

DELVER

LOST HIRELINGS



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**OLD-SCHOOL
ESSENTIALS**

DELVER

LOST HIRELINGS

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Sunstin Shortwalk

Cleric, Level 3

Leather, Shield, Cobber's Mace
Lawful, HD 3d6 (10 hp)

What Sunstin lacks in faith, he more than makes up for it in courage. He frequently has doubts about his calling to his deity, but while those doubts are examined and tested, Sunstin grabs his mace and rushes into the fray. Many believe Sunstin missed his true calling as a warrior; he would say he is a warrior with the faith to walk into the storm with his allies and protect them physically and heal their wounds.

Sunstin's fee is 1gp per day + 1/2 a share of all treasure.

Cobber's Mace

Over time, a cleric's mace can become sensitive to the evils of the creatures it has ended. When this happens, the mace not only alerts the bearer of the presence of any Chaotic creature within 100' (only known to the wielder) but also provides +1 to hit against one Chaotic creature on which the wielder chooses to focus.

Jindy Greensea

Acrobat, Level 5

Leather, short sword
Trained by the Janglers
Neutral, HD 5d4 (12 hp)

Jindy has focused her training on one specific skill -- Move Silently. Combined with her short sword, Jindy is not someone you want sneaking up from behind.

Jindy performs MS actions at +10% chance of success and is +2 to hit when attacking an unaware humanoid from behind.

Jindy's fee is 2gp per day and 1/2 share of all treasure.

The Janglers

A break-off of the Thieves Guild, the Janglers are just one of many crews who train on one specific Acrobatic Skill to the point of mastery.

Level 1-3 Acrobats may choose one skill (non-**CS**) and add +5% to its chance of success.

Level 4-9 +10% (non-**CS**)

Level 10-14 +20% (non-**CS**)

For Hire

Marintel Redstorm

Fighter, Human, Level 6

Chainmail, sword, **Tricky Buckler**
Law, HD 6d8 (27 hp)

Marintel's father was Yurkin Redstorm, one of the six Sunrise Knights who fought at the Battle of Red Ogre Pass. She has spent her entire life trying to become as dependable a warrior as her father, and most would argue that she's exceeded her goal.

Marintel can be counted on to defend her allies and protect the weak; she is brave in a fight, and does not back down.

Marintel's fee is 10gp per day + 1/3 a share of all treasure.

Tricky Buckler

When wielded by a trained fighter, this shield has an unusual ability: it can be flung at an enemy to provide an additional form of attack; on a hit, it delivers 1d8 damage and knocks the target down. The shield will fall to the ground and can be picked up as an action.

Brog

Barbarian, Half-Orc, Level 3

Two-handed sword
Neutral, HD 3d8 (13 hp)

Brog is a warrior of few words. Hire him and he will follow. Feed him and he will fight.

Brog will resist any attacks against other half-orcs, but orcs are fair game; he searches for members of his tribe (he was separated from them at birth) and believes he will one day find them if he continues to adventure out into the world as much as possible.

Brog's fee is 3 chickens per day, and 1/2 share of all treasure.

Brog's Special Item

1	Orc teeth on necklace
2	Kobold teeth on necklace
3	Goblin teeth on necklace
4	Orc and Kobold teeth on necklace
5	Orc and Goblin teeth on necklace
6	Goblin and Kobold teeth on necklace



Vurk Swiftgarden

Human, Acrobat, Level 2

Leather armor, short sword

Lawful, HD 2d4 (5hp)

Vurk is a loyal ally, and he will do what he can to assist the party during a delve as long as the request is reasonable and related to his skills.

He prefers to be paid in coin, not gems. He will, however, take any magic item as payment (half-value or more) that would enhance his skills and abilities. (If he is owed 500 gold coins, for example, he will accept a magic item worth 250 or more gold coins in lieu of full payment in coins.)

Vurk's fee is 1gp per day + half share of all treasure.

Calta Irontoe

Dwarf, Fighter, Level 3

Chainmail armor, warhammer

Neutral, HD 3d8 (14hp)

Calta enjoys her privacy and will not engage in much discussion beyond tactics. She will gladly take the lead position as long as she understands the desires of the party when it comes to engaging, hiding or running.

She prefers a fight over hiding, but will do as instructed as long as she is paid. She will also gladly lend her dwarven skills when needed, but do not expect her to negotiate with other dwarves. She will not follow orders from any a duergar.

Calta's fee is 2gp per day + 3/4 share of all treasure.

d8 - Special

- | | |
|---|------------------------------|
| 1 | Magic ring gives infravision |
| 2 | +1 AC when fighting goblins |
| 3 | +1 Dagger |
| 4 | Reads and speaks Elvish |
| 5 | Comfortable around royals |
| 6 | Always attacks goblins |
| 7 | Loyalty Rating +1 |
| 8 | Fee is 2gp per day |

d8 - Special

- | | |
|---|------------------------------|
| 1 | +1 Warhammer |
| 2 | +1 Chainmail |
| 3 | + 3hp |
| 4 | Owens 2 random spell scrolls |
| 5 | Always attacks orcs |
| 6 | Requires full share |
| 7 | Loyalty Rating +2 after paid |
| 8 | Speaks orcish |



Orora Sunbloom

Half-elf, Cleric, Level 4

Chain armor, mace

Lawful, HD 4d6 (14hp)

Orora is unusually quiet, but she lets her actions speak for themselves. A strong honor system combined with her beliefs make her one of the most loyal members of a party, and she will not hesitate to jump into danger in order to protect another person.

She views the undead as something to be relieved of their pain and will always vote in favor of attacking or engaging with any undead enemies.

Orora's fee is 1gp per day + 3/4 share of all treasure.

Karn Geetwood

Human, Ranger, Level 2

Leather armor, bow, short sword

Neutral, HD 2d8 (10hp)

Karn is one of the most skilled trackers (evasion reduced by 20%) but he also tends to jump into fights without considering the danger first. He is deadly accurate with his bow, however, and will always try to strike from a distance before moving in for close combat.

He will carefully guard any druids in the party who he views as kindred spirits.

Karn's fee is 1gp per day and his 1/2 share of any recovered treasure is donated to his guild, The Wardens.

d8 - Special

- 1 +1 Mace of the Blessed
- 2 Cure Light Wounds 1d6+2
- 3 Speaks goblin
- 4 Loyalty +1
- 5 Spell Scroll - Cure Disease
- 6 Two vials of holy water
- 7 AC +1 against undead
- 8 Ally resurrects for 1000gp

Blick's Blasting Bow

The wielder of this bow may fire up to six arrows per day that deal a bonus 1d4 damage if the target fails a save-vs-breath weapon. If the additional damage is dealt, the target is also pushed back 10' and is stunned for one round.



Shala Redcreek

Half-Orc, Fighter, Level 2

Leather armor, shield, sword
Neutral, HD 2d6 (7hp)

Shala has established herself as a reliable combatant that knows when to hold her ground and when to retreat. She is loyal to a point; if she feels she is being put in danger because of her half-orc background and not for her skills, she will make it known but will not abandon allies until it is safe for all.

If Shala finds a fellow fighter who stands shoulder to shoulder in a fight, she will always deliver her best effort.

Shala's fee is 1gp per day + 1/2 share of all treasure.

Woygar Trilbo

Halfling, Thief, Level 3

chainmail armor, short sword
Chaotic, HD 3d6 (10hp)

Allies will need to be alert when in the presence of Woygar; just because you're paying his fee does not mean he doesn't have one eye on your coin purse.

A skilled thief, he will perform as needed and take advantage of his small size and increased ability to hide easily. Loyalty will be an issue, but pay him in advance and make sure he gets his cut and he'll behave.

Woygar's fee is 1gp per day and 1/2 share of loot value.

d8 - Special

- 1 +1 Blade of Night
- 2 1-in-6 chance, truce with orcs
- 3 Loyalty +2 if paid in advance
- 4 Spell scroll - *Sleep*
- 5 1x healing potion
- 6 **Vicious:** +2 damage
- 7 **Disciplined:** +1 to hit
- 8 **Shield Bash:** 1d6 attack

Yurban's Peculiar Picks

In the hands of a thief, these picks provide a bonus of +10% to the **OL** Chance of Success. After level 6, the bonus increases to +15%.

For Hire

Vedril Coldfist

Gnome, Magic-User , Level 3

+1 Dreadful Dagger

Neutral, HD 3d4 (8hp)

Vedril isn't the most powerful magic-user available for hire, but he is often happy enough with a smaller share of the treasure in exchange for a recovered spell scroll or two in exchange for his magical support.

His hearing is superb, and he has a chance of hearing noises with an improved 3-in-6.

His knowledge of tunneling and underground construction isn't as good, however... a 1-in-6 chance of detecting construction tricks.

