



GIG ECON OMY

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

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| These peasants rarely fight, but make excellent porters, torchbearers, door openers, and animal tenders. Level 0. | |
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| Not experienced, but willing to take some risk. Easy to find anywhere people have settled. Level 0. | |
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Introduction

NPCs hired to accompany players on their adventures go by many names, including hirelings, flunkies, henchmen, meat shields, hired hands and toadys. In this zine we will refer to them as **retainers** for simplicity.

Soliciting help is a cornerstone of old-school play, and the following pages contain 200 retainers ready to seek employment in your game world.

Gig Economy has been organised to facilitate efficient hiring procedures. Try out the examples on page 20, or create your own.

- Each spread contains a single retainer type/class
- Retainers are ordered within the spread by competency. #1 is a deadbeat loser, #20 is qualified and reasonably equipped.
- Regular humans have been placed at the beginning of the zine. Magic-wielding humans in the middle and Demihumans at the end.

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Lackeys

1. Fekla Cheeseweed

What an absolute mess. Likely hungover. Will try to sneak a few naps.

2. Rauf Broster

An uncomfortable, clumsy, ungainly, blundering ham-handed butterfingers.

3. Gary Ditchpig

Generally off-putting. You probably found them passed out in the gutter.

4. Brindle Milda

Snot-drenched. Coughs non-stop. Ears so clogged they can barely hear.

5. Herbert Louise

Fired from every job they've ever had. Usually on the first day.

6. Doozer

"I'm 9 years old, my family was eaten by wolves and I like the colour green!"

7. Guy Freeday

Audible sighs are their speciality. *"Are we still looking for treasure?"*

8. Cleder Lacroy

Never prepared. *"Can I have a sip of your water? Got an extra bedroll?"*

9. Finlay Uptop

Energetic little bugger. Won't shut up. Will answer rhetorical questions.

10. Wenn Cotter

"Did I not mention I was cursed? My bad!"

11. Becca Bluetongue

Mute and illiterate. Happy to join you. Expect lots of pointing and hand-waving.

12. Mani Grell

Will try to be friends with everyone. The more you resist, the harder they try.

13. Tegan Kraftensew

Homemade clothing that walks a fine line between artistic and offensive.

14. Zabul

Undeserved confidence. *"Nothing is impossible for the great Zabul!"*

15. Bean

Confused about the nature of the work agreed upon. *"What's with the swords?"*

16. Gopaa

By and large unphased by requests no matter how outrageous. *"It's a livin'."*

17. Craig

Fully content to do anything you ask of them regardless of the danger.

18. Maurice Kitchener

Makes a mean stew and a fine pie. Always volunteers to cook for the party.

19. Pickles

Well-spoken child. Calls party members "teacher" from time to time.

20. Kali

Confident. Brave. Scrawny. Wants to be an adventurer!

Townfolk Common

1. Just Ian

"Why yes I am Ian! Oh... No, not that Ian. Yes, I'm sure. Sorry to disappoint."

- * Clothing, boring
- * Unarmed
- * Bowl of oatmeal + spoon

2. Sevi Capper

Hat maker. Not all there but can follow simple instructions.

- * Clothing, rags
- * Unarmed
- * Fabric scissors

3. Loren Ipson

Speaks in a weird language no one understands. Total dummy.

- * Clothing, simple
- * Unarmed
- * Book of unreadable text

4. Ernuf Malva

Local builder. A few bricks shy of a load. Calloused hands and feet. Shoeless.

- * Clothing, simple
- * Unarmed
- * Well-worn trowel

5. Daw Brewster

If you had a particularly revolting ale recently it was probably brewed by Daw.

- * Clothing, simple
- * Unarmed
- * Pound of rolled oats

6. Leon

Can be heard muttering *"I used to be an actor"* during arduous tasks.

- * Clothing, stage costume
- * Unarmed
- * 3 different wigs

7. William Penrose

Bird watching fanatic. Doesn't know their names but will point them out.

- * Clothing, simple
- * Unarmed
- * Shoddy spyglass

8. May O'Gara

Soup and stew enthusiast. Saving up to open "May's Souper Bowl".

- * Clothing, simple
- * Unarmed
- * Enough soup for all

9. Hafren Grove

Agrees to join you as long as they don't have to hurt any animals.

- * Clothing, natural
- * Unarmed
- * 25' leather cord

10. Irmel Sauter

Local gossip. Always putting their nose in other people's business. Chatty.

- * Clothing, middle class
- * Unarmed
- * Perfume



11. Brice Niblett

Total suck-up. *"Boy golly I never seen adventurers so brave as you!"*

- * Clothing, middle class
- * Dagger
- * Bundle of torches

12. Sandy Honeyman

Local beekeeper struggling to keep their business afloat. Sharp wit.

- * Clothing, apiarist hood
- * Club
- * Pot of honey

13. Gwennol Ratter

Everyone in the area knows to call on Gwennol when you have a rat problem.

- * Clothing, rags
- * Hammer (bloody)
- * Satchel of smashed rats

14. Angwen Koivista

Angsty teenager looking for work to escape their "super lame" parents.

- * Clothing, middle class
- * Sling
- * Lantern

15. Callum Rivers

Artisanal candle maker and big time dreamer. Overly confident in others.

- * Clothing, leather apron
- * Dagger
- * 3 scented candles

16. Lauretta Bester

Lost their entire herd in a bet. Working to buy each animal back one by one.

- * Clothing, farming garb
- * Staff
- * Stockwhip

17. Maren Henty

A busybody who sees adventure as just another opportunity to tinker.

- * Clothing, work clothes
- * Javelin
- * Bag of tools

18. Stormin' Norman

Jolly, loud, and loves to laugh. Personal space is a foreign concept.

- * Clothing, simple + shield
- * Hand axe
- * So much garlic

19. Kensa Pond

Local stable person and messenger in training. Favours all with horses.

- * Clothing, riding gear
- * Shortbow
- * Grooming tools

20. Ian the Admired

Their name precedes them. Sought after. *"Never fear, Ian is here!"*

- * Armour, leather
- * Short sword
- * 50' rope + grappling hook

Townsfolk uncommon

1. Hutch Eggmen

Very dirty. Smells of cabbage. Badly wants to join your party full-time.

- * Clothing, rags
- * Unarmed
- * Sack of potatoes

2. Tad Malpass

Lazy S.O.B. Requires creative motivational techniques.

- * Clothing, simple
- * Unarmed
- * Cup-and-ball toy

3. Romana Mayberry

Herb-peddler and fortune teller. Good at neither. Not good at much actually.

- * Clothing, linen tunic
- * Unarmed
- * Weird crystal rivière

4. Nerth Burler

Knows a lot about textiles. Doesn't know a thing about fighting or exploring.

- * Clothing, middle class
- * Unarmed
- * 50' of yarn

5. Ada Thornley

Recently de-programmed member of local cult. Mind wanders often.

- * Clothing, mouldy robes
- * Unarmed
- * Jar of leeches

6. Pawly Woolman

That hat... What an incredible hat! Best hat you've ever seen.

- * Clothing, fine (and hat!)
- * Dagger
- * Fancy walking stick

7. Tudwal the Thick

Unwashed, snaggletoothed, foul-mouthed, belligerent oaf.

- * Clothing, burlap tunic
- * Club
- * Flagon of horrible wine

8. Richard the Peeler

What's up with their skin? It's not contagious but it sure ain't pretty.

- * Clothing, rags
- * Dagger
- * Bottle of lotion

9. Padarn Hullet

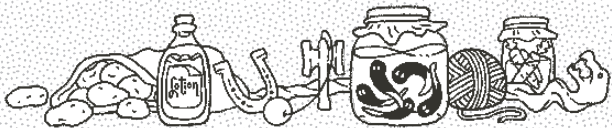
Overly accommodating and annoying. *"I can't afford to lose this job!"*

- * Clothing, simple
- * Staff
- * Key to the local tavern

10. Sally Dougan

Talks a big game about their adventures but has literally never left town.

- * Clothing, simple
- * Sling
- * Tin whistle (off-key)



11. Davy Mustard

Saving up money to travel home to the family farm for good this time.

- * Clothing, farming garb
- * Javelin
- * Old horseshoe

12. Chort Wilding

Willing to do pretty much anything. No one knows how they're still alive.

- * Clothing, shredded rags
- * Staff
- * Lucky coin

13. Jayaa Orgill

Why are they already covered in blood? Where are their shoes?

- * Clothing, simple (bloody)
- * Club
- * Rusted steel mirror

14. Derwa Cripps

Pretty sure you've never seen thicker curls on a head in your life.

- * Clothing, farming garb
- * Sling
- * Jar of pickled carrots

15. Eleri Swift

Light on their feet, even lighter on cash. May or may not be wanted by officials.

- * Clothing, fine
- * Silver dagger
- * Big, bushy fake beard

16. Zer Oyono

Tired look on their face. Blistered hands. Boot soles worn through.

- * Clothing, military uniform
- * Damaged short sword
- * Horn trumpet

17. Glen Farrow

Respected by locals for their work ethic. Has a ridiculous farmer's tan.

- * Clothing, buckskin jacket
- * Warhammer
- * Blacksmith gloves

18. Blodwen Moggs

Speaks in a whisper. Gruesome scar runs the length of their neck.

- * Clothing, hunting garb
- * Short sword
- * Whetstone

19. Alan Gribel

Just trying to provide for their family. Doesn't want any trouble.

- * Clothing, simple
- * Spear
- * 50' nice rope

20. Okara Camara

Speedy. Will rush anything if given the chance. *"Time is money!"*

- * Armour, leather
- * Shortbow
- * Crowbar

Fighters

1. Anzor the Weird

Everyone is uncomfortable around Anzor. Why did you hire them?

- * Clothing, simple
- * Unarmed
- * Mouth harp

2. Eiron of the Swamp

Looks, smells, and acts like they reside alone in a swamp (they do).

- * Clothing, simple (grungy)
- * Unarmed
- * Gaiters for boots

3. Vaas the Haunted

Always looking over their shoulder. Appears exhausted. Scares easily.

- * Clothing, simple
- * Unarmed
- * Hooded lantern

4. Medlan of North

A wisecracking trickster. Takes jobs to fund a gambling addiction.

- * Clothing, middle class
- * Unarmed
- * Set of loaded dice

5. Zivon Cowper

Hates being told what to do. Will probably forget you actually hired them.

- * Clothing, fine
- * Unarmed
- * War horn (loud)

6. Serlo Drybeard

Salt-stained from head to toe. Walks like a drunk on land. Steady on the water.

- * Clothing, sailing garb
- * Rusted dagger
- * Compass

7. Makata the Callow

Youthful and genuinely excited to join your party on an adventure.

- * Clothing, small cape
- * Sling
- * Book of natural remedies

8. Cryda Frogley

Bit of a runt but hard working, determined and never complains.

- * Clothing, simple
- * Club
- * Sewing kit

9. Thaddeus Burlington

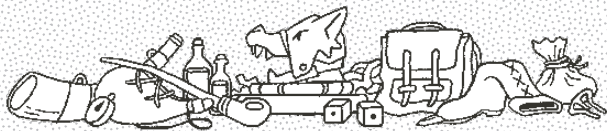
Possess great strength and perfect physique. Will gladly destroy an enemy.

- * Essential coverings only
- * Javelin
- * Sack of various meats

10. Hamo the Fist

Heavyweight champion of somewhere you've never heard of.

- * Clothing, shorts
- * Fists (damage as club)
- * Bag of powdered chalk



11. Bertolf of Dashwood

Jolly and bright. Speaks in a thick accent. Has awesome boots.

- * Armour, leather
- * Spear
- * Crampons

12. Kumari Yogesh

Believes the world could be a better place. Would give the shirt off their back.

- * Armour, leather
- * Crossbow
- * Two-person tent

13. Rakesh the Fair

Not so fair, better that they're on your side. Watch your stuff.

- * Armour, leather
- * Hand axe
- * Hidden blade in boot toe

14. Corso the Lovely

All smiles but not a single tooth. A class act and great companion regardless.

- * Armour, leather
- * Short sword
- * Bar of soap

15. Belda Goldfosse

Long, luscious, flowing hair. Strategic and unmoving in battle.

- * Armour, leather
- * Mace
- * Small batch hair oil

16. Hug Sorolla

Recently kicked out of the military. *"You say Jump. I say how high?"*

- * Armour, leather + shield
- * Spear
- * Bota bag (holy water)

17. Tambo the Steady

Nerves of steel and cheery disposition. *"Don'y worry, we got this, boss!"*

- * Armour, leather
- * Sword
- * Expedition backpack

18. Yatun Batterhorn

Elderly but chipper. Refers to everyone as "whippersnapper" or "kid".

- * Armour, chainmail
- * Longbow
- * Ornate tobacco pipe

19. Barbara Hackenhop

Proudly wears a necklace of bones. Their axe is always sharp and polished.

- * Armour, chainmail
- * Battle axe
- * Gaudy oversized stein

20. Wolfhart the Third

"I will avenge my family and I will take back the land that is rightfully mine."

- * Armour, plate mail
- * Two-handed sword
- * Iron wolf mask

Thieves

1. Jory Moppets

The most heavy-footed accident-prone thief this side of the river.

- * Clothing, rags
- * Unarmed
- * Sweaty cheese

2. Abbie O'Boyle

Clearly escaped from imprisonment recently. Smells of sweat and mud.

- * Clothing, prison garb
- * Unarmed
- * Metal file

3. Hannah Bandana

Uses a ragged bandana in attempts to hide how young they are.

- * Clothing, rags
- * Unarmed
- * Wooden toy top

4. Nimi the Nervous

Insists on complete silence and no interruptions whenever using their skills.

- * Clothing, simple
- * Unarmed
- * Pillow

5. Biko Mantilla

Not motivated to earn their keep. Your party won't lack sarcasm with Biko around.

- * Clothing, middle class
- * Unarmed
- * Handkerchief

6. Garbanza the Great

Working on some illusions to distract their targets. Lacks stage presence.

- * Clothing, velvet cape
- * Dagger
- * Book on sleight-of-hand

7. Ricco Dabbs

Sporting some wicked mutton chops and one makeshift wooden eye.

- * Clothing, festive
- * Club
- * Jazzy walking cane

8. Feliks the Searcher

The kind of enthusiastic looter that leaves no stone or pocket unturned.

- * Clothing, misc. stolen
- * Staff
- * Hooded mask

9. Candra Adept

A mountaineer at heart, with a knack for thieving. Willing to climb anything.

- * Clothing, climbing garb
- * Sling
- * Ice axe

10. Ducky Greenleaf

Captivating, with loads of stories. May not be who they say they are.

- * Clothing, fine
- * Dagger
- * Forgery tools



11. Murdo

Sincerely believes they can stab their way out of any situation. Collects knives.

- * Armour, leather
- * Silver dagger
- * 1d6 assorted knives

12. Rasums

Logical. Cold. Very quiet and fairly intimidating. Expect one-word answers.

- * Armour, leather
- * Mace (well used)
- * Garrote wire

13. Zoe

Very into astrology. Won't take the job if they feel there isn't compatibility.

- * Armour, leather
- * Crossbow
- * Astrology chart

14. Dywana from Nowhere

Bizzare accent and unfamiliar speech pattern that's difficult to place.

- * Armour, leather (faded)
- * Short sword
- * 25' rope ladder

15. Wydo the Untimely

Bad luck seems to follow them around. Good at pointing out the silver lining

- * Armour, leather
- * Shortbow
- * Hand broom

16. Pia Popkins

Beautiful handwriting. Looking for more pen pals in distant places.

- * Armour, leather
- * Warhammer
- * Messenger pigeon

17. Kerra Gwyn

Pushy and foulmouthed. Prefers non-traditional and freethinking folks.

- * Armour, leather
- * Hand axe
- * Book of poetry

18. Theodora Mayhem

Everywhere they go, people seem to know and love them. Vegetarian.

- * Armour, leather
- * Longbow
- * Flagon of berry wine

19. Mabel Rozee

Jobs today are great "training" for a huge heist they plan in the future.

- * Armour, leather
- * Polearm
- * Stolen holy symbol

20. Scarlata Galli

Spicy personality with admirable dedication to their craft as a sneak.

- * Armour, leather
- * Sword
- * Smoke bomb (1)

Clerics

1. Keita the Passenger

Totally blind. *"I usually just tie this rope here around someone so not to get lost."*

- * Clothing, simple
- * Unarmed
- * Whistle

2. Malina Karin

Understands the common tongue but speaks only Gargoyle due to a curse!

- * Clothing, simple (soiled)
- * Unarmed
- * Wool blanket

3. Toly Springall

Nothing to offer but cliches. *"The early bird gets the worm!"*

- * Clothing, middle class
- * Unarmed
- * A few coin clippings

4. Nero the Fickle

Can never make up their mind. Shopping around for a new deity.

- * Clothing, colourful
- * Unarmed
- * Misc. holy symbols

5. Erard Moulin

Withdrawn. Avoids eye contact. Mumbles under their breath. Fidgets.

- * Clothing, simple
- * Unarmed
- * Wooden beads

6. Yestin Gosling

Yearning to take on a parental role. *"Let ol' Yestin show you how it's done!"*

- * Clothing, middle class
- * Staff
- * Smoked fish (for sharing)

7. Emily Noyes

Believes art is sacred. Seeks harmony through exploration of new places.

- * Clothing, fashionable
- * Sling
- * Painting set

8. Lucious o' the Land

A real folksy type who will happily join up just for the company.

- * Clothing, simple
- * Club (large branch)
- * Pinecone necklace

9. Pencast Turtle

Has a fondness for tavern drinking songs. Sings under their breath when stressed.

- * Clothing, baggy robes
- * Staff
- * Turtle embossed stein

10. Berchtold Thimmel

Honours their deity through song and dance whenever they get the chance.

- * Clothing, fine
- * Sling
- * Well-loved tambourine



11. Alpin Yarwood

Needs a good stretch before activity but pretty spry for their age.

- * Armour, leather
- * Club
- * Checkers set

12. Druda Moon

Skin so pale it appears almost transparent. Eyes so amber they glow.

- * Armour, leather
- * Staff
- * Moon-shaped brooch

13. Floret Clunes

Claims to have been resurrected by their deity. Spooky goth vibe going on.

- * Armour, leather (stylish)
- * Sling
- * Spiked collar

14. Vimaro de la Rosa

Ready to work. Give them a task or they'll find one for themselves.

- * Armour, leather
- * Club
- * Bag of ball bearings

15. Hedram Moraine

Grew up in the frozen north and knows a thing or two about survival.

- * Armour, leather
- * Staff
- * Big fur jacket

16. Inger the Worm

Slippery individual who prefers not to play by the rules. Greasy.

- * Armour, leather
- * Mace
- * Mouldering playing cards

17. Shona Greenpath

"Walk with great mother Earth and you'll walk in peace forever."

- * Armour, leather + shield
- * Warhammer
- * Mug made from a gourd

18. Jago Loveday

Treats an agreed working arrangement as a sacred bond. Deadly serious.

- * Armour, chainmail
- * Mace
- * Armoured gloves

19. Olwen the Considered

Big and bold. A real charmer when required and a powerful force in battle.

- * Armour, chainmail
- * Warhammer
- * Flask of holy water

20. Craigie Pollock

Wears a necklace of garlic and a belt of onions. Won't say why. Won't remove.

- * Armour, plate mail
- * Mace
- * Pouch of seeds

Magic-Users

1. Morcan Gibbon

A downright useless knucklehead. Didn't bring their spell book with them.

- * Clothing, ruined robes
- * Spell: none
- * Cookbook

2. Rudy Blackwell

Covered in thick animal fur due to a magical experiment gone wrong.

- * Clothing, Hooded robe
- * Spell: none
- * Bag of animal tongues

3. Damya Summer

Looking for divine meaning in everything. *"It was surely fate that we met!"*

- * Clothing, sparkly cape
- * Spell: Read Languages
- * Crystal ball (not magic)

4. Jordi Pole

Quick, nimble, but a silly show-off about it. Will leap and climb unnecessarily.

- * Clothing, tight fitting
- * Spell: Floating Disc
- * Bag of popcorn kernels

5. Selanda Hendy

Speaks in hushed tones. Would like to hear a secret if you're willing to share.

- * Clothing, simple gown
- * Spell: Ventriloquism
- * Notebook of secrets

6. Ladoca Day

Unambiguous. Views themselves as to-the-point but is actually aggressive.

- * Clothing, silk gown
- * Spell: Hold Portal
- * Lantern on a stick

7. Tegen Elkmen

In search of controversial literature for their niche collection. Not religious.

- * Clothing, Fur doublet
- * Spell: Read Languages
- * Parchment + ink pen

8. Canda Rixon

Flying their freak flag for all to see. Wins favour with some, scrutiny from others.

- * Clothing, eccentric
- * Spell: Protection from Evil
- * Handbills for a cool show

9. Flamina Byrd

Takes a spiritual approach to their magical research and practices.

- * Clothing, blue vestment
- * Spell: Read Magic
- * Tarot deck

10. Buhari the Apprentice

A promising young student of magic. Eager to use their skills in the "real world".

- * Clothing, simple
- * Spell: Light
- * Pet rat



11. Gomez the Wall

Short, stocky, and gruff. Big bristly beard. Often mistaken for a tall dwarf.

- * Clothing, wool sweater
- * Spell: Shield
- * 25' extra-thick rope

12. Ripper the Reckless

Youthful and rebellious. Often found at the library researching dark magic.

- * Clothing, practical
- * Spell: Read Magic
- * Reading glasses

13. Alesta Sparkles

Hot headed. A bit trigger happy. Better to have them with you than against you.

- * Clothing, Shimmery gown
- * Spell: Magic Missile
- * Handful of agates

14. Rhedyn Very Bright

Has a bit of a thing for investigating dark places. *"Need a light?"*

- * Clothing, yellow jumpsuit
- * Spell: Light
- * Jar of fireflies

15. Ekada Red Frog

Raised by Halflings. Laid-back attitude, for better or worse. *"What's the hurry?"*

- * Clothing, middle class
- * Spell: Sleep
- * Long churchwarden pipe

16. Osmer Tilman

Beady black eyes and black hair. Never willingly removes their black gloves.

- * Clothing, jet-black robe
- * Spell: Detect Magic
- * Black newt in a box

17. Susan Quarry

Clothing can barely contain their rippling muscles. Their neck is like a foot thick.

- * Clothing, caftan
- * Spell: Shield
- * Oversized crowbar

18. Pernilla Bighouse

Prefers working with well-mannered and intelligent adventurers. Loves to chat.

- * Clothing, elaborate gown
- * Spell: Charm Person
- * Fine china tea set

19. Kew Buckler

Highly endorsed. Their death-or-glory attitude does get them in trouble.

- * Clothing, wool trousers
- * Spell: Shield
- * Vials of Holy water (3)

20. Volkmar

Head-to-toe covered in tattoos. Very friendly and drawn to diverse groups.

- * Clothing, sleeveless shirt
- * Spell: Sleep
- * Crude tattooing kit

Halflings

1. Todo the Forgetful

Often late. Usually distracted. *"Sorry, what was your name again?"*

- * Clothing, shirt inside out
- * Unarmed
- * Library book (overdue)

2. Mulcha the Gruff

So incredibly irritable and grouchy. Never wakes up on the right side o' the bed.

- * Clothing, unfashionable
- * Unarmed
- * 5 apples (wormy)

3. Bombwise Yelley

Reluctantly adventures to feed milk habit. Most at home in open spaces.

- * Clothing, simple
- * Unarmed
- * Bottle of fresh milk

4. Sabo Frostwillow

Really quite chuffed to be going on their first adventure with y'all.

- * Clothing, simple
- * Unarmed
- * A dozen quail eggs

5. Guppy Phillis

A bookish bookworm to their very core. Only taking jobs to buy more books.

- * Clothing, middle class
- * Unarmed
- * Rucksack full of books

6. Togily Mosscloak

A nature-y little character. Most likely to know the name of that bug or plant.

- * Clothing, cloak (mossy)
- * Staff
- * Magnifying glass

7. Oda Ochard

Will probably compliment you. Just kind of sweet and cute, you know?

- * Clothing, floofy
- * Club
- * Little pins they give out

8. Albo Milard

Takes a "leisure-first" approach to life. Has a lot of hobbies. Great fun.

- * Clothing, simple (cozy)
- * Sling
- * Pouch of skipping rocks

9. Falcwin Buttersmear

Topics of interest: Breads, meats, cheeses. *"When shall we stop for a bite?"*

- * Clothing, dinner jacket
- * Dagger
- * Picnic basket

10. Bardwin Leftright

Mother was a famous cartographer. Knows mapping but prefers wine.

- * Clothing, middle class
- * Staff
- * Wineskin + travel goblet



11. Keek the Potter

Respected clayfoot guild potter. Loved by animals. Good friend. Party starter.

- * Clothing, linen + shield
- * Short sword
- * Sack of potters clay

12. Wigo Fallwood

An absolute delight to be around. Always volunteers to take the first watch.

- * Armour, leather
- * Hand axe
- * Bundle of cedar kindling

13. Fruity Pumpernickle

Cool in the Halfling scene. In search of interesting new treasures to show off.

- * Armour, leather
- * Spear
- * Stylish satchel

14. Blanca B.

Sweet and upbeat. Whistles a merry tune while travelling overland.

- * Armour, leather
- * Short sword
- * Very wide-brimmed hat

15. Hasco Tootall

You ain't never seen a Halfling this tall in your life. Mammoth feet, too.

- * Armour, leather (bad fit)
- * Mace
- * Pot of honey

16. Drogfast Cornbelly

Fancies themselves a comedian. Content to be laughed with or at.

- * Armour, leather
- * Shortbow
- * 5 cheese sandwiches

17. Everham Roastpot

Expect a great deal of pretentious yammering about food and drink.

- * Armour, leather
- * Crossbow
- * Assorted offbeat spices

18. Gemjaw Worris

Chooses their words carefully. Speaks in a slow, lethargic manner.

- * Armour, leather + shield
- * Sword
- * 7 plums

19. Adelia Alabasher

At their best cracking skulls in battle. At their worst in social situations.

- * Armour, chainmail
- * Warhammer
- * Spiked boots

20. Emmo Bitterbush

A dark sense of humour appreciated by few outside dungeon-delving circles.

- * Armour, chainmail
- * Battle axe
- * 10' pole

Dwarves

1. Quaid Boondie

Young and irritating. *"Dress for the job you want, not the one you have."*

- * Clothing, fake armour
- * Unarmed
- * Homemade flag

2. ???

Muttering and grumbling is all you hear. You can't even understand their name.

- * Clothing, rags
- * Unarmed
- * Prize-winning radish

3. Biffrom the Ancient

Sure they've experienced a lot, but what have they got to show for it?

- * Clothing, old-fashioned
- * Unarmed
- * Ineffective cure-all tonic

4. Dorlif the Dark

Short, haggard Dwarf covered head to toe in soot. Busy!

- * Clothing, simple (sooty)
- * Unarmed
- * Broom

5. Bolda Gromrok

Would really prefer to be back in the mines digging up cool rocks and stuff.

- * Clothing, mining garb
- * Unarmed
- * Rock chisel

6. Carlos Desario

Attempts to hide their fear of failing with lies and stories. Plays in a band.

- * Clothing, middle class
- * Dagger
- * Mandolin

7. Vorva Ilmark

Lacks focus and tends to doddle, but when inspired will give it their all.

- * Clothing, simple
- * Sling
- * Trashy fiction book

8. Youlou Gildivorm

Dwarves this and Dwarves that. *"The thing about Dwarves..."* Insufferable.

- * Clothing, traditional
- * Club
- * Dwarven songbook

9. Hogshead Serlo

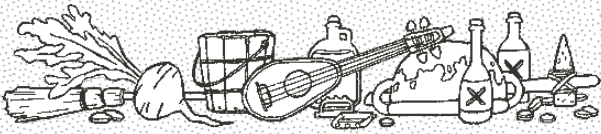
On a lifelong quest to create the most unique and outstanding ales.

- * Clothing, apron
- * Staff
- * Brewer's yeast samples

10. Sulwyn the Downy

Is there even a Dwarf hiding behind that rug of hair and monstrous beard?

- * Clothing, filthy
- * Dagger
- * Leather headband



11. Thundor Rumrush

A fleet-footed Dwarf with a reputation for drinking as fast as they scurry.

- * Armour, leather
- * Warhammer
- * Blg ol' jug of rum

12. Beeron the Graceful

Silky smooth beard. Long eyelashes. Glowing skin. Very clean for a Dwarf.

- * Armour, Leather
- * Short sword
- * Grooming kit

13. Adroth

"Is it ok if I bring my little cousin? I'm supposed to be watching them today."

- * Armour, leather
- * Hand axe
- * Little cousin Froburt

14. Erdle Drycreek

Accentuated smile lines. Rosey cheeks. Appreciates the little things in life.

- * Armour, leather
- * Mace
- * Blown glass beads

15. Lirly Grayfish

Raised on a ship. Speaks with "yars" and "ayes". Misses the sea dearly.

- * Armour, leather
- * Fishing spear
- * Wooden bucket

16. Cedar Rockmin

Simply wishes to smash up some baddies in exchange for a bit of gold.

- * Amour, leather
- * Warhammer
- * Brass knuckles

17. Pat Holdall

Spent a good portion of their life chaperoning folks up and down mountains.

- * Armour, leather + shield
- * Shortbow
- * Enormous backpack

18. Tonnos the Irreverent

Non-traditional. Tends to butt heads with religious and overly optimistic folks.

- * Armour, chainmail
- * Crossbow
- * Pine tar

19. Lefdor the Stout

Nearly as wide as they are tall. Solid as a rock. Not fond of running.

- * Armour, chainmail
- * Battle axe
- * Cast iron stewpot

20. Rumon Dolgthorn

Party animal with a gift for rousing even the most introverted of folks.

- * Armour, plate mail
- * Sword
- * Bottle marked "X"

Elves

1. Prince Holn

Claims to be a royal family member but isn't fooling anyone. Emits a foot odour.

- * Clothing, soiled
- * Unarmed
- * Poorly crafted crown

2. Grifdun

Only mildly interested in whatever you're telling them. Generally homely.

- * Clothing, rags
- * Unarmed
- * 10 earthworms

3. Foggy Carl

Wants to talk about how we're all like, connected... man. *"Got any snacks?"*

- * Clothing, poncho
- * Unarmed
- * Pipe-weed kit

4. Rindie Shaarimbie

Speaks in rhyme. All of the time. Most people don't like it. Not one little bit.

- * Clothing, shiny
- * Unarmed
- * Spoons (instrument)

5. Loredel from Afar

Overweening traveller who never shuts up. *"I've seen the world 3 times over!"*

- * Clothing, fine
- * Unarmed
- * Astrolabe

6. Ganoleth the Forsaken

Shuffles along with their head held low. Unusually sour for an Elf.

- * Clothing, simple
- * Javelin
- * Large iron spike

7. Fareswen

Owes a great debt to a spirit of the woods. Competent but jumpy.

- * Clothing, hunting garb
- * Club
- * Bow saw

8. Nim Solaris

A gifted dancer who never quite made it. Can still totally bust a move.

- * Clothing, dance outfit
- * Dagger
- * Music box

9. Tree

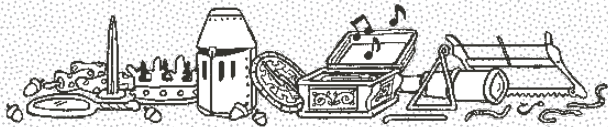
Soft-spoken and calm. Respectful of woodland creatures and native plants.

- * Clothing, homemade
- * Sling
- * Collection of acorns

10. Elros Nando

Prepare to make an enemy for life if you interfere with what they believe is right.

- * Armour, leather
- * Dagger
- * 1 ring for each finger



11. Anthoniel of Cascade

Dreams of building a secret stronghold behind a rushing waterfall.

- * Clothing, restrained
- * Spear / Ventriloquism
- * Fishing rod

12. Belebris Proport

Venturesome young Elf looking to expand their horizons and see the world.

- * Armour, leather
- * Mace / Protection fr. Evil
- * Fine spyglass

13. Erlamel

Extremely vain and showy. Expect dive-rolls into rooms and axe spinning.

- * Armour, leather
- * Hand axe / Floating Disc
- * