes	LG male human paladin 1	39
Petrok Faull	LN male human wizard 1	39
Petrok Grago	LG male human sorcerer 1	39
Professor Howell Wearne	LN male human wizard 1	40
Rosen Crago	LN female human wizard 1	40
Rosen Uren	NG female human ranger 1	40
Ruan Endean	N male human bard 1	40
Sergeant Massen Tangye	LN male human bard 1	41
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Sowena	LE female human ranger 1	41
Sowena Wearne	NG female human rogue 1	41
Talan Tangye	NG male human druid 1	42
Tamsyn Cass	N female human fighter 1	42
Tecca Odgers	LG female human rogue 1	42
Tryfena Mayne-Veale	LG female human bard 1	42
Wella Veale	N male human cleric 1	43
Ythel the Mug	CG male human cleric 1	43

### ALAN AHEARN

LN male human fighter 1 (Str 15, Dex 8, Con 13, Int 16, Wis 10, Cha 12)

- **Appearance:** Alan is a friendly giant of a man who carries a falchion strapped to his back.
- **Background:** The son of a brawny mage and her loving bodyguard, Alan enjoyed a warm and caring childhood. Unfortunately gambling lost him his first set of equipment and it has taken him several months of hard work as a caravan guard to replace that which he lost.
- **Personality:** Unburdened by common sense, he wants to become an eldritch knight. Luckily his facile brain stores knowledge well. However, Alan pays no attention to his surroundings, except when there is the opportunity to gamble.
- **Mannerisms:** Alan keeps his gambling dice in an old bone box.

### ALAN NANKERVIS

CN male human fighter 1 (Str 17, Dex 12, Con 14, Int 13, Wis 10, Cha 8)

- **Appearance:** Alan is unkempt, swarthy and greasy-looking. His facial hair is less of a beard and more of a haphazard growth of brown hair of variable length. He wears his hair in a haphazard ponytail that reaches to his shoulder blades.
- **Background:** This cad was once a member of a long-time band of thugs, cutthroats and outlaws until adventurers broke up their ranks. Taking the adage "if you can't beat them, join them" to heart, Alan has put aside his days of rapine and murder to become an adventurer for hire. That said, he has not exactly gone the way of the straight and narrow, and is not above a bit of larceny to pad his income.
- **Personality:** As one might expect from someone of Alan's background, he is a pragmatic opportunist with an eye towards treachery. Only a strong or charismatic employer will keep Alan in line. To him, coin is king. He is a chauvinist pig who looks down on females. Women often find it immensely satisfying to put him in his place.
- **Mannerisms:** Alan is a bully.



## CADAN WEARNE

CG male human wizard (evoker) 1 (Str 13, Dex 16, Con 8, Int 15, Wis 10, Cha 12)

- **Appearance:** Cadan dresses as an elf in browns and greens. Feathered tassels decorate his composite longbow.
- **Background:** Cadan remembers his childhood among the elves, but not the lizardfolk ambush which took his human family when he was five. Although he grew quickly as a human, much of the elven temperament and culture infused his soul. Despite enduring mild racism from some of his peers, Cadan left to seek his fortune a very happy man.
- **Personality:** Calm and a lover of nature, he enjoys showing off his magical ability and skill with a bow. He hopes to obtain special dispensation from the wood elves to eventually become an arcane archer.
- **Mannerisms:** Cadan wears an elf friend rose-shaped ring – a gift from his first love. When sad, he obsessively polishes it.

## CADOR BONYTHON

CN male human fighter 1 (Str 16, Dex 15, Con 10, Int 13, Wis 8, Cha 12)

- **Appearance:** Handsome and clean-cut, this knightly mercenary keeps his lance and other gear in good condition. Cador has piercing blue eyes, long blond hair and a ready smile.
- **Background:** Raised as the third son of a baron, Cador was assigned to the church guards, but he chafed under the discipline and duties of the priesthood. He escaped one night and joined a mercenary band under Ruan Clawed-Face. When battle decimated the band, he left to seek his own destiny.
- **Personality:** Cador is brave and aware of his fine appearance, and he wants a warhorse and a bard to make his exploits famous. Also obsessed with quality blades, he dreams of finding a famous sword and carving out a place for himself in the realm's pantheon of heroes. He is wary of people of faith and takes offence from them easily. A free spirit, Cador loves being free of the stifling atmosphere of his home and plans never to return. He is accustomed to getting his own way and can become quite child-like if his wishes are ignored. He is not particularly interested in women and has no interest in settling down to start a family.
- **Mannerisms:** Cador wades into battle calling insults to the gods of war and honour, without a care for himself. Although he can make most women coo and swoon easily, Cador prefers man talk.

## CAJA "CAGE" PASCOE

LG female human fighter 1 (Str 12, Dex 17, Con 13, Int 14, Wis 8, Cha 10)

- **Appearance:** Caja is a petite blonde with green eyes and a pleasant smile. She wears her hair in a short bob.
- **Background:** The young lady known as "Cage" to her friends is a budding master of the crossbow. She has a fascination with mechanical things of all sorts; had she possessed even a small streak of larceny, she could have made a handsome living as a trap-smith rogue. She is gaining fame (or perhaps notoriety) with her present weapon – an oversized, hissing and squealing mechanical monstrosity. If asked what the contraption is, she explains it is a "five-piston, steam-powered, underwater gnomish crossbow" sold to her by a crazy gnome inventor. (The GM is encouraged to give Cage's crossbow some additional abilities while offsetting it with the possibility of inconvenient and sometimes comically spectacular mechanical failure.)
- **Personality:** The young warrior has a heart of gold. She helps anyone deserving of it without a second thought. She can be dangerously naïve.
- **Mannerisms:** Caja is decidedly introverted, and despite being rather attractive is almost cripplingly shy. Any romantic advances toward her send her into an almost comical panic and nervous stammer. She is so soft-hearted that she sometimes follow a crossbow shot with an apologetic "sorry!" to her target.

## CAJA PERRIN

CN female human barbarian 1 (Str 14, Dex 17, Con 13, Int 10, Wis 8, Cha 12)

- **Appearance:** This young blonde wench has lopsided shoulders – a legacy of practising with her polished composite longbow.
- **Background:** Caja barely survived when her mother was crushed by a rioting mob. Her ranger father spent little time at home, leaving her with one neighbour or another. She grew up fey and wild, often waiting days on the forest's edge for her father's return.
- **Personality:** Caja is an archer; she enjoys the skill in a well-placed arrow and laughing in the face of danger. She prefers to keep others at distance, fearing close contact especially in melee where she can go wild with fear. Caja wants a magical bow, "like the elves have."
- **Mannerisms:** Caja never uses two words when one is enough, except when she talks to her bow.

## CHESTEN

N male human druid 1 (Str 10, Dex 14, Con 13, Int 12, Wis 17, Cha 8)

- **Appearance:** His narrow face, long scraggly whiskers and thin moustache give Chesten a rodent-like appearance. This is more than coincidence; Chesten's extended family includes members of a natural family of wererats. His build is rail-thin.
- **Background:** Unlike most druids, Chesten always felt more at home in the city, preferring the city's dark underside to its bright parts. He has a special affinity for urban animals, especially rats (though he does not like felines), and frequently uses his magic to speak with them. He supports himself by adventuring, and employers may find that he might accept an assortment of interesting junk in lieu of coin, although he never accepts this as his sole payment. ("Can't eat junk, no matter how shiny," as he says.)
- **Personality:** Chesten is a hoarder. He never throws anything away and is loath to be away from his possessions for any length of time – unless it is to adventure, where he can find even *more* interesting bits of junk to bring home (which already contains a veritable mountain of junk).



- **Mannerisms:** Chesten eats enough food for three men but somehow retains his thin frame.

## CONAN VEALE

LE male human bard 1 (Str 8, Dex 14, Con 12, Int 13, Wis 10, Cha 17)

- **Appearance:** Conan is an expert in disguises. With the exception of a bald pate, his true appearance is absolutely average.
- **Background:** Bullied at school for his smart mouth and beaten at home by his crippled father, Conan found solace in his imagination. Eventually, he used his wiles and bardic magic to capture, torture and maim each of the repulsive bullies.
- **Personality:** He is extremely narcissistic and intelligent, and has a real love of beauty and art. His ability to heal and perform is matched by his skills as an actor. Unfortunately, Conan uses his gifts to remove ugliness. He likes to concoct elaborate disappearances.
- **Mannerisms:** Always joking and laughing, he enjoys well played practical jokes and witty banter, even if he is the target.

## DAVETH PERRIN

CG male human fighter 1 (Str 16, Dex 13, Con 15, Int 10, Wis 12, Cha 8)

- **Appearance:** Daveth's primary distinguishing feature is the awful brand in the shape of a mailed fist burned into both his cheeks, a punishment earned from his days as a rebellious slave. Prior to these horrid wounds, Daveth was rather handsome. He retains an angled "lantern" jaw, steel-grey locks of thick hair and a fierce, determined mien. He is aware of his disconcerting appearance and usually goes about in a hooded cloak, his visage hidden in its shadowy folds.
- **Background:** In his former life as a slave, Daveth was known as "Two-Scars." A favourite of the pit-fighting arena, his owner once claimed that Daveth "had killed more people than bad judgement!" That same corpulent slaver was strangled with one of his own sashes on the night that Daveth made his escape. Since that time, he has sold his services to any worthy employer but especially those that would strike a blow against tyranny and bondage.
- **Personality:** Daveth retains an unquenchable hatred for those who oppress and enslave others; he has made the liberation of the victims of such travails his life's work.
- **Mannerisms:** Daveth is quiet but unafraid to express his opinions, and tends to speak in a clipped, monotone voice.

## DIGORY DOBELL

LG male human ranger 1 (Str 13, Dex 14, Con 15, Int 10, Wis 12, Cha 10)

- **Appearance:** Digory is an average-looking human male approaching middle age. His hair is already quite thin and what remains has a salt-and-pepper colouration. His strong chin has a prominent cleft.
- **Background:** Digory's adventures have netted him a remarkable cache of exotic weapons. He hopes someday to amass enough coin and exhibits to open a collection in a war college or academic university, where he can spend the rest of his days studying his life's interest.
- **Personality:** Soft-spoken and polite, Digory is always a gentleman. Many are surprised that his background is a common one, because he possesses the easy, natural grace of a born blueblood.
- **Mannerisms:** Digory's lifelong passion is the study of weaponry, from every age, culture, race and background. From the most ancient stone flint axes to instruments of war powered by gears or sorcery, Digory is a consummate collector. He is just as likely to be consulted by adventurers on the origin of a recovered weapon as he is to be hired to retrieve it in the first place.

## DIGORY JEWELL

N male human rogue 1 (Str 12, Dex 16, Con 8, Int 15, Wis 10, Cha 13)

- **Appearance:** This black-haired young man wears tattered, but expensive, clothing and armour. His thick, black hair reaches to his shoulders and he is clean shaven.
- **Background:** Born into privilege and wealth, Digory was always attracted to the seedier side of life. Despite being repeatedly warned to "shape up" by his noble father, Digory trained with a talented burglar. However, the local thieves' guild got wind of their work and arranged for them to be beaten before being thrown into prison. Digory's father paid for his release to spare the family any dishonour, but then promptly disowned him.
- **Personality:** Digory is a gentleman and a scholar who loves to hear about mysterious thefts – especially his own. He greatly desires to be acknowledged as the greatest thief in the area. Fastidious about his appearance he washes and shaves every day.
- **Mannerisms:** Digory's high-class plummy voice is no fake, although he is a clever mimic and able to copy almost any voice. He often uses this talent for comic effect or to belittle whoever has angered or annoyed him.

## EVA THE WHITE

N female human druid 1 (Str 14, Dex 12, Con 13, Int 10, Wis 17, Cha 8)

- **Appearance:** Eva's moniker comes not from her morality, but from her albinism. Like others with this disorder, her skin is white and her eyes are pink. She favours heavy clothing that keeps her easily sunburned skin well shielded from sunlight. While she is not unattractive, most find her unusual appearance jarring and off-putting. Her vestments are of hide, leather and bone.
- **Background:** Eva's unhappy childhood led to her abandonment of civilization, only recently returning out of need. Her goal as a druid is to perfect the art of shape-shifting. In doing so, she hopes to mask her albinism and correct the condition about which she is so self-conscious.
- **Personality:** Eva is deeply insecure about her condition. Because of the merciless taunting she received as a child, she abandoned civilization as soon as she was able and fell in with a group of druids. It was only the circle's destruction by gnolls that forced her once more into the world of men. She remains deeply distrustful of anyone not within a narrow circle of well-established friends and shies away from strangers.
- **Mannerisms:** Eva's lack of social skills leads to her most odious habit, interrupting others in mid-sentence to give her opinions.

## GAWEN THE SAGE

NG male human cleric (good and mercy) 1 (Str 12, Dex 10, Con 13, Int 15, Wis 16, Cha 8)

- **Appearance:** Gawen is a bookish-looking man in his early teens. He favours simple clothes and carries a frame pack that typically creaks under the weight of the numerous portfolios, tomes and papers within.
- **Background:** Gawen eschews the reverence of a specific deity, instead embracing good deeds and enlightenment. Some of his priestly peers find his lack of reverence strange, but none can argue his devotion is not real enough to draw forth the power for divine spells. Gawen's reasons for adventuring are as simple and as pure as his philosophy – to do good deeds, his own self-improvement and the exploration of the world.
- **Personality:** While he seems too young for the sobriquet "the Sage," Gawen is deeply intelligent and thoughtful. A young life spent in solitude with only books for company has made him painfully awkward in social settings.
- **Mannerisms:** Due to his atrophied personal skills, Gawen says little and gets flustered in situations where he needs to speak or, even worse, lead or command. He is at his best when called upon to create a plan or research a problem.

## HEDRA BONYTHON

LE female human rogue 1 (Str 8, Dex 16, Con 10, Int 13, Wis 12, Cha 15)

- **Appearance:** Hedra's physical appearance is plain and bland. Her hair is of median length, straight and brown. She wears no jewellery. She is difficult to recall or describe, and this is just how she likes it. Hedra uses her Disguise and Bluff skills to blend in with crowds and remain beneath the notice of others. Her high Charisma score represents her superb ability to deceive and persuade others, not her looks.
- **Background:** Despite her alignment, Hedra has a solid reputation and references from previous employers, and she eschews illegal activities – all the better to stay out of sight and mind. Hedra is secretly apprenticed to an order of assassins, and she hopes to someday gain enough treasure, skill and reputation to earn a place at their dark table.
- **Personality:** Hedra is manipulative and dishonest, though she is never deceitful with an employer (potential or actual). She gives a fair accounting of herself, her abilities and her fees. Hedra is cold and distant towards all but her few intimates, but is never rude.
- **Mannerisms:** Hedra is precise and exact. She speaks very deliberately and slowly. Some interpret this as insulting, as if she is being pedantic, but she simply wishes to make sure that all parties understand exactly what she is saying.

## HOWELL ODGERS

NG male human cleric (god of death and rebirth) 1 (Str 13, Dex 8, Con 12, Int 10, Wis 15, Cha 16)

- **Appearance:** Howell is thick-lipped and corpulent, his belly bulges through his chainmail's rings and over a straining belt. His face is riddled with pockmarks.
- **Background:** Howell was the only child of a gravedigger. His parents died when he was eight, wasted by a disease that the young Odgers barely survived. Taken in by the local baker, he joined a large family and proved most adept at his new family's trade. The priesthood called to him during a family funeral when his kind words were truly appreciated by the bereaved.
- **Personality:** Howell has a sunny disposition and he presides over his god's death rites with tact and gentle humour. He believes in the circle of life and death. Undead make him angry, since they break the laws of nature.
- **Mannerisms:** Howell tries not to eat much. "If I look at a cake, I put on ten pounds!" he says at mealtimes. Sadly, his willpower often fails him.

## JACCA SKEWES

CN male human barbarian 1 (Str 16, Dex 12, Con 15, Int 8, Wis 10, Cha 13)

- **Appearance:** Jacca stands five feet tall, has broad shoulders, a strong lower jaw and arms like an ape.
- **Background:** He was raised by a crooked family, but they disowned him when he was caught for thievery. Two years down the mines made him the powerful but dirty fighter he is today.
- **Personality:** If it's not nailed down Jacca regards it as fair game – if he can get away with it. His gypsy blood means he has a low opinion of laws. He is an outlaw who convinces himself that keeping his gains is for the best. No one has ever really won his approval so Jacca has never really trusted a travelling companion.
- **Mannerisms:** In almost all situations Jacca's behaviour is inappropriate and rude.

## JENIFER THE ILLUSTRATED

CN female human sorcerer (fey) 1 (Str 10, Dex 12, Con 13, Int 14, Wis 8, Cha 17)

- **Appearance:** Jenifer is captivating and exotic in appearance. Her hair is white and her eyes olive. By far her most notable features are her tattoos. Literally every inch of her flesh below her collarbone is adorned with some mystic symbol inked permanently into her skin. The tattoos are of such design that when Jenifer is in motion, they seem to take on a life of their own, writhing and pulsing in sync with her movements. Her voice carries a heavy, though not unpleasant, foreign accent.
- **Background:** Jenifer comes from a primitive tribe of humans on the edge of the known world. Her culture believes spirits can be ritually trapped in sacred plants, which may be ground down into pigments and made into magical inks. These inks are used in the creation tattoos, the use of which is reserved for those exhibiting spontaneous supernatural power. The tribe's chief wanted Jenifer as his wife, but she rebuffed him, and in retribution he sold her into slavery. She managed to escape her bondage before anything terrible happened to her, but she retains a phobia of being confined, trapped or restrained. Now far from home, she follows her own whims, selling her sorcery to the highest bidder.
- **Personality:** Jenifer has a forceful personality and she lives for the moment, taking extraordinary risks on a whim. While she is not quite good at heart, neither is she malicious or cruel. She simply makes her way in the world and has fun as she goes.
- **Mannerisms:** The young sorceress is a headstrong hellion who is used to getting her way. She happily uses deception and her exotic, attractive appearance to her own advantage.

## JENNA TEAGUE

CG female human cleric (goddess of healing) 1 (Str 9, Dex 7, Con 12, Int 13, Wis 18, Cha 15)

- **Appearance:** This middle-aged ex-matron uses a walking stick to help waddle around. Her grey hair is tied in a bun and she smells of medicinal alcohol.
- **Background:** Matron Teague had begun to think of retiring but was gifted with divine powers at a late age. Taking this as a sign, she left her lifetime's work to explore the wider world and find her own way as a holy sister.
- **Personality:** A faithful servant of the goddess of healing, Sister Jenna is a skilled healer and takes pride in having run infirmaries in some tough places. She has a soft spot for wounded soldiers.
- **Mannerisms:** Jenna pushes and slaps people around to get her own way, even resorting to threatening them with her stick.

## JORY MENADUE

CG male human fighter 1 (Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 10)

- **Appearance:** Jory is well built, with a dark complexion and an oiled, handlebar moustache. His green eyes and dimpled smile give him a decidedly roguish air of mischief. He always dresses in the finest clothing.
- **Background:** Jory's mother was an adventurer and gambler and she passed along her pseudo-affliction to her son. While he considers himself to be a devout follower of the god of luck, his piety extends only as far as blowing on dice while invoking his god's name before his next cast. He adventures to feed his addiction to excitement and to give him the coin to wager in the gambling halls he haunts.
- **Personality:** Jory appears likeable at first, but those who associate with him for extended periods find him to be a "fair weather friend" whose affections are mercurial. Because of Jory's wanderlust, he rarely stays in one place long enough to make lasting friendships.
- **Mannerisms:** As one might expect from an incorrigible gambler, Jory is a thrill seeker and adrenaline addict. As he is fond of saying, "If the payoff is big enough, I'll take damn near *any* risk!"

## JORY NANCE

CN male human sorcerer (destined) 1 (Str 10, Dex 16, Con 13, Int 12, Wis 8, Cha 15)

- **Appearance:** Jory is a growing teenager with a threadbare tunic and hose. He wears a ragged winter blanket as a cloak.
- **Background:** There were magical mishaps and accidents throughout Jory's childhood. As a young stableman, Jory

talked incessantly with the inn guests about magic. Two weeks ago, he tired of throwing bales of hay up into a loft, wishing whimsically that he were bigger; the next moment he was! Since then, he has travelled to find someone who can help him unravel the mystery of his heritage.

- **Personality:** Jory is an inquisitive lad, polite and tight-lipped before his elders and keen to make a good impression. He wants to learn the basics of sorcery.
- **Mannerisms:** He bites his nails and is extremely polite.

## KENAN TREGERETH

LN male human druid 1 (Str 12, Dex 14, Con 13, Int 10, Wis 17, Cha 8)

- **Appearance:** Kenan is well tanned and broad-shouldered. He has an impressive red beard and ragged eyebrows.
- **Background:** The Tregereths have always been woodland priests so Kenan simply followed family tradition. However, it took him much longer than most to complete the training because of his dull wits. He has not mastered handling animals without using spells, so his masters commanded him to become one with animals before he returns to his circle.
- **Personality:** He believes in the work of a druid and never shirks a task, whatever his druid circle wants. But Kenan does not have much imagination or humour; never mincing words if he thinks a plan is not practical.
- **Mannerisms:** He always tries to pet animals and this often ends badly in embarrassment (and normally minor injury).

## KENVER

NG male human wizard (evoker) 1 (Str 16, Dex 12, Con 13, Int 15, Wis 8, Cha 10)

- **Appearance:** Kenver looks like a warrior out of his armour. He has huge hands, broad shoulders and an imposing frame. His head is shaved and he wears a copper circlet.
- **Background:** Kenver had the opportunity to apprentice under a wizard or to join the army; he was well suited for either. He opted for the former, as he believed that he could always pick up a sword and learn the art of war later. The spells he knows incapacitate or destroy; he is a war-mage with little patience for subtlety. More than one foe has charged the wizard in combat and had their skull dashed open for their trouble; Kenver cheerfully wades into melee when his magic is unavailable or ineffective.
- **Personality:** Fun-loving and gregarious, Kenver is a man of passion and life. He is known for his prodigious appetite for wine and female company, and his repertoire of ribald jokes is known far and wide. He has a warrior's mentality.
- **Mannerisms:** If not drinking or researching magic, Kenver relentlessly exercises to keep in shape.

## KENVER KEAST

LN male human cleric (goddess of redemption) 1 (Str 17, Dex 14, Con 8, Int 12, Wis 13, Cha 10)

- **Appearance:** Seven-foot-tall, Kenver has wild hair, a full beard and brown eyes that burn with the intensity of his beliefs.
- **Background:** His pious father - a travelling peddler and tinker - raised him alone. During the long journeys between villages, Kenver's father talked about the wickedness in most hearts and their need for redemption. His son listened and his heart burned to make others listen too.
- **Personality:** He is a zealot, spouting fire and brimstone at every opportunity and trying to make people repent for their



sins before the end of the world. His fiery nature and glorious oratory can draw an uncomfortable crowd in minutes. A true believer, Kenver's views are absolute and not open for discussion.

- **Mannerisms:** Kenver jerks and waves his arms around when talking. Always restless he fidgets incessantly.

## KERENSA CARE

LG female human wizard (diviner) 1 (Str 12, Dex 14, Con 15, Int 15, Wis 10, Cha 8)

- **Appearance:** This short, stocky maiden has several hairy warts on her face and wears a voluminous hooded cloak decorated with arcane sigils.
- **Background:** Kerensa was raised in a gambling hall by her entrepreneurial father, Judd. It was a chaotic environment but he taught her how important it was to be ready for every eventuality. Judd paid for her training as a wizard despite wanting her to take over his business.
- **Personality:** Kerensa wants to make things, magical scrolls at first, but eventually weapons and other wondrous items. She approaches all activities with organisation and makes copious lists, having long since mapped out her career as a wizard. She hates being called a dwarf despite her looks, size and appetite and is incredibly self-conscious of her appearance.
- **Mannerisms:** Everything Kerensa prepares takes extra time because she checks everything twice.

## KEVERN NEGUS

CG male human ranger 1 (Str 15, Dex 16, Con 13, Int 10, Wis 12, Cha 8)

- **Appearance:** Kevern looks like a florid farmer with rumpled and dirty clothes; his armour and bow are in need of care and attention. He wears worn bracers and carries a longbow of black ash.
- **Background:** Kevern became a woodsman because his father was renowned for his woodland skills. His father also adventured and is famed throughout the region for his tracking skills. Kevern uses his surname to get work, despite his father forbidding him to do so.
- **Personality:** He has served many adventuring parties but Kevern's laziness and daydreaming mean the ranger loses focus after a week or so. Until then, he is a skilful tracker. He hates to be proven wrong.
- **Mannerisms:** Kevern often notices things that others miss but only mentions them much later. He normally prefaces his comments with "I saw that a while ago but didn't think it was important..."

## KITTO MENADUE

LN male human rogue 1 (Str 16, Dex 15, Con 13, Int 8, Wis 12, Cha 10)

- **Appearance:** Kitto is tall and has a large, protruding forehead. His eyes seem to bulge somewhat and dribble often escapes from the corner of his mouth.
- **Background:** One of five sons, he joined his larcenous siblings in the thieves' guild, which was the family business. However, his brother, Margh, spelled doom for the guild when the town watch captured him. Margh gave up many guild secrets in exchange for his freedom and the information led to the capture of many higher ranking guild members. Kitto escaped the resulting feuding and chaos and now searches for his dishonourable brother.
- **Personality:** Kitto is a slow-witted thug. He believes in loyalty to the thieves' guild; like a family, obeying all his bosses' instructions to the letter. Kitto never takes an extra share of loot or steals from his friends or organisation.
- **Mannerisms:** In conversation, he repeats peoples' last words to give himself more time to work out his reply.

## KITTO THE GENTLEMAN

CG male human rogue 1 (Str 13, Dex 17, Con 12, Int 10, Wis 8, Cha 14)

- **Appearance:** Kitto's long, lustrous black hair runs to his shoulders. He dresses in grey and black leather and always has a pair of ornate ivory-handled rapiers at his hips. An eye patch – purely for show – adds to his roguish appearance.
- **Background:** "The Gentleman's" normal vocation is duellist for hire; nobles challenged to a duel use him as a proxy, a practice accepted as nobles are far too valuable to lose in what amounts to a grudge fight. Kitto has earned a good reputation as a duellist, but he also does side work as an adventuring rogue. He is less of a "dungeoneering" rogue and more of a highly mobile melee combatant. Employers find him good at what he does, provided they can deal with his flamboyant antics. Kitto enjoys the attentions of women and normally has "several irons in the fire."
- **Personality:** Kitto intends to live fast, die young and leave a good-looking, wealthy corpse attended by many female mourners. He is a consummate lady's man and a touch chauvinistic.
- **Mannerisms:** Kitto is a fun-loving freebooter with a heart of gold. He is a flamboyant show-off and seizes every opportunity to use his environment – chandeliers, tables and balconies – for acrobatic derring-do.

## LADY ESELD THE CHARITABLE

LG female human paladin (god of duty) 1 (Str 15, Dex 10, Con 10, Int 12, Wis 13, Cha 14)

- **Appearance:** Beautiful and tall, Eseld is a platinum blonde warrior who bears the breastplate and greatsword engraved with the lion symbol of the god of duty.
- **Background:** Eseld's father was a high-ranking paladin slain by a terrible demon. Since then, Eseld's uncle and mother have encouraged her to tread the same path, to become an instrument of justice against such evil.
- **Personality:** She is a righteous knight, an example to one and all of humble bravery and kindness. Lady Eseld is noble by birth and her ideals lift her even higher. Above all, she believes firmly that charity begins at home and hopes to convince every one of the same.
- **Mannerisms:** Lady Eseld speaks several languages and uses them to profane in battle when the thrill of combat takes her.

## LADY LOVEDAY MENADUE

CN female human wizard (enchanter) 1 (Str 8, Dex 12, Con 13, Int 17, Wis 10, Cha 14)

- **Appearance:** Lady Loveday is a raven-haired beauty with pale skin and an imperious air. About town, she dresses in the most opulent finery she can afford, such as breeches made from the hides of exotic animals and valuable jewellery and rare perfume. When adventuring, she dresses in more utilitarian clothing.
- **Background:** Loveday has constructed the personality she wishes to be and subsumed who she really was – a poor peasant girl taught hedge magic by a hermit wizard before his death. She has taken the few meagre spells she learned and has built up a new persona. As Loveday, she is powerful, wealthy and successful – at least, that is how she presents herself to employers.
- **Personality:** Loveday's title was purchased from an impoverished noble from a faraway land. In fact, her clothing are imitations of fashions worn in cosmopolitan cities; her jewellery is gold-plated or, more likely, pyrite; and the exotic hides of her clothing are likely common animals' that have been dyed unusual colours.
- **Mannerisms:** The "Lady" is a pathological liar.

## MABAN CRAGO

N male human cleric (god of war) 1 (Str 14, Dex 13, Con 15, Int 8, Wis 14, Cha 10)

- **Appearance:** He wears the etched black breastplate of thia patron and a ragged red cape to signify the bloodiness of battle.

- **Background:** Maban was born to a camp follower serving her husband's army. When his father died, another soldier raised him. He worked as stretcher bearer before becoming a respected healer. One night, he had a vision of a missing mythical banner and left the army next morning to quest for its return.
- **Personality:** Unthinking but cunning, Maban has a pragmatic attraction to the sight and sounds of combat. Healing is for the survivors. He is a tough combatant, with no fear of death.
- **Mannerisms:** Maban cannot resist roaring a challenge to his enemies. He has never sneaked or skulked in his life

## MADERN KIVELL

LN male human monk 1 (Str 15, Dex 15, Con 12, Int 10, Wis 14, Cha 8)

- **Appearance:** Madern is squat and powerfully built; he wears a short, grey tunic and sandals.
- **Background:** Madern was disciplined from an early age, in a monastery where failure was punished and success accepted by his mentors. The harsh training lasted twenty years, during which he went on a few small missions but until now he has not had the freedom to act as he wishes.
- **Personality:** Madern seeks treasure and magical knowledge for his Brotherhood. Unafraid and ambitious, he stops at nothing to get what he wants. On a superficial level, he prays to the god of magic for guidance. Madern's emotions and feelings are tightly controlled making him appear very dour.
- **Mannerisms:** Several tattoos snake down his arms. They serve as his identification in the Brotherhood.

## MARGH MENADUE

NG male human rogue 1 (Str 10, Dex 16, Con 8, Int 13, Wis 12, Cha 15)

- **Appearance:** Margh is a handsome man in his late sixties. His grey hair is neatly combed, and he dresses in the manner of a courtier. He has a frail appearance, not unusual given his age, but he retains the deft hands and feet of his youth.
- **Background:** Many years ago, Margh "Midnight" Menadue was the scourge of the nobility. An accomplished cat burglar and second-story man, he plundered the manors of many aristocrats who believed their valuables to be secure. Margh lived a fast, carefree life, but eventually settled down, wed and had a family. The recent death of his wife has left him a widower, and his grown children are long gone. Freed of such responsibilities, a bit of the old "Midnight" has resurfaced, and he finds himself once again craving adventure and excitement. He knows that he physically can't do many of the things he once did, but he retains the knowledge and skills that made

him a premiere burglar. Employers find him clear thinking, honest and a consummate professional.

- **Personality:** Margh is always polite and deferential. He can be a bit "grandfatherly" with young, naïve sorts.
- **Mannerisms:** The old rogue has a habit of bowing to everyone when introduced and taking his leave of them.

## MORWENNA

LG female human cleric (god of death) 1 (Str 8, Dex 10, Con 12, Int 14, Wis 17, Cha 13)

- **Appearance:** Morwenna is a handsome woman in her mid-seventies. Her hair is silver and worn in three braids of equal length. She wears grey robes embroidered with a black skull motif.
- **Background:** The duty of Morwenna's god is to shepherd the souls of the dead to the afterlife. For this deity's clergy, undead are lost or in the case of intelligent undead, corrupted souls. Morwenna and her ilk aggressively seek out and eliminate undead wherever they are found. Morwenna's faith stems from her youth, living in an isolated mountain village that was terrorized by a vampire countess who kept the villagers as slaves and cattle. When she was a teenager, a group of heroes – one of whom was a priest of the same deity Morwenna now venerates – destroyed the vampire and freed her home. She joined the order and has never looked back. Although she is in robust health, Morwenna's age is beginning to catch up to her. She can tire easily, and she no longer has the physical strength to bear heavy arms and armour.
- **Personality:** Morwenna is a compassionate woman. As her natural lifespan is approaching its end, she feels closer to her god than many of her clerical kin. She is fearless and devoted to her god.
- **Mannerisms:** Morwenna has a matronly air, and carries herself with dignity and grace.

## MABAN ANNEAR

NG male human bard 1 (Str 10, Dex 13, Con 12, Int 14, Wis 8, Cha 17)

- **Appearance:** Maban is a dignified-looking man in his early forties. He moves with an actor's fluid grace. His speech is rigid, as if perpetually reading lines from a script.
- **Background:** If there was ever an example of someone being too devoted to his vocation, Maban is it. Drawn to the stage in his younger years, he has lived so long performing in other roles that, in a sense, he has lost his own persona and instead become a hybrid of his favourite characters. He is nonetheless a capable adventuring bard, and uses his vast repertoire of inspirational monologues to exhort his companions onwards.



- **Personality:** Stiff-lipped and formal, Maban is a career actor and carries himself in a noble manner, with just the touch of a haughty air. He frequently regales his travelling companions with tales of his sharing the stage with the great bards, actors, poets and performers of the world.
- **Mannerisms:** Maban is somewhat mad. His derangement is that he believes he is *always* on stage, even when he is not. He sometimes talks to his “audience” by “breaking the fourth wall” and speaking to no one in particular.

## MYGHAL OF THE SIX CHERRY BLOSSOMS

LN male human monk 1 (Str 14, Dex 15, Con 13, Int 10, Wis 14, Cha 8)

- **Appearance:** Lean and fit, Myghal wears plain grey robes and bears little in the way of personal effects beyond a pack and a belt with a few pouches. He keeps his head and face clean-shaven. He bears a look of serenity, even in battle.
- **Background:** The monks of the Order of Silk and Honey believe that spoken words debase the spirit, and so they eschew speech using it only when absolutely necessary. They also believe in personal trials as a path to physical perfection, and thus the order frequently sends its monks far and wide to adventure and challenge themselves. While Myghal himself has little need for coin, the adventuring monks send the treasure they obtain home to their monastery, and so employers expecting “poor monks” to be cheap hirelings instead find these silent warriors charging what the market for their unique abilities will bear.
- **Personality:** Calm and temperate, Myghal’s vow of near silence makes him understandably introverted. He does not communicate unless questioned directly or feels it is in his (or his order’s) best interests to do so.
- **Mannerisms:** Because their vow makes communication difficult, Myghal and his brothers rarely speak. Amongst each other, the monks communicate with an elaborate, secret sign language.

## PEDER SKEWES

LG male human paladin (god of the sun) 1 (Str 17, Dex 10, Con 14, Int 8, Wis 12, Cha 13)

- **Appearance:** Peder is brawny and tall, with large, calloused hands. His grin is ear-to-ear, and his wispy blond hair is cut into a “pudding bowl.” When not adventuring, he favours simple overalls. He is handsome, in a homespun sort of way.
- **Background:** Since he was able to lift a hammer, Peder worked on the farm, breaking rocks. He broke up the rocks so his family could plant crops in long rows. There were lots of rocks. Fortunately, Peder was good with a hammer. One day, a priest came to bless the crops, saw Peder, and proclaimed that the

young man was destined to become a holy champion in service to the sun god. Peder’s father thought the priest was daft, but since Peder had broken every rock in the fields – and even a few in the neighbours’ - he agreed to send his son to the church for training. Now, Peder battles the forces of evil wherever they arise. And sometimes, he breaks rocks.

- **Personality:** Big-hearted, simple-minded, and kind, Peder is a soft touch for noble causes, crying women and puppies. He loves dogs and has several as pets.
- **Mannerisms:** If not given anything to do, Peder usually just stands around, looking to his right and left and smiles a lot. When bored, he returns to his comfort zone and breaks rocks.

## PETROK FAULL

LN male human wizard (universalist) 1 (Str 10, Dex 13, Con 9, Int 15, Wis 10, Cha 8)

- **Appearance:** This old man carries a heavy crossbow and satchel for his spell book. His parchment-like skin frames bluish lips and thick gnome-crafted glasses.
- **Background:** Petrok scrimped and saved every spare penny throughout his forty year career as a librarian and scholar. Ten years ago, he used the money to pay for a correspondence course in wizardry. Last year, he paid a local mage to complete his training.
- **Personality:** Petrok is pedantic, stuffy and untried in combat. He has studied engineering, dungeons and magic for forty years. Now he has completed his dream of becoming a fully fledged wizard, Petrok is satisfied with his lot.
- **Mannerisms:** His glasses steam up often so Petrok is always wiping them with a handkerchief.

## PETROK GRAGO

LG male human sorcerer (abyssal) 1 (Str 8, Dex 12, Con 14, Int 13, Wis 10, Cha 17)

- **Appearance:** Tall and regal in appearance, Petrok has a sad air about him, troubled as he is by his origins. He favours shades of blue and white in this clothing, which blend into a crowd even as he stands out from it. Despite his relative youth, his face is already creased with worry lines.
- **Background:** This young sorcerer is troubled by his recent discovery that the source of his arcane power stems from demonic blood coursing through his veins. He confirmed the origin of his power when his research led him to an ancestor’s diary. In it, he discovered a fiendish dalliance between a wizard of his bloodline and a summoned succubus. This revelation has left the kind, good-hearted man deeply disturbed. He adventures to refine his skills and takes a keen interest in forays against demonic forces, reducing his fees for such endeavours.

- **Personality:** Petrok is quiet, introspective and cynical. He tends to be negative on a personal level even as he is encouraging to others.
- **Mannerisms:** Petrok frowns a great deal and sighs regularly.

## PROFESSOR HOWEL WEARNE

LN male human wizard (universalist) 1 (Str 8, Dex 13, Con 12, Int 17, Wis 14, Cha 8)

- **Appearance:** Professor Wearne straddles the border between middle- and old age. He is lean but spry. His hair is thinning and silver with a receding line. He eschews any garb other than what “respectable wizards wear” – robes and a trusty staff, dagger, belt with component pouches and a hooded cloak. Wearne is average in looks but possesses the commanding presence of an experienced lecturer.
- **Background:** Howel Wearne, Professor of Metaphysics, comes from a long line of wizards. In terms of practical power, he is a novice wizard at best, but he possesses a keen understanding of arcane theory, and his numerous tomes and papers on the subject are required reading at many arcane colleges. He might join an adventuring company to travel to an area of arcane significance to do research or exploration.
- **Personality:** As a professor, Howel is used to his opinions being actively solicited and his advice taken, making him seem pushy to some and forceful to others. He often feels the need to explain the finer points of his fields of study to intellectual inferiors, and the subsequent lecture is frequently pedantic and esoteric.
- **Mannerisms:** Despite his great intelligence and knowledge of the subject of magic, metaphysics and the outer planes, Howel is a poor teacher because he tends to speak to, and treat, everyone like intellectual gnats. He especially despises sorcerers, who he feels “cheated” to gain their arcane power.

## ROSEN CRAGO

LN female human wizard (diviner) 1 (Str 8, Dex 13, Con 12, Int 17, Wis 10, Cha 14)

- **Appearance:** Rosen is usually described as cute, not beautiful. She has a round face, freckles and red-orange hair. She is lean and wears spectacles to aid her when reading. She dresses in nondescript clothing.
- **Background:** Rosen adventures to build a reputation and earn respect. She has a chip on her shoulder regarding her master’s view of women, and often seems aloof and defensive. Rosen has a special fondness for felines – her familiar, Stokeley, is a tabby cat. Rosen excels at research, and her spells show a heavy tilt towards divination and the subtle gathering of information. Employers often find her real value is behind the

scenes, researching the history and lore of an adventuring company’s destination.

- **Personality:** Rosen is very clinical and analytical. She is fairly amoral and believes in looking out for herself first and foremost. She is not cruel or cold-hearted – simply mercenary.
- **Mannerisms:** While she is aware of her pleasant appearance, Rosen is likely to become irritably, perhaps even hostile, if she feels as if she is being viewed as “just another pretty face” and/or feels like she is being judged solely on her appearance. She gained this trait because her master looked down on women as “not being worthy of anything beyond making bread and babies” and took her as a student only because he coveted her. Rosen takes a very dim view of chauvinists.

## ROSEN UREN

NG female human ranger 1 (Str 13, Dex 15, Con 12, Int 10, Wis 10, Cha 14)

- **Appearance:** Rosen has whipcord muscles and a lean, wolfish bearing.
- **Background:** She was born in a settler’s wagon and enjoyed helping her parents build a home. But her father was not a farmer or hunter and simple survival proved too hard for him. He left. The rest of the family fought on and luckily a local ranger adopted them, securing their future.
- **Personality:** She enjoys the company of wolves and dogs. Her life revolves around scouting and patrolling wilderness areas. She hates orcs passionately, because she has witnessed the results of their raids too often.
- **Mannerisms:** Rosen appears from nowhere, and leaves the same way. She dislikes the clank of metal armour.

## RUAN ENDEAN

N male human bard 1 (Str 13, Dex 15, Con 10, Int 15, Wis 8, Cha 14)

- **Appearance:** Ruan looks like the hard-bitten soldier he is, clad in chain shirt and with two short swords at his waist.
- **Background:** Born on the streets, young Ruan led a gang until captured by the town watch. Rather than face prison, Ruan willingly joined the army as a drummer boy. His soldiering career came to an end when he hit his dim officer; he ran and is now a wanted criminal.
- **Personality:** He is a tough, hard drinker who has seen many skirmishes as a mountain outrider and scout. Disenchanted and disillusioned with his leaders, Ruan now wanders the land performing for money. In the short term, Ruan is a knowledgeable and brave adventurer.
- **Mannerisms:** If bossed around, Ruan shrugs it off, “no one tells me what to do!”

## SERGEANT MASSEN TANGYE

LN male human bard 1 (Str 14, Dex 12, Con 13, Int 10, Wis 10, Cha 15)

- **Appearance:** Appearing in his early fifties, the sergeant's head is shaved in the military style – short, high and tight. His moustache is short, neatly clipped and white. Massen has piercing blue eyes and a perpetual scowl. He still wears the somewhat faded uniform of the military from which he mustered out long ago.
- **Background:** Massen was a career military man and drill sergeant in armies all over the land. He has taken soft young recruits and honed them into professional warriors. Superior officers have looked to him for advice, and while he was offered command positions, Massen always declined, for he had found his niche. Now, civilian life disagrees with him and he sells his unique services to those wise enough to hire him.
- **Personality:** Loud, no-nonsense, forceful and direct, Massen is a leader of men and is accustomed to being obeyed. He only works for an employer with a military background he can respect (this includes even former enemies – all's fair in love and war), or one that he feels could learn from his style of doing things.
- **Mannerisms:** Massen's various bardic "inspire" abilities are unusual in that they represent the sort of incentive that only a drill sergeant can provide. His motivational screaming is laced with all manner of colourful profanities and references to one's mother, her anatomy and other less-delicate points.

## SIR GAWEN ANNEAR

LG male human fighter 1 (Str 14, Dex 15, Con 12, Int 10, Wis 13, Cha 10)

- **Appearance:** Now in his mid-thirties Sir Gawen is emaciated but strong and yet carries his chainmail armour well. His longsword and shield are engraved with testaments and prayers to the god of heavens.
- **Background:** Sir Gawen was part of a company sent to defeat a lich. Many died, several went missing and two returned, drained and exhausted by the terrifying experience. Since then it has taken six hard months of healing and convalescence for Gawen to return to a semblance of his former self.
- **Personality:** He is desperate to regain his lost strength and fighting skills. He learns as much as he can about spells, resistances and ways of defeating a lich. He often regales those around him with tales of his previous adventures – most seem too fantastic to be true, but in truth he never lies.
- **Mannerisms:** Sir Gawen often tests himself beyond his meagre abilities. He shouts in frustration the name of his undead nemesis (Eladrel Eilserk) when he fails in these attempts.

## SOWENA

LE female human ranger 1 (Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 10)

- **Appearance:** Sowena is tall and lean, with the muscular build and tanned skin of someone who has spent her adult life on the trail. Staring across sunny plains has left her with a perpetual squint and crow's feet around her eyes.
- **Background:** Sowena's early life among her hill tribe people taught her how to hunt for survival. Later, rich nobles from decadent cities taught her how to profit from hunts for pleasure. And later still, she learned of the handsome bounties the most dangerous prey could bring. Sowena's belief in the importance of the hunt is unshakable, and it is only when pitting her skills against all manner of beast and monster that she feels truly alive. Any expedition into an area with such creatures would interest her - particularly those specifically looking to bring something back alive.
- **Personality:** Because she is fiercely protective of her reputation as a trapper of unusual and exotic – and often dangerous – creatures, Sowena often takes risks bordering on the foolhardy. She has accompanied or led hunts that have caught everything from albino panthers to displacer beasts. She is a consummate professional and surprisingly indifferent to the suffering of the animals she catches. While not a pleasant person, she adheres to the letter of her contracts, and is a loyal hireling (as long as the coins flow).
- **Mannerisms:** Sowena tends to think and speak like a hunter, and liberally sprinkles words like "quarry" and "snare" into even her mundane speech. She makes frequent use of sedating venoms, nets and other such items in her work.

## SOWENA "SABLE" WEARNE

NG female human rogue 1 (Str 12, Dex 15, Con 10, Int 14, Wis 8, Cha 15)

- **Appearance:** Fair haired and athletic, this graceful young woman favours robes of purple silk trimmed white. By night, Sable wears a black shirt and leggings for the shadows.
- **Background:** She lived a comfortable life thanks to her affluent father's locksmith and trap-crafting business. When the business' reputation collapsed following a series of robberies, the Wearnes were thrown onto the streets and Sowena watched the rest of her family fall into squalor and sickness.
- **Personality:** Ambitious for the finest things in life, Sowena practises being a lady of high society. She uses the stolen wealth in her quest for marriage into riches. Single-minded in this, Sowena is not interested in magic, religion or politics.
- **Mannerisms:** Sowena has developed a veneer of class and culture to hide her common roots. People remember her breathy seductive voice and good humour.

## TALAN TANGYE

NG male human druid 1 (Str 8, Dex 13, Con 15, Int 12, Wis 14, Cha 12)

- **Appearance:** Talan wears the oak leaf brooch of a novice acolyte to hold his weathered black robes closed. His ruddy face shows his love of the outdoors. Grimy at the best of times, Talan smells of wood and earth.
- **Background:** Talan was raised on a large communal farm of a hundred people. His parents worked in the kitchens and fields and he followed their example, but loved wandering the surrounding woods. Eventually he joined the local druidic circle. Now he wanders the world, determined to see all the glories nature has to offer.
- **Personality:** A rough, practical priest of the soil, Talan understands arable farming and animal husbandry. He helps throughout the seasons, acting in concert with other druids when there is a serious problem such as a drought or sudden swarm of dire wasps.
- **Mannerisms:** Talan speaks slowly (and rarely unless discussing subjects like the weather or seasons). A skilled artist, he stops to sketch particularly beautiful or rare animals and plants in a thick, half-filled book.

## TAMSYN CASS

N female human fighter 1 (Str 14, Dex 15, Con 15, Int 10, Wis 8, Cha 12)

- **Appearance:** This sour-mouthed gypsy woman has olive skin and black hair. She carries a long-hafted axe and wears leather armour sized for someone bigger than herself. The haft of her axe bears many notches – one for each goblinoid she has slain.
- **Background:** Tamsyn's family was slain by marauding half-goblins. Although she fought to protect her family, she could not save them. When the last two goblinoids fled, she made a promise of revenge to her dying husband, buried her son, took up her husband's weapons and armour and started her quest for vengeance.
- **Personality:** Tamsyn is cold and unfeeling, with an utter hatred of any goblinoids. She revels in killing them, but such dark feelings make her upset and ashamed. Uninterested in love or romance, she lives to kill. Those speaking with her quickly realise her love of killing is actually a dangerous obsession.
- **Mannerisms:** When they are available she sucks sweets, especially liquorice. When at rest she sleeps deeply, but is often awoken by nightmares in which she relives the deaths of her husband and children.

## TECCA ODGERS

LG female human rogue 1 (Str 8, Dex 12, Con 10, Int 16, Wis 15, Cha 13)

- **Appearance:** Tecca is slight of build, but her green eyes flash with wit. She wears soft breeches and boots and a white blouse unless the situation calls for something else. Her brown hair is unusually long, stretching down past her waist. She keeps her locks in a simple braid tucked down the back of her shirt.
- **Background:** Many rogues break the law, but only a few enforce it. Tecca is an inquisitor-for-hire, a private investigator for those with the money to pay her fees. While her role is rather specialized, she is very good at what she does. She possesses a broad network of local contacts, a keen insight into psychology and criminology and is gifted with intelligence and wit in equal measure. Employers seeking information or investigative services would be hard-pressed to find her better. As one might expect, Tecca is never available for work that involves breaking the law, though she is not above bending it from time to time.
- **Personality:** As might be expected given her vocation, Tecca is highly curious and skilled in "soft" interrogation, manoeuvring a conversation in such a way that she gains the information she wants without her subject realizing that they are being pumped for information.
- **Mannerisms:** Tecca's eyes are always in motion, taking in every detail of her environment.

## TRYFENA MAYNE-VEALE

LG female human bard 1 (Str 8, Dex 12, Con 13, Int 17, Wis 10, Cha 14)

- **Appearance:** Tall and stick-thin, Tryfena walks like a bird and wears modest scholar's robes, complete with tell-tale ink stains on the elbows.
- **Background:** Only daughter of Mayor Conan Mayne and Tregereth Veale (from the line of noble sages and learned royal advisors), Tryfena has led a privileged life. Like her two younger brothers, she has studied hard in the areas of Knowledge (arcana) and Knowledge (history).
- **Personality:** She works patiently in a library or private collection, clucking away at her research. Tryfena gives engaging talks and lessons on various subjects to village children. Elsewhere, especially in the wilderness, she is like a duck out of water. Her aim is to discover new sources of history and learning.
- **Mannerisms:** She talks a lot when unsure, showing off her knowledge to calm her nerves.

## WELLA VEALE

N male human cleric (god of divination) 1 (Str 10, Dex 12, Con 13, Int 14, Wis 17, Cha 8)

- **Appearance:** Wella is a baby-faced man in his twenties with thick curly ringlets of brown hair. His skin is markedly pale and his eyes are a startlingly light blue. His fingertips are dirty and stained and his nails are cut short (although dirt and grime still finds their way beneath them).
- **Background:** Wella is an adherent to an obscure cult of diviners, oracles and prognosticators whose little-known god is the only one with exact knowledge of the date upon which the world will end. The followers of this doom-god travel far and wide, looking for any sign or hint of this date, no matter how esoteric or outrageous the source.
- **Personality:** Wella is obsessive. His mania for divining the future and his anxiety over the unknowable can make it difficult to carry on a conversation with him. A wise employer keeps him occupied with sage questions, divinations and other questions about the future. A pessimist who knows the world is ending, he finds it hard to take pleasure from anything.
- **Mannerisms:** Wella is never without several oracular devices. From runic bones to fortune-teller's cards, he obsesses over what the future holds. The young man spends so much time trying to wrest the path of future events from the gods, he rarely lives to enjoy the pleasures of the moment.

## YTHEL THE MUG

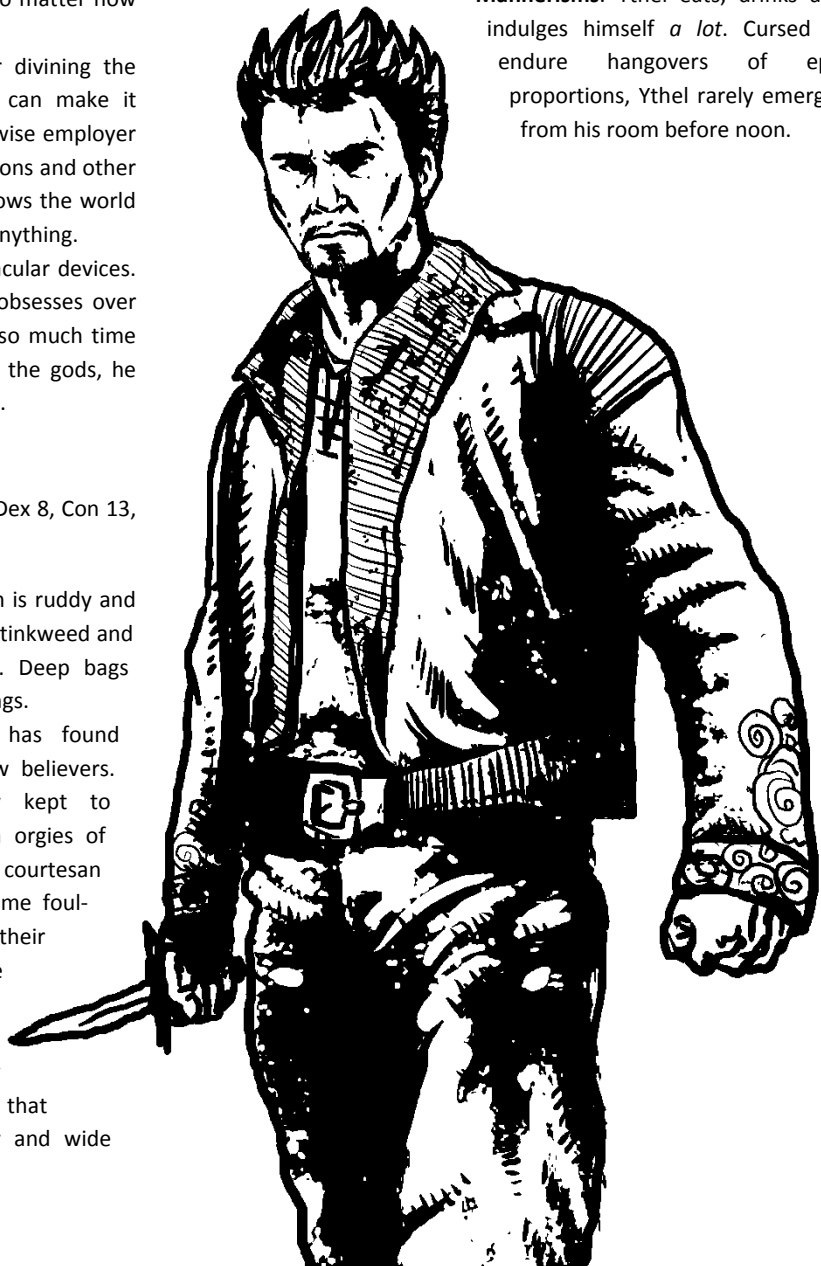
CG male human cleric (god of pleasure) 1 (Str 12, Dex 8, Con 13, Int 10, Wis 15, Cha 14)

- **Appearance:** Portly and bald, Ythel's complexion is ruddy and his nose is usually red. He often smells of wine, stinkweed and other intoxicants and/or hallucinogenic herbs. Deep bags under his eyes tell of late nights and early mornings.
- **Background:** A child of the slums, Ythel has found contentment and community among his fellow believers. The followers of Ythel's patron generally kept to themselves, eating and drinking and loving in orgies of pleasure that would make even an experienced courtesan blush. However, a schism erupted amongst some foul-hearted members of the order who took their pleasures to bloody, decadent and obscene levels. While Ythel can seem to be merely a fun loving, obese, comical priest who drunkenly slurs his prayers, he becomes deadly serious should he find the "perverted heretics" that have sullied his order's name. He travels far and wide

looking for these foes and metes out shockingly bloody justice upon them.

- **Personality:** Ythel is a hedonistic priest of an obscure deity of pleasure and indulgence. Whether gorging himself on the finest sweets or pondering the bottom of a cup (hence his nickname "the Mug"), Ythel is a cheerful chap who indulges his whims - all for the sake of piety, of course. He has many friends in seedy taverns, high-class taverns and brothels and rarely has to purchase his own drinks in such establishments. Although wild, he is the soul of discretion and never identifies fellow worshippers (particularly those in prominent positions or ostensibly happily married.) A generous man, he never charges fellow worshippers for spells he casts on their behalf.

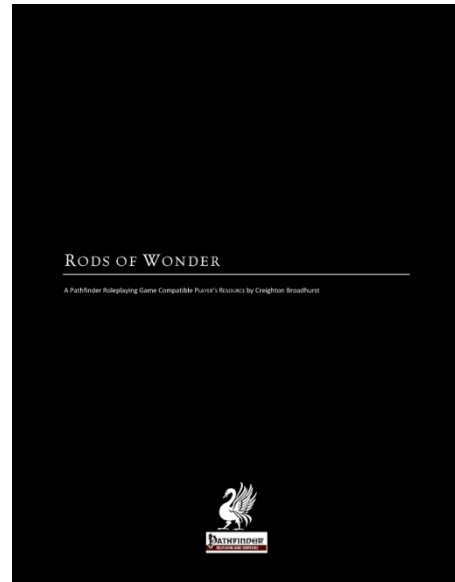
- **Mannerisms:** Ythel eats, drinks and indulges himself *a lot*. Cursed to endure hangovers of epic proportions, Ythel rarely emerges from his room before noon.



A Pathfinder Roleplaying Game PLAYER'S RESOURCE supplement by  
Creighton Broadhurst

Few magic items in the history of roleplaying can simultaneously generate such strong feelings of love and terror as the *rod of wonder*. As powerful as it is unpredictable, those using such a device must be prepared to accept the consequences of their actions! Ever fancied unleashing the awesome power of a *rod of wonder* in your game but didn't want to prep the required stat blocks, carry yet another heavy book to the game or muddle through hoping for the best? *Rods of Wonder* banishes these problems!

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