Vedril's fee is 1gp per day + 1/4 share of all treasure.

d8 - Special

- 1 2x random spell scrolls
- 2 Loyalty +1 if offered a scroll
- 3 1x random magic ring
- 4 Speaks 3x languages
- 5 Cure Light Wounds 1x/day
- 6 **Gnome Talisman:** +1 AC
- 7 **Peak Infravision:** 120'
- 8 **Sneaky:** 3-in-6 hide chance

Fedra Youngspear

Human, Bard, Level 2

Leather armor, short sword

Lawful, HD 2d6 (7hp)

Fedra's soft voice is best enjoyed underground where her true abilities can make the difference between life and death with a group of adventurers.

Fedra's voice carries much further underground (up to 40' radius) and the number of subjects affected increases to 3HD per level (6HD for Fedra).

Her extensive knowledge has also increased her chance of knowing lore to 3-in-6.

Fedra's fee is 1gp per day and 1/2 share of all treasure.

Kitra's Lute of Slumber

While a bard plays the lute, in addition to standard bard abilities, any chaotic creature of 2HD or less and within 30' hearing it played must save-versus-spell; on failure the creature falls asleep.



Gonstin Serrowing

Human, Druid, Level 2

Leather armor, staff
Neutral, HD 2d6 (7hp)

Gonstin is an older adventurer, but he's led a healthy lifestyle out in nature and is quite hearty and strong for his age.

Although Gonstin is more at home researching new remedies and spell materials, he is not against taking a trip that might open up new opportunities to collect and examine new plants.

While not extremely helpful in a combat situation, he possesses a number of helpful medical herbs and home-remedies.

Gonstin's fee is 3gp per day + 1/2 a share of all treasure.

d8 - Special (roll 3x)

- 1 2x Healing Salve (1d4 hp)
- 2 3x Salt bandage (1d4 hp)
- 3 1x Rotter Powder (1d8 hp)
- 4 4x Spell scrolls
- 5 2x Healing potions
- 6 2x Vial of anti-poison
- 7 3x Water purification herb
- 8 2x Vial of anti-blindness

Dunlyr Darkspine

Dwarf, Cleric, Level 4

Chainmail, Blessed Mace of Dray
Lawful, HD 4d6 (14hp)

Dunlyr's specialty is turning the undead, and she enjoys it. She's even been known to lower her fee if there is proof that she'll have plenty of chances to turn or destroy as many undead as possible.

While she does have access to standard spells, she prefers hand-to-hand combat and will save her spells for allies in need of healing. For this reason, don't expect too much in the way of offensive spells.

Dunlyr's fee is 4gp per day and 1/2 a share of all treasure.

Blessed Mace of Dray

When used in combat, for every four points of damage the mace delivers to any undead creatures, the wielder is able to heal an ally of one point of damage. This healing is instant and requires only the wielder to think of the target for the healing.

For Hire

Fram Clattertoe

Half-elf, Illusionist, Level 1

Staff & Dagger, Ring of Convincing
Lawful, HD 1d4 (3hp)

Fram takes great pride in his ability to trick others into doing his work for him, especially in combat.

A skilled illusionist, Fram doesn't flee from combat, but he will hold back and work his magic carefully in order to assist his allies in misdirection while avoiding any risks to his own life.

Fram prefers to avoid combat with orcs and avoids any discussions about his reasons.

Fram's fee is 1gp per day + 1/4 a share of all treasure.

Ring of Convincing

When used in combination with spells involving trickery (Illusions) or mind control (*Charm*), the wearer can choose to double the duration of the effect, double its range or double the number of affected targets.

Vitty Ridgefowl

Human, Fighter, Level 2

Leather armor, sword, shield
Lawful, HD 2d8 (9hp)

Vitty is handy with a sword and shield, and he's never one to shy away from a fight. Give him a target and he will size up the opponent and attack.

Many years back, Vitty was a member of a roving pack of bandits who had taken him at a young age and forced him into highway robbery. He has never forgotten the experience and has a focused hate for bandits and those who train the young to cause harm and suffering.

Vitty's fee is 2gp per day and half a share of all treasure.

d8 - Special (2x rolls)

- 1 1x Potion of healing
- 2 1x Random spell scroll
- 3 Speaks perfect Goblin
- 4 Protective of magic-users
- 5 Strong dislike of thieves
- 6 Loyalty Rating +2
- 7 +1 AC to ally within 10'
- 8 High CON - +1d4 hp



Lonika Bronzefist

Human, Fighter, Level 4

Sword, shield, chainmail armor
Lawful, HD 4d8 (18hp)

Lonika has been a sword for hire as long as she's been able to wield one. An orphan picked and raised by militia, she spent her early years defending the dock city of Tulinsheer until the desire for adventure called.

She now spends her time assisting adventurers and uses payments to pay for more training and better equipment.

Lonika's fee is 2gp per day + 1/2 a share of all treasure.

Crym

Human, Barbarian, Level 3

Leather armor, two-handed sword
Neutral, HD 3d8 (14hp)

What Crym lacks in social skills he more than makes up in combat prowess. Crym lives for the battle, and will rush into every fight.

He will accept directions if they do not make him appear cowardly in front of enemy targets. (There is a 1-in-6 chance he will rush to fight without waiting for the party to decide on a course of action.)

Crym doesn't ask for much -- meals, a place to rest, and evils to defeat.

Crym's fee is 1gp per day and 1/4 share of all treasure.

d8 - Special

- | | |
|---|---------------------------------|
| 1 | +1 AC armor |
| 2 | Speaks orc |
| 3 | Loyalty Rating +1 |
| 4 | 1x magic spell scroll |
| 5 | 1-in-6 to gain trust of militia |
| 6 | +1 AC shield |
| 7 | Protective of clerics |
| 8 | 1x Potion of Healing |

d8 - Special

- | | |
|---|--------------------------|
| 1 | Barbarian Blade (+2 dmg) |
| 2 | Loyalty Rating +2 |
| 3 | Dislikes magic-users |
| 4 | Dislikes clerics |
| 5 | Dislikes elves |
| 6 | Strong CON +1d4hp |
| 7 | STR 19 (+4 melee) |
| 8 | Shield |



Martris Tornhide

Half-Elf, Druid, Level 2

Leather armor, Staff of the Wild
Neutral, HD 2d6 (7 hp)

Martris doesn't drift too far from her home forest, so hiring her long-term is not an option. She will, however, travel up to three days in any direction if her services are needed.

She can provide the best guide services for the Silver Timber Forest and knows all the best shortcuts and places to camp. If the timing is right, Martris will always find some unusual plants that she will make into medicinal wraps - she will make 1d6 wraps that each heal 2 hp.

Martris' fee is 1gp per day + 1/4 a share of all treasure.

Staff of the Wild

A druid may store a spell for up to a week in the staff. The spell may be cast instantly with a command word. To recharge, the staff must be submerged for two hours in flowing spring water.

Goyce Redmark

Human, Magic-User, Level 4

No armor, dagger, staff
Lawful, HD 3d

Goyce is a bit of a loner, but he recognizes that his chances of survival increase (as does his ability to gain new knowledge and skills) when he joins with those who are better at the more physical portion of dungeon delving.

He'll gladly follow orders as long as they do not put him directly in the front of the line and open to attacks. His defensive spell skills are well practiced, and Goyce doesn't hold back on his casting.

Goyce's fee is 1gp per day and 1/2 share of all treasure.

d8 - Special

- 1 Stone Cloak +1 AC
- 2 1-in-6 pick lock
- 3 1x Potion of Healing
- 4 1x wand - random spell
- 5 Staff +1 to hit
- 6 Fang Dagger +2 damage
- 7 1x vial of poison
- 8 Loyalty rating +1

For Hire

Gurm Triddick

Human, Knight, Level 3

Plate mail, Protector's Shield
Lawful, HD 3d8 (14 hp)

Gurm's liege has released his order of knights for the period of one year to go and seek out adventurers who wish to do battle with evil.

Gurm will gladly sign up to assist any party that can offer him a chance to face and defeat evil. His fee is donated weekly to the nearest temple or church that he finds during his travels.

Gurm tends to look the other way when it comes to thieves in a party, but he will not assist in any illegal behavior.

Gurm's fee is 1gp per day + 1/2 a share of all treasure.

Protector's Shield

Awarded to a knight or paladin of exceptional bravery by a temple, this blessed shield can provide the bearer once a day with 1d4 healing and always provides +1 AC.

Powga

Half-Orc, Level 2

Leather armor, sword, shield
Neutral, HD 3d6 (11 hp)

While Powga is an outcast from his tribe, he bears no marks that would cause other half-orcs to treat him with disdain. He is honorable and will always follow orders as long as the orders are also honorable.

If Powga sees another half-orc, he has a 40% chance of success when it comes to questions posed to that half-orc. He is able to Hide in Shadows (**HS**) at one level higher (level 3).

Powga's fee is 1gp per day and 1/4 share of all treasure.

d8 - Special

- +1 Dagger of the Hunt
- Loyalty rating +1
- Speaks 2 random languages
- 1x random magic ring
- Sharp claws +1d4 damage
- +2 Strength
- 1x Potion of Healing
- +1 AC leather armor

For Hire

Yallick Burnfield

Dwarf, Fighter, Level 4

Chain mail, Blade of Sparks
Neutral, HD 4d8 (18 hp)

Yallick is always on the hunt for a new adventure, and he will gladly join up with any group that offers a chance to explorer, especially underground.

He fights with skill, and while his dwarven skills will benefit any party, his negotiation abilities with races found beneath the surface can often mean the difference between a fight and a truce. He's especially fond of clerics, and will give extra protection to them in combat.

Yallick's fee is 1gp per day + 1/3 a share of all treasure.

Blade of Sparks

This enchanted blade is capable of casting *light* once per day if it is scraped across stone that has never seen the light of day. The effect lasts for 30 minutes.

Skitta Sunflame

Halfling, Cleric, Level 3

Leather armor, mace, shield
Lawful, HD 3d6 (10 hp)

Skitta is searching for meaning in her life, and her search has led her to travel the lands looking for those she can help. She's capable of providing healings, but she's also quite handy with the mace, and has no issue dispatching evil when it appears.

Skitta comes from a family of clerics, and there is a 10% chance that she will know of a local healer in any town she visits and will be able to negotiate a 20% discount on all services.

Skitta's fee is 1gp per day and 1/2 share of all treasure.

d8 - Special

- 1 Morale +1
- 2 Turns undead at level 4
- 3 +1 Shield - Buckler of Targa
- 4 8x Bandages - +1 hp each
- 5 +1 Mace - Hura's Hammer
- 6 1x random magic ring
- 7 3x random spell scrolls
- 8 2x potions of healing

For Hire

Turst "Scowl" Kuva

Human, Assassin, Level 3

Leather, Shadow Blade

Chaotic, HD 3d4 (8 hp)

Turst goes by *Scowl*, and the nickname fits him - a permanent frown on the face tells a story of a rough life.

Scowl keeps his dues paid to the Assassins Guild, but he's no longer interested in settling personal squabbles. He needs gold to retire, so he's offering his skills to those looking for a sneaky and deadly blade to provide an advantage down in the deep shadows where the dangers lurk. Dangers that deserve a knife in the back.

Scowl's fee is 2gp per day + 1/2 a share of all treasure.

Shadow Blade

This dagger provides a bonus 1d4 damage in the hands of a skilled assassin. On a successful backstab, the blade has a 1-in-6 chance of piercing the heart and killing the target immediately.

Demus Cloudleaf

Half-elf, Illusionist, Level 5

Mirage Staff, dagger

Neutral, HD 5d4 (13 hp)

Demus takes pride in her ability to confuse weak minds and twist their actions to suit her needs. It has allowed her to stay alive for many years, and she has plans to endure for many more. She won't work for just anyone -- if you wish to hire Demus, you must appeal to her sense of adventure but also offer her the chance to improve her skills and magic. For this reason, she tends to take work that will allow her to hang back and not risk hand-to-hand combat but cast spells at will.

Demus' fee is 3gp per day and 1/2 share of all treasure.

Mirage Staff

Any creature within 30' of the wielder who intends to do harm to that person must make a save-versus-stave or be at -1 for all attacks against the wielder as the staff makes the air around the wielder shimmer and shift.

For Hire

Kelren Lightcloud

Elf, Fighter, Level 2

Leather, Shield

Lawful, HD 2d8 (9 hp)

Unlike her parents and siblings, Kelren turned her back on magic and focused on mastering an elven sword gifted to her by an adventurous uncle.

Kelren favors companionship with those types of adventurers who look to end evil where it is found, but she's also quite aware that her training requires payment to the various sword masters with whom she spends at least four months out of each year training. The rest of the year, she is worth every coin paid for her skills.

Kelren's fee is 1gp per day + 1/3 a share of all treasure.

Turyen's Blade

Once per day, this blade both heals the wielder for 1 hp and provides a bonus 2 points of damage against any Chaotic creature.

Hamur Redspell

Human, Magic-User, Level 2

Robes, staff, Ring of the Embers

Neutral, HD 2d4 (5 hp)

Hamur has just begun his days of adventuring, and he knows he has much to prove to a party of adventurers. He spends his free time studying and learning his spells so when the time comes, he will be ready.

Gifted a ring by his instructors on graduation, Hamur takes comfort knowing that he has a little extra to offer his allies in combat.

Hamur's fee is 1gp per day and 1/2 share of all treasure.

Mirage Staff

Twice per day, the wearer may touch a bladed weapon or a ranged missile with the ring to have that weapon or missile deliver a bonus 2 points of damage. There is an additional 1-in-6 chance the weapon will ignite upon impact and deliver a bonus 1d4 damage.

For Hire

Dubrin Stonetoe

Drow, Level 4

Leather, Shield of Tollimer, Sword
Neutral, HD 4d6 (14 hp)

Preferring to remain underground and out of the light, Dubrin occasionally hires herself out as a guide and will meet allies at a pre-arranged spot after dark. Her infravision and knowledge of the Under make her invaluable to those who choose to hire her.

She can be a bit prickly, preferring to be allowed to make her own decisions regarding combat. Having her at your side, however, is always a wise choice.

Dubrin's fee is 2gp per day + 1/2 a share of all treasure.

Shield of Tollimer

Tollimer Whistlewind was a famed fighter in the War of the Dark Goblins. His shield reportedly grants its wielder the ability to intimidate goblins who are within 30' of the shield, granting the wielder +1 to hit in combat.

Glipher Sunblade

Human, Cleric, Level 3

Chain, Shield, Mace of Blessings
Lawful, HD 3d6 (10 hp)

Glipher is a young cleric but with plenty of experience under his belt when it comes to adventuring and combat.

He trained at the Temple of Irax where he gained faith in his ability to transfer damage from an opponent to an ally. All followers are provided with a special item to assist them, and Glipher takes pride in polishing his Mace of Blessings each and every day.

Glipher's fee is 1gp per day and 1/3 share of all treasure.

Mace of Blessings

When a Chaotic creature bent on evil is struck by this mace, 1 hp of damage is absorbed by the mace. When it has stored up 3 hp of damage, the wielder may add 1 or more of those saved hp points to the total of a healing spell. No more than 3 hp may be stored per day and the mace can only provide up to 3 hp per day in bonus healing.

For Hire

Bastin Ironstaff

Bard, Level 5

Leather, Sword, Storm Lyre
Neutral, HD 5d6 (17 hp)

Having lost the desire for public performance, Bastin has spent the last few years accompanying adventurers wherever the path leads him.

While his singing has never lost its power, Bastin has focused on his combat skills when possible. Armed with his Storm Lyre, Bastin has also increased his skills of charming by learning the languages of the kobolds and the goblins.

Bastin's fee is 3gp per day + 1/2 a share of all treasure.

Storm Lyre

Empowered by wizards during powerful storms, a storm lyre grants its player the ability to call down powerful effects from the skies. Once per day (and only outdoors), a lightning bolt may be directed (1d10) at a single target while the lyre is played. Once per week, 3x bolts can be called to strike 3x targets.

Dennet the Outcast

Elf, Level 4

Plate, Shield, Death Hammer
Chaos, HD 4d6 (14 hp)

Dennet lives day to day without a plan, or so it would appear to those who do not know him. Exiled from his home for reasons unknown, Dennet does what he must to survive and not much more.

The elf is willing and able to fight for pay, but if he ever feels his service is unappreciated, he is quick to leave and find new work.

Dennet's fee is 2gp per day and 1/2 share of all treasure.

Death Hammer

The origins of the hammer are unknown, but this powerful weapon was clearly crafted by the most skilled elven blacksmiths.

When wielded by an elf trained to use a hammer in combat, the weapon delivers a bonus 1d4 damage on any hit should the target fails a DEX saving throw.



Ulka Flamestep

Dwarf Fighter, Level 3

Chainmail, Hammer, Barg's Shield
Lawful, HD 3d8 (14 hp)

Ulka enjoys a good fight as much as a good drink, and woe be to the person or creature who denies him either. For this reason, he prefers to be at the front of the marching order and in the middle of combat.

Ulka is not trusting of magic, but will protect spellcasters who carry their own weight during a fight.

Ulka's fee is 1gp per day + 1/2 a share of all treasure.

Barg's Shield

Carried by Barg Silvershard at the Battle of the Blind Necromancer, this shield allows the bearer to attempt a dodge from an attack by a non-dwarf (+1 AC when fighting against a non-dwarf opponent).

Yallia Hanistok

Elf Illusionist, Level 2

Staff, Dagger of the Deceived
Neutral, HD 2d4 (5 hp)

Yallia is an inexperienced spellcaster looking for adventure and a chance to prove herself.

In combat, her training with the staff really comes in handy; if Yallia is facing a single unarmored opponent, she is +1 to hit with her staff.

Yallia's fee is 1gp per day and 1/3 share of all treasure.

Dagger of the Deceived

Its origin is unknown, but this dagger can provide the wielder with insight into a target's next move. Once per day, the wielder will sense a specific attack and can ignore the results if the wielder is in direct combat and facing an opponent.

For Hire

Sunoli

Human Assassin, Level 3

Leather, Dagger of Bripido
Neutral, HD 3d4 (8 hp)

Sunoli was trained as an assassin, but after a job failed and she was killed, a cleric returned her to life and convinced her to use her skills to protect rather than harm.

Sunoli is fiercely loyal to those who hire her, but especially so to clerics. She will do her absolute best to protect and guard any clerics, going so far as to put herself between extreme harm and any holy allies.

Sunoli's fee is 1gp per day + 1/3 a share of all treasure.

Dagger of Bripido

Used by the infamous assassin of King Filtedor IV, this dagger provides its wielder with +1 AC for two rounds after a successful Hide in Shadows (**HS**). If the dagger succeeds in doing damage immediately after a successful **HS**, the dagger does a bonus 1d4 damage.

Shapter Stonegleam

Half Elf Bard, Level 3

Chainmail, dagger, Ice Bow
Chaos, HD 3d6 (11 hp)

Shapter has grown tired of entertaining in the taverns and has recently chosen to hire himself out to adventurers in need of some charming song and magics.

Shapter is wise enough to stay to the back during combat, but he's an outstanding shot (+1 to hit) with his bow and will use it aggressively.

Shapter's fee is 2gp per day and 1/3 share of all treasure.

Ice Bow

After a successful attack with the bow, the target must save-vs-breath or be frozen in place for one round. On the target's next turn, it must make the save again. If it fails, the target must save-vs-death or be killed instantly. The bow must recharge for four hours before the freezing effect can be used again.



Kurm

Half-Orc Cleric, Level 4

Leather, Banishing Mace
Lawful, HD 4d6 (14 hp)

Kurm is respected by his tribe, but his decision to heal a group of injured bandits rather than allow them to die slowly was not well-received. Kurm chose to leave his tribe and live and work among other races to better understand their ways.

Kurm is a loyal member of any expedition, but he doesn't tolerate murder and is not fond of thievery outside of a dungeon environment.

Kurm's fee is 1gp per day + 1/2 a share of all treasure.

Banishing Mace

The wielder gains +1 to hit against Chaos-aligned targets. If the wielder fails to hit and is not using a shield, the wielder gains +1 AC against the next attack.

Willow Softfield

Human Druid, Level 5

Wood shield, Nature Spear
Chaos, HD 5d6 (17 hp)

Willow carries with her an amazing assortment of plantlife capable of purifying any water source. She also possesses an uncanny ability to navigate above and below-ground.

Willow has a 1-in-6 chance of spotting secret doors that match the natural surroundings (stone door in a stone wall or cavern, for example).

Willow's fee is 2gp per day and 1/3 share of all treasure.

Nature Spear

In the hands of a druid, the spear identifies the bearer as a protector of the forest; all wild forest animals have a 2-in-6 chance of ceasing an attack and leaving the area if they have line of sight to the spear. Other versions of the spear exist that are specific to their environment (snow, swamp, etc.)



Harkus Blindstar

Elf Fighter, Level 3

Chain, Shield, *Sickening Blade*

Lawful, HD 3d8 (14 hp)

Harkus was trained by one of the combat masters in the elven monastery of Gren Ralv, and his skill with his special shortsword easily justifies his fee.

Harkus prefers to a face-to-face fight versus sneaking or trickery, but ultimately it will depend on the strength and skill of the opponent; Harkus will defer to the party and any leaders when it comes to tactics.

Harkus' fee is 2gp per day + 1/3 a share of all treasure.

Sickening Blade

When this +1 sword makes a successful hit, the target must make a save-vs-poison or become sick for an hour. During this time, the target is +1 to hit. Once a target overcomes the sickness, they are immune to any future hits from the blade.

Chonya Wolfspirit

Human Illusionist, Level 4

Dagger of Deception, Staff

Neutral, HD 4d4 (10 hp)

Chonya has not been adventuring for long, but she's already a brave and confident delver. She is always trying to prove her value to a party, and she is smart when it comes to taking (or avoiding) risks.

She's creative when it comes to casting spells, but is open to suggestions from those more experienced adventurers who choose to hire her.

Chonya's fee is 1gp per day and 1/3 share of all treasure.

Dagger of Deception

Not the deadliest of weapons in the hand of a spellcaster, but an illusions can use the dagger to empower a spell and either double its duration or its range.



Loiban Silverlake

Human Knight, Level 4

Chain, Shield, *King's Blade*

Lawful, HD 4d8 (18 hp)

Loiban is young and tempestuous, and his king has sent him out on a two year journey to assist others and discover more about what it means to be a knight in service to others. Loiban is starting to get a grasp on the king's design, and he has offered his services to those who wish to try and fight evil wherever it may reside.

Loiban's fee is 1gp per day + 1/2 a share of all treasure, all of which is donated to the poor.

King's Blade

Before Loiban began the journey for his king, the king had a special sword blessed by clerics; as long as Loiban remains true to the king's desire, the sword serves as a +1 and once per day will heal Loiban of up to 1d4 hit points of damage or up to 1d6 for an ally .

Huladd Songslate

Dwarf Magic-User, Level 3

Staff of Turning, Robes

Neutral, HD 3d4 (7 hp)

Huladd has left her clan to seek adventure in the wild. Unwilling to spend her lives in the mines and gifted with a talent for magic, Huladd seeks treasure to spend on tomes and magic items that will allow her to gain a deeper understanding of the magic in the world. She is an able tactician, having learned it from her father, and knows when to strike and when to retreat.

Huladd's fee is 1gp per day and 1/3 share of all treasure.

Staff of Turning

Gifted to her by a mentor, this staff grants a magic-user the ability to turn the dead as a cleric of -1 level (level 3 magic-user may attempt to turn the dead as if they were a level 2 cleric).

For Hire

Than Grayknuckle

Dwarf Paladin, Level 3

Plate, *Guiding Shield*, Sword
Lawful, HD 3d8 (13 hp)

Than Grayknuckle was the fifth son of Kiras Grayknuckle to take a vow of poverty and servitude to his clan. As per the laws of his clan, Than spent two years in training before being sent out to learn the ways of the other clans and races. For the last twelve years, he has fought evil alongside a number of allies and will continue to do so for another eight years.

Than collects and donates his fee of 2gp and 1/3 share to those he encounters on his travels who are in need.

Guiding Shield

A paladin who has performed a number of services for his clan may receive a special shield after his fifth year of service. Wielding this shield grants +1 AC and allows for a re-roll on saves versus poison.

Lirrec Starweave

Elf Ranger, Level 4

Shatter Bow, Leather armor
Neutral, HD 4d8 (18 hp)

Lirrec is a skilled ranger with a deadly bow and even deadlier accuracy.

Lirrec prefers to lurk in the shadows and hang back in a fight, but if the fight comes to her, she is just as capable a warrior with her sword. She tends to be distant and quiet, but she bonds quickly with other elves and is fond of druids.

Lirrec's fee is 2gp per day and 1/3 share of all treasure.

Shatter Bow

On a successful hit with an arrow, the target must save versus petrify. On a failure, the target is -2 AC and a second hit from the Shatter Bow requires another save versus petrify. Failure results in instant death as the target's body shatters into hundreds of tiny stones.

For Hire

Ninget Pineflame

Halfling Thief, Level 4

Leather, Moonlight Dagger
Lawful, HD 4d4 (10 hp)

Ninget has never met a target he didn't make laugh. He's disarming (in personality) and gains the trust of those around him quickly. A skilled thief, Ninget prides himself on his loyalty AFTER he is paid... up front. Pay him his fee and he can be depended on to do the job.

As for combat, Ninget would prefer to avoid it, but if he has to, he'll defend himself with as much violence as is required.

Ninget's fee is 3gp per day and 1/2 share of all treasure.

Moonlight Dagger

The dark metal of this blade never reveals its wielder, even in bright moonlight. But in that moonlight, the dagger delivers a bonus 1d4 damage and the target must save versus spell or fall asleep. The sleep lasts for one hour or until the target takes damage.

Dojric Redflood

Elf Acrobat, Level 3

Short sword, Tumbler's Leather
Neutral, HD 3d4 (7 hp)

Dojric comes from a family of acrobats and entertainers. She spent her childhood entertaining royalty, but always desired the life of an adventurer.

She now hires herself out as an experienced delver; she's also focused on combat training, so she's fully capable of defending herself and her allies.

While wearing her Tumbler's Leather, Dojric may move silently (**MS**) as a level 4 Acrobat.

Dojric's fee is 1gp per day and 1/2 share of all treasure.

Tumbler's Leather

When worn by someone trained to take advantage of this specialized armor, it provides +1 AC (6 [13]) at half the weight (100 coins) and allows the wearer to move silent (MS) as if they were 1 level higher.

For Hire

Surblin Coldleaf

Elf Assassin, Level 5

Leather, Suffering Sword
Chaos, HD 5d4 (13 hp)

Surblin was exiled from her village after it was discovered she was being trained by an injured human assassin the village had taken in to help. Surblin remains angry about her exile and will refuse to discuss her past with anyone.

She is an exceptional assassin, however, and is loyal to the person who pays her. She requires a contract (10 day minimum) for all work.

Surblin's fee is 4gp per day and 1/2 share of all treasure.

Suffering Sword

A reviled weapon, this sword requires a damaged target to save versus poison or drop 1d4 hp per hour until the target dies. The poison's effect remains until the target is fully healed to their maximum hit points.

Maljos

Human Barbarian, Level 6

Hundrik's Leather, battle axe
Neutral, HD 6d8 (27 hp)

Maljos' limited vocabulary may be limited, but his skills in combat more than make up for his quiet nature.

In battle, Maljos always deals a bonus 1d4 damage against all non-undead creatures and 1d8 against undead.

The barbarian spends most of his fee on food, so keeping him well fed may allow a party to negotiate his fee.

Maljos' fee is 2gp per day and 1/2 share of all treasure.

Hundrik's Leather

This chest covering provides a wearer with the ability to dodge one successful attack per day; after the dodge, the wearer has a 1-in-6 chance of identifying the attacker's weakness that provides +1 to hit for the rest of the battle.

For Hire

Berofus the Bard

Halfling Bard, Level 2

Chainmail, Lute of the Wind
Lawful, HD 2d6 (7 hp)

Berofus was trained as a royal entertainer, but left his duties in search for fame and fortune.

The bard is so skilled in his singing, that he always performs Enchantments at one level higher.

Berofus is in disfavor with many royal families who feel they lost a skilled entertainer; he will avoid all interactions with royalty unless charmed or forced by some form of magic.

Berofus' fee is 1gp per day and 1/3 share of all treasure.

Lute of the Wind

In the hands of a trained bard, once per day while singing, the bard may call upon a strong gust of wind to strike up to 1d4 targets; the targets must save vs. spell or be knocked back 10' and down, requiring an action to stand.

Ninat Silverglade

Dwarf Cleric, Level 3

Plate, Clan Honor Mace
Lawful, HD 3d6 (11 hp)

Ninat is a fierce warrior in combat, but she knows when to fall back to guard and heal her allies.

Her faith is strong and allows her to do amazing things in the heat of battle, including turning undead. When Ninat successfully turns the undead, roll 3d6 to determine the number of HD affected (versus 2d6).

Once per day, Ninat may sacrifice a single hit point from her body to heal up to 1d4+1 hit points to an ally.

Ninat fee is 2gp per day and 1/3 share of all treasure.

Clan Honor Mace

A dwarf cleric who performs a heroic action in combat will often receive a blessed mace from her clan. Twice per day, the Honor Mace can be used to deliver a lightning strike that hits all enemy targets within 30' for 1d8 damage.



Lirev Darklake

Human Fighter, Level 4

Leather armor, Dead Iron Blade
Neutral, HD 4d8 (18 hp)

Lirev prefers to strike first and with minimal discussion. It will take some convincing to keep him from rushing into a fight, but he will often trust the counsel of a cleric.

Lirev refuses to explain his fluency in orc, but it is useful when trying to intimidate drunks in a tavern who are not used to hearing the barks from a human mouth.

Lirev's fee is 2gp per day and 1/3 share of all treasure.

Dead Iron Blade

This sword is typically re-crafted by a skilled blacksmith using the remnants of swords taken from the battlefield bodies of slain warriors. The blade is +1 to hit and delivers double-damage against undead.

Britsa Kingstar

Elf Illusionist, Level 5

Staff of Concentration
Chaos, HD 5d4 (12 hp)

Britsa is a well-known illusionist who seeks employment with those who have done their research and can show that a delve offers significant rewards, especially those of a magical nature.

She offers her services for a specified number of days and requires the 2gp/day payment up front. It is best to approach Britsa with a well-designed plan and a timeline.

Britsa's fee is 2gp per day and 1/2 share of all treasure.

Staff of Concentration

A spellcaster may use this staff to double the duration of any spell once per day. If the spell is an offensive spell that does damage to a target, the staff can be used (once per day) to immediately re-cast the spell on the same target if the original casting failed to hit.



Nellur Pinespark

Elf Arcane Bard, Level 2

Leather armor, Paralyzing Spear
Law, HD 2d6 (7 hp)

Nellur spent much of her youth lurking in the library of a wizard who was a friend of her mother, a song writer. From this library, Nellur's knowledge expanded at a much faster rate than her fellow students. The wizard only required that she and her mother perform a song for him once a week as payment.

Nellur has a 3-in-6 chance of knowing lore (versus 2-in-6) related to monsters, magic items, and legends and folktales.

Nellur's fee is 1gp per day and 1/4 share of all treasure.

Paralyzing Spear

On a successful attack, the target must make a save-vs-staff or be pinned in place for one round. During this round, the target may not move, speak, or use any items.

Konta

Dwarf Beast Master, Level 4

No armor, Tamer's Shield, Sword
Neutral, HD 4d6 (14 hp)

Konta and his companion, a falcon he calls Ironbeak, are a reliable duo for a party looking for assistance in wilderness adventuring.

Once per day, Konta's may see through Ironbeak's eyes, and Ironbeak is a fast and agile hunter in the skies. Konta has not yet mastered this ability, so the effect lasts for only 60 seconds.

Konta's fee is 1gp per day and 1/3 share of all treasure.

Tamer's Shield

In the hands of a Beast Master, this shield can serve to assist in winning the trust of an animal. When placed and filled with drinking water, the connection can be made on a roll of 6 or greater (not 8). There is a 2-in-6 chance an animal will refuse to drink from the shield due to its unusual shape or unfamiliar source of water.



Rennis Greenclaw

Human Chaos Knight, Level 3

Plate & Shield, Life Stealer Blade
Chaos, HD 3d8 (13 hp)

Rennis is not looking for allies, just individuals who can accompany him on his search for more treasure and fame. As long as he's paid, he'll remain a loyal retainer.

The chaos knight will not talk about his patron, and he will not go to any extreme measures to defend a cleric unless that cleric provides him with proof that they serve the same patron.

Rennis' fee is 2gp per day and 1/3 share of all treasure.

Kinslak Safewater

Halfling Mage, Level 5

No armor, Sunstare Staff
Neutral, HD 5d6 (17 hp)

Kinslak is a young mage, but don't let the youthful face fool you; he is a skilled spellcaster and has learned a few secrets from some of the most powerful mages in the region. He can heal 2 hp per level once per day (versus 1 hp for most mages) and gain a bonus when using Suggestion (**SU**) of 2HD per level (not the normal 1HD per level).

Kinslak's fee is 1gp per day and 1/2 share of all treasure.

Life Stealer Blade

Only a chaotic soul may wield a life stealer blade. In combat, the blade provides a +1 to hit bonus but on a successful attack, the wielder may choose to deliver the weapon's full damage but will take 1/3 of that damage as the sword demands a sacrifice.

Sunstare Staff

When a mage uses this staff, in addition to casting Light once per day, the mage can choose to empower that effect by blinding all enemies within 30'. Targets must save versus staff or be blinded for two rounds.



Broov

Dwarf-Mutoid, Level 4

Leather armor, Blizzard Sword
Chaos, HD 4d6 (14 hp)

Broov's claw hand may be the first indication of the mutoid's danger, but it's Broov's calm demeanor and focused stare that often scares away an aggressor.

Broov has lived his life being despised by his fellow dwarves, and this has hardened his resolve to become a reliable fighter, capable of defending allies and carrying his own weight into the depths.

Broov's fee is 1gp per day and 1/2 share of all treasure.

Blizzard Sword

This short sword delivers a bonus 1d4 damage if the target fails a save-vs-spell as ice forms around the new wound. A second successful hit forces the target back 10' from the blast of frigid air that issues from the blade.

Laken Brishtail

Human Warden, Level 5

Nature's Chain, Bow, Dagger
Neutral, HD 5d8 (23 hp)

Raised in a family of druids, Laken chose instead to focus on combat training instead of learning spells. But he didn't ignore his family's desire to protect the forests and animal life.

Laken has a 3-in-6 chance of successfully foraging while in the woods and a target's chance of evasion is reduced by 20%.

Laken's fee is 2gp per day and 1/3 share of all treasure.

Nature's Chain

Woven into the chainmail are blessed leaves and vines from the wearer's home forest. Once per day, the chainmail can staunch the flow of blood from an injury, reducing the damage by half.



Scring

Half-Orc Acolyte, Level 2

Chain mail, Punishing Mace
Law, HD 2d6 (7 hp)

Scring has had to prove her value to in society, but not with her order. Trained in both combat and divine magics, Scring is capable of taking care of herself in a world that often looks at her half-orc side with disdain or at least distrust. Her isolation has allowed her to improve many of her skills; she can turn undead (TU) at one level higher and Bless (BL) ability delivers +2 damage.

Hire her, however, and you will never find a more loyal hireling. Scring's fee is 1gp per day and 1/3 share of all treasure.

Punishing Mace

Against undead, this mace delivers a bonus 1d8 damage to the highest HD undead creature within 60' on a successful attack.

Bilkvik Stonepalm

Gargantua Fighter, Level 3

Custom Leather, Axe of Tremors
Neutral, HD 3d10 (16 hp)

Standing at 8' tall and weighing 500 pounds, Bilkvik is an imposing figure, but one with a child-like sense of wonder.

His intelligence isn't always obvious, but for the allies that rely on him in combat, the skill he shows in combat is matched by his cunning tactics.

Bilkvik fee is 1gp per day and 1/2 share of all treasure.

Axe of Tremors

This oversized battle-axe delivers double-damage on an attack roll of 16+ and the target is knocked back 10'.

Once per day, the wielder may slam the axe into the ground. All enemies within 20' must make a Dexterity check or be forced to drop one weapon or one item.



Gurk

Goblin, Level 3

No armor, Stick of Hitting
Chaos, HD 3d6 (10 hp)

Gurk is one of the most unusual goblins a party will ever have a chance to meet. An excellent guide and locator of water (underground), Gurk actually enjoys non-goblin company and will often go out of his way to provide assistance. He is particularly sneaky (4-in-6 chance of moving silently) and always has a 3-in-6 chance of making a sneak attack.

Gurk's fee is 1 coin per day and first serving of food at camp. He likes a well-seasoned rat.

Stick of Hitting

Gurk fully believes his stick is magical in nature; when he strikes with it, it does 2 damage and Gurk believes he is momentarily invisible after a successful hit.

Silona Gerishmek

Hephaestan, Level 4

Dusk Leather, Spear
Neutral, HD 4d6 (14 hp)

Standing just over 7' tall, Silona is an imposing figure in any party. She is wild in combat, but prefers to use her mental powers when possible to avoid risks to herself and her allies.

Silona has trained with masters of her kind, and has increased her ESP range to 120' and her healing trance to 1d8+1.

Silona's fee is 2gp per day and 1/3 share of all treasure.

Dusk Leather

This dark-stained leather armor provides its wearer with a chance to Hide in Shadows (**HS**) as if they were a Level 2 thief.

For Hire

Regal Sanpyer

Human Kineticist, Level 5

No armor, Bending Blade
Law, HD 5d6 (17 hp)

Regal has studied her entire life to push her physical and mental abilities to their limits. Accepted at the Cargdeen School of Thought, Regal quickly discovered her gifts in the manipulation of the physical world around her.

Her specialty is mental defense, giving her a bonus +1 AC (2[17]) when fighting without any allies within 30' of her.

Regal's fee is 2gp per day and 1/2 share of all treasure.

Bending Blade

This short sword provides its wielder with the ability to make a special counter attack when the wielder successfully dodges an attack from a sword-wielding enemy. If the wielder makes a successful save vs. spell after a sword attack misses, the wielder makes an immediate attack at +1.

Kheran Triligew

Half-elf Mage, Level 6

No armor, Wand of the Wild
Neutral, HD 6d6 (21 hp)

Kheran has moved out of the workshop, having tired of the magical research his teachers insisted he perform.

Kheran has taken his training and now provides magical assistance to adventurers looking for a brave and capable spellcaster.

The half-elf is exceptionally gifted at Reading Magic (**RM**) and can decipher at one level higher.

Kheran's fee is 3gp per day and 1/3 share of all treasure.

Wand of the Wild

1d8+3 charges.

A single charge may be used to enhance an offensive spell by adding 1d4 damage to it and making the target save vs wand at one level lower (a level 3 fighter would need to save vs spell as a level 2 fighter)

For Hire

Nurey Windheart

Half-elf Acrobat , Level 2

Leather armor, Balancing Spear Law, HD 2d4 (5 hp)

Nurey comes from a family of acrobats, but has left his home for a life of adventure.

While not as experienced as many acrobats, he continues to practice his skills. For this reason, he performs Climb Sheer Surfaces (**CS**) and Tightrope Walking (TW) at one level higher than normal (level 3 versus level 2)

Nurey's fee is 1gp per day and 1/3 share of all treasure.

Balancing Spear

This spear has been crafted to be used during Tightrope Walking (**TP**). When used in this manner, the spear grants the user +20% and reduces the penalty in windy conditions from 20% to 10%.

Konahan Iceclaw

Halfling Assassin, Level 3

Murderer's Leather, 2x daggers Chaotic, HD 3d4 (7 hp)

Konahan's jolly demeanor and size serve her well with hiding her true nature. Konahan is a deadly poison brewer in addition to her other skills, giving her the ability to use poisons that apply a -3 saving throw penalty to the victim of one of her poisons.

Konahan's work-for-hire ethic prevents her from double-crossing her allies, but allies will still want to keep a wary eye on her.

Konahan's fee is 2gp per day and 1/4 share of all treasure.

Murderer's Leather

Stained with squid ink, this leather not only provides +1 AC to its wearer, but the design gives its wearer a bonus 10% to the Move Silently (**MS**) skill. The leather is custom made to the wearer, so even when used by someone of the same race, there is a 50% chance it will not fit properly.



Kulor

Human Barbarian , Level 4

Shield, Two-handed sword
Law, HD 4d8 (18 hp)

Kulor is an honorable warrior, raised in a village that taught its young fighters to follow a two-path life: warriors were charged with choosing an ally to protect for life and an apprentice to train up.

Kulor has an apprentice (lvl 1 human barbarian named Grillog) but has not chosen an ally. Yet.

Kulor's fee is 2gp per day and 1/3 share of all treasure.

Serrashin Halflight

Half-elf Bard, Level 5

Defender's Lute, Leather armor
Chaotic, HD 5d6 (17 hp)

Serrashin is well-known in many regions, and he loves to be the center of attention. If he finds his way into a tavern, he'll be there all night and into the next morning.

In a battle, however, Serrashin can also be counted on to help the party; Serrashin has a loud voice, and his distance for enchantment increases from 30' to 40' radius.

Serrasin's fee is 2gp per day and 1/2 share of all treasure.

d4 - Special

The next group that hires Kulor will allow him to make his choice of ally. Roll on the following table for his selection.

1	Next fighter he meets
2	Next magic-user met
3	Next thief met
4	Next cleric met

Defender's Lute

In the hands of a skilled singer, this lute can offer two unique benefits. Each can be used once per day.

* The first time it is played to charm, increase the effect from 2HD to 3HD per level.

* Once per day, the lute may be used to charm one individual with a +3 bonus (vs normal +2) for a save versus spells.



Kew Righthall

Dwarf Cleric , Level 6

Chain armor, Bone Mace
Law, HD 6d6 (21 hp)

Kew was an apprentice with a magic-user for three years before leaving to join the clergy. He will not explain his extreme dislike of magic-users but will work side-by-side with them when necessary.

When an ally needs a healing, Kew will lean towards those who have taken the most damage on the front line, telling a wizard to look to healing potions.

Kew's fee is 3gp per day and 1/3 share of all treasure.

Bone Mace

With a handle carved from the blessed leg bone of a banished undead enemy, this mace allows its cleric wielder to roll 2d8 (vs 2d6) to determine the number of hit dice if the roll for turning undead succeeded.

Trius Silvertoe

Human Druid, Level 7

Ivy Staff, Leather armor
Neutral, HD 7d6 (24 hp)

Trius favors the outdoors but will readily accompany allies wherever the adventure takes her.

Her shape change ability of choice is a white dire wolf with a black snout. When changing into wolf form, she heals 1d6 hit points per level (versus 1d4).

Trius' fee is 3gp per day and 1/2 share of all treasure.

Ivy's Staff

In the hands of a druid, this staff can cast a druid version of *Hold Person* once per day. Vines launch from the staff to a single target within 30'. The target must save versus spells or be held in place until the end of their next turn. After the end of the target's next turn, the target may attempt a Strength ability check at the end of a turn to break free.



Brinch

Half-orc Fighter , Level 2

Lether, shield, Two-handed
Chaotic, HD 2d8 (9 hp)

Brinch, the younger brother of Darm, has a lot to prove. Jealous of his older brother's experience, he seeks to prove himself by rushing into battle with very little planning. He will, however, listen to the party when it comes to a battle plan... and then he'll rush in.

Brinch always does +1 hp of damage due to his over-zealous nature but roll d4 for table below for his behavior after a hit.

Brinch's fee is 1gp per day and 1/4 share of all treasure.

Brinch's Attitude	
1	Taunts target, enemy is +1 to hit Brinch
2	Bellows in glory, +1 damage for next attack
3	Smug grin, enemy is +2 to hit Brinch
4	Takes a cheap shot at -1 to hit

Darm

Half-orc Fighter, Level 3

Chain, shield, Durg's Club
Law, HD 3d8 (13 hp)

Darm is often embarrassed by his little brother's rush to fight, but he will join him, side by side, and try to reason with him later.

Darm has a tendency to try and over-protect, making his brother angry. If Darm attacks a target who just attacked Brinch, Darm receives +1 to hit and +2 damage.

Darm's fee is 1gp per day and 1/2 share of all treasure.

Durg's Club

Carved from the shin bone of a legendary orc named Durg, this weapon is formidable in the hands of a half-orc, delivering a bonus +3 damage and forcing the target to save versus spell or be stunned until the end of its next turn.

For Hire

Sogrin Redhoof

Gnome, Level 6

Leather, shield, short sword
Lawful, HD 5d4 (15 hp)

Sogrin is a specialist magic researchers who focuses on wands and staves. Given enough time, she can not only identify the function of an unknown item but possibly determine its creator or at least the race of the person responsible for its creation.

Sogrin will not haggle on her pricing, but her research will conclude after 1d4 weeks with a 4-in-6 chance of successful identification of a wand or stave plus 1d4 additional pieces of information on the item.

Sogrin's fee varies depending on her mood and her interest in an item. Roll 1d4 for her mood and fee using the table below.

1	Grumpy - 200gp
2	Tired & busy - 150gp
3	Slow but curious - 100gp
4	Giddy - 50gp

Haryn Windsong

Half-Elf, Level 4

Plate, shield, Blistering Blade
Chaos, HD 4d6 (14 hp)

Haryn has suffered much in his life because of his human heritage that has kept him from training at some of the most prestigious elven magic schools. He balances his training between the sword and his spells, but wishes he could advance his magic more.

He currently knows two spells - *light* and *magic missile*

Haryn's fee is 2gp per day and 1/3 share of all treasure.

Blistering Blade

When this dagger is used in combat against an orc or goblin, it leaves behind a nasty wound that refuses to heal without magic. Once per day, the afflicted will lose 1hp until the target is healed fully by magical means.



Terom Shirgfostr

Human Arcane Bard, Level 2

Leather, dagger, Sharpening Lute
Lawful, HD 2d6 (7 hp)

The small frame hides a deep voice that has helped Terom become a sought-after companion by dungeon delvers.

Terom's anti-charm singing expands to 40' (versus 30' standard) for allies and his study of music has allowed him to expand his languages - his Read Languages (**RL**) ability works at one level higher (3rd level).

Although Terom's strengths do not lie in the area of combat, his magical lute offers allies a significant benefit.

Terom's fee is 1gp per day and 1/3 share of all treasure.

Sharpening Lute

Twice per day, the lute's owner may select an ally with a bladed weapon; each weapon gains +1 damage for one hour when the blade is touched by the lute.

Shanis Darkstone

Dwarf Beast Master, Level 3

Leather, Rabid Axe
Neutral, HD 3d6 (11 hp)

Shanis is a trained fighter who brings her companion, Lior, a 3-year-old cougar, along on all adventures.

Having been saved by the healings of numerous clerics over the years, Shanis instructs Lior to defend all clerics in the party when the party is outnumbered.

Shanis' fee is 2gp per day and 1/4 share of all treasure.

Rabid Axe

An living creature struck in combat by this axe must save vs. breath or become poisoned. If the effect is not cured within 24 hours, the infected becomes a mindless beast that attacks any living or dead that it sees (range of 60').



Killon Blistbad

Half-Elf Mage, Level 4

Reader's Staff, Dagger (x2)

Lawful, HD 4d6 (14 hp)

Killon has earned a reputation as one of the most skilled scroll readers in the regions. In addition to the numerous scrolls he carries in his backpack, his staff has an unusual ability that allows for further scrolls to be stored.

Killon prefers to act from a place of safety, reading aloud the scrolls he collects and using the magic to do his bidding.

Killon has a fondness for dwarves, and will often go out of his way to protect or at least help out a dwarf ally.

Killon's fee is 2gp per day and 1/4 share of all treasure.

Reader's Staff

Up to four scrolls can be stored inside the staff; they are protected from fire and water damage. If at least one magical scroll is stored inside, the staff provides light for 40' for 1 turn per level.

Trinstan Hallblade

Human Acolyte, Level 5

Leather, Bandahav's Mace

Lawful, HD 5d6 (17 hp)

Sworn to serve his deity, Raitkik the Blind, Trinstan understands that actions are what define the true nature of a person. Trinstan will fit in with almost any party that seeks to improve life and not make it any worse.

Trinstan has been blessed with the ability to create one potent healing potion (6hp healing) per day when fresh water is easily available.

Trinstan's fee is 2gp per day and 1/3 share of all treasure.

Bandahav's Mace

Any creature of Chaos who is struck by this mace must save versus spell or have their alignment temporarily turned to Law. This effect lasts for one day per point of damage dealt. Undead are unaffected.



Groma Fatcorn

Halfling Fighter, Level 2

Chain, Shield, Shortsword

Lawful, HD 2d8 (9 hp)

Groma has no lack of confidence when it comes to combat. What he lacks in height, he makes up for in pure aggression. In a fight, you want him by your side or even in front.

Groma learned a special fighting style from a halfling master that takes advantage of the lower attack angle; for this reason, Groma delivers +1 damage to any creature taller than him.

Groma's fee is 1gp per day and 1/4 share of all treasure.

Groma's Secret

Groma comes from a long line of wererats. Despite the negative view on lycanthrope, this halfling clan has managed to learn to control their chaotic impulses. Groma will reveal his secret only in the most serious of circumstances, and ONLY to his most trusted circle of allies.

Delpha Ironwind

Elf Knight, Level 3

Plate, Jeresha's Helm

Lawful, HD 3d8 (14 hp)

The Order of the Light Blade has long since disbanded after its formation to fight in the Swamp Goblin War, but its members continue the fight against evil.

Delpha was knighted during her second year of combat, and she continues to live by the code of conduct required by her oath.

Delpha is protective of her allies, but will abandon them within 24 hours of any action she considers dishonorable.

Delpha's fee is 1gp per day and 1/3 share of all treasure.

Jeressa's Helm

Any knight that has not violated their oath can wear this helm in battle to gain +1 to hit against all creatures of Chaos. Once per day, the knight may choose to cast *protection from evil* on a single ally within 30'.

For Hire

Yercha Straygem

Half-orc Magic User, Level 4

2x Daggers, Robes of the Learned
Neutral, HD 4d4 (10 hp)

Yercha has trained well with her daggers, not trusting her magic to always pull her out of danger.

When in hand-to-hand combat, Yercha is +1 to hit with her daggers, although she will typically not resort to weapons until she has exhausted all offensive spells in her book.

Yercha has a 1-in-6 chance of negotiating a truce with orcs before combat begins.

Yercha's fee is 2gp per day and 1/4 share of all treasure.

Robes of the Learned

A magic-user wearing these robes may choose one spell every 24 hours; during this time, after casting the spell, the magic-user may cast it up to two additional times if they make a successful INT ability check. On failure, the spell is lost to memory.

Trinum Marblesky

Human Paladin, Level 5

Plate, Sword, Shield of the Sacred
Lawful, HD5d8 (23 hp)

Trinum took a solemn oath to the Silver Claw Guard and now moves into the world looking for ways to fight all manners of evil.

The paladin is quiet and discrete in most situations, but he will not stand for any act of injustice to go unanswered. This has a tendency to get him into trouble with his allies who sometimes want to go unnoticed. In a fight, however, Trinum will defend an ally with his life if necessary.

Trinum's fee is 2gp per day and 1/3 share of all treasure. He donates everything after food, water, and supplies are obtained.

Shield of the Sacred

When wielded by a paladin, the act of laying on hands is boosted to 3hp per level once per day. The shield is +1 AC.

For Hire

Kulara Janktro

Half-Elf Ranger, Level 6

Leather armor, Protector's Bow
Lawful, HD 6d8 (27 hp)

Kulara lingered in the vicinity of her Elven father's home city, learning the skills she needed to survive in the wild. Kulara feels more accepted by her human allies, and will often go out of the way to protect a human ally over an elf ally.

She prefers distance when it comes to combat, but keeps a shortsword close... just in case. And her stealth skills allow her to surprise an enemy in the wilderness with a 4-in-6 chance (versus 3-in-6).

Kulara's fee is 3gp per day and 1/2 share of all treasure.

Protector's Bow

When wielded by a ranger, this +1 bow becomes a +2 to hit weapon. Against orcish enemies, the weapon provides an additional +2 damage.

Spirrak Widesky

Human Thief, Level 6

Cloak +1 AC, Shadowblade
Chaos, HD 6d4 (15 hp)

Spirrak is a devious spirit who isn't above changing sides if the price is right. Hiring him brings some substantial skills to the party, but you better watch your back as he's just as likely to steal from you and run away if he feels his life is in danger. Keep him in sight and pay him when the job is done.

Spirrak can open locks (**OL**) and find/remove traps (**TR**) at one level higher than normal due to his exceptional training.

Spirrak's fee is 3gp per day and 1/3 share of all treasure.

Shadowblade

Any Chaotic wielder has a 2-in-6 chance of blending into any shadows and becoming virtually invisible until they attack or move. If the wielder makes an attack while hidden, the short sword is +1 to hit.



Riwit Flatleaf

Dwarf Acolyte, Level 1

Robes, shield, mace
Lawful, HD 1d6 (4 hp)

Riwit is a young dwarf with very little experience when it comes to combat, but he is a dwarf... and this means he is extremely talented when it comes to underground navigation and mapping.

Riwit has a secret patron who has provided him with two random spell scrolls (cleric) every 30 days, and the young dwarf has found that he has a real knack for healing and keeping his allies healthy.

Riwit's fee is 1gp per day and 1/4 share of all treasure.

Riwit's Patron

When Riwit is hired, pick two random spell scrolls that relate to healing. His patron is his uncle, an experienced adventurer who sees the value his nephew offers to other adventurers and who wishes for him to succeed.

Relegi Sultar

Human Kineticist, Level 2

No armor, Momentum Spear
Neutral, HD 2d6 (7 hp)

Relegi has just begun her training as a kineticist, but she has already mastered a few fundamentals.

She may always use Accelerated Motion at 1 level higher and her Kinetic Fist attack delivers +1 damage.

Once per day, she may choose to enhance an ally's attack (if within 10') by performing a maneuver that makes the attack +1.

Relegi's fee is 1gp per day and 1/2 share of all treasure.

Momentum Spear

This special weapon allows a Kineticist to deliver +3 damage when the Accelerated Motion Mental Power is activated and a double move is made followed by an attack.

* The Acolyte and Kineticist classes can be found in issues of Carcass Crawler zine.



Linfa Sherrindon

Half-Elf Assassin, Level 3

2x Daggers, Armor of the Snake
Chaos, HD 3d4 (7 hp)

For an assassin, Linfa is about as honorable as they come. Running from her past, she now uses her skills to assist adventurers and help them move deeper into the dungeons they tend to explore.

Linfa is a master of disguise, and does not suffer from the 2% chance of being detected when posing as another class, race or sex. She is also light on her feet, granting her the ability to Move Silently (**MS**) at one level higher (level 4)

Linfa's fee is 1gp per day and 1/2 share of all treasure.

Armor of the Snake

While wearing this custom armor, an assassin gains +10% chance when attempting to Hide in Shadows (**HS**).

Mogda

Half-Orc Barbarian, Level 4

No armor, Gron's Battleaxe
Neutral, HD 4d8 (9 hp)

Mogda left his tribe after being beaten in battle by a younger warrior for leadership of the tribe. The victor cheated by using a bit of magic (forbidden by the tribe) that blinded Mogda temporarily.

Mogda was already untrusting of magic and spellcasters, but now he holds a deep grudge. Do not expect him to stick his neck out to defend magic-users or their ilk.

Mogda's fee is 2gp per day and 1/4 share of all treasure.

Gron's Battleaxe

This +1 battleaxe grants its wielder with the ability to perform one of the following special actions per day:

- * Heal 5hp to the wielder
- * Force a hit target to save versus death or be instantly killed
- * Counter one spell cast within 30' of the wielder



Tatha Greenfall

Human Cleric, Level 4

Chain armor, Fortress Mace
Lawful, HD 3d6 (11 hp)

Tatha comes from a family of undead hunters who trained her in various combat techniques that give her an advantage to those undead that she is unable to turn.

When in melee combat with an undead creature, Tatha is +1 to hit when engaged with a single enemy.

Her knowledge of undead also gives her an advantage when it comes to turning the evil creatures - she always turns at one level higher (level 5).

Tatha's fee is 2gp per day and 1/4 share of all treasure.

Fortress Mace

Any allies within 15' of the wielder of this weapon who are of Lawful alignment gain +1 AC. The effect dissipates beyond 15'.

Jikken Icetoe

Dwarf Druid, Level 4

Leather armor, spear, Vine Dagger
Neutral, HD 4d6 (14 hp)

Jikken chose an unusual path at a young age, leaving his mining clan for the call of the forest. Over the years, Jikken has developed some unique skills that allow him to craft healing powders and ointments from dozens of natural ingredients. Above ground, he has a 2-in-6 chance and below a 1-in-6 of crafting a 1hp healing powder or salve from found ingredients.

Jikken's fee is 2gp per day and 1/3 share of all treasure.

Vine Dagger

In the hands of a druid, a successful attack against a target creatures requires the target to make a save vs breath. On failure, the target is pinned by a single vine that requires 2hp of damage to cut it or a successful Strength ability check. The target may attempt the check at the beginning of each of its turns.

For Hire

Nalfin Opalthorn

Dwarf Fighter, Level 5

Chain armor, Crimson Axe
Lawful, HD 5d8 (23 hp)

Brutal in combat, Nalfin has no love for the evils that roam the lands. Given a chance, he will fight any and all enemies that face him, so allies will need to keep a watch on him lest he stir up more trouble than the party can handle.

Nalfin is respected by numerous clans; there is a 1-in-6 chance that any dwarf groups that the party encounters may know of Nalfin, giving the party the possibility of some new allies or hirelings.

Nalfin's fee is 3gp per day and 1/4 share of all treasure.

Crimson Axe

This +2 axe was carried into combat by Nalfin's grandfather; the red leather straps that wrap the handle are supposedly stained with the blood of 1000 orcs.

Pirru Halfstream

Elf Ranger, Level 5

Leather armor, Threading Bow
Neutral, HD 5d8 (23 hp)

Not one to make friends easily, Pirru has hired out her skills as a guide and the occasional extra bow for those looking to venture underground.

Pirru has some special training that allows her to hide in shadows (**HS**) as a level 2 thief. She makes for an excellent scout.

Pirru's fee is 2gp per day and 1/2 share of all treasure.

Threading Bow

An arrow that successful hits a target has a 2-in-6 chance of exiting the target and piercing a second enemy within 60'. A second to hit roll must be made. If two targets are hit this way, an additional 2 hp of damage is done to both targets.



Murty Coppershin

Human Thief, Level 2

Leather armor, Twisted Dagger
Chaos, HD 2d4 (5 hp)

Murty, along with his sister, were trained by their father, a master thief, who also forbade them from joining the Thieves Guild because he wanted a better life for his children.

Now, the brother and sister hire themselves out to adventurers who are looking for help with unlocking doors, disabling traps, and general sneakiness.

Murty is protective of his sister, Fraula, who resents this and tends to put herself in extra danger to prove her skills.

Murty's fee is 1gp per day and 1/4 share of all treasure.

Twisted Dagger

An unusual set of thieves tools are stored in the handle of this +1 dagger; when used to pick a lock, they provide a +10% chance of success.

Fraula Coppershin

Human Thief, Level 2

Leather armor, Shortsword
Master Thief Lockpick Set
Chaos, HD 2d4 (5 hp)

Fraula is the more carefree and risky sibling, taking more chances than her brother in order to prove herself. In truth, this is unnecessary as Fraula is definitely the more skilled of the two thieves.

While she will sometimes defer to her brother's decisions in word, in deed the opposite is most often the case. Parties will need to keep an eye on her risk taking.

Fraula's fee is 1gp per day and 1/4 share of all treasure.

Master Thief Lockpick Set

Awarded to thieves who have proved their skill over time, in the hands of a novice thief, the set provides a distinct advantage when it comes to picking locks and disarming traps, both of which gain +20% when the thief uses these tools..



Yurasta Lightoak

Half-Elf Magic-User, Level 3

No armor, Burning Eyes Staff
Neutral, HD 3d4 (8 hp)

Life-long friends, Yurasta and Surin have traveled together since leaving the small town of Brass Harbor, picking up jobs when they can and improving their skills, both individually and as a team.

In combat, they work well together, anticipating each other's actions. Yurasta favors the offensive spells that can do damage or minimize the threat from a target. Her staff allows her to protect Surin when she believes he is too close to danger.

Yurasta's fee is 2gp per day and 1/4 share of all treasure.

Burning Eyes Staff

Twice per day, the wielder of the staff may choose a target within 60'. The target must save vs stave or take 1 damage and be blinded for 15 seconds.

Surin Agertalt

Half-Elf Illusionist, Level 3

No armor, Dagger, Ring of Doubt
Neutral, HD 3d4 (7 hp)

Surin and his friend, Yurasta, have spent over 30 years adventuring together. They are loyal to one another and never separate.

Surin prefers to work his illusions into ways that can prevent the discovery of the party; in combat, however, he will use his illusions to focus a target's attention or movement into a more strategic location to allow Yurasta's magic to deal its damage.

If Surin sees Yurasta fall in combat, his spells will focus on protecting and hiding his friend.

Surin's fee is 2gp per day and 1/4 share of all treasure.

Ring of Doubt

An illusionist may use this ring to enhance up to three spells per day. An enhancement may increase one of the following per spell: double the duration, +20' range (from caster), or number of illusory items by 1d4.

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DELVER

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Delver: Lost Hirelings provides GMs of OSR games with 96 NPCs for their players to hire as bodyguards, spellcasters and healers, and fellow dungeon explorers. All hirelings come with details about their motives as well as basic/magic equipment listings. Additionally, over 75 new magic items are included (equipped by NPCs but easily traded or even stolen away).

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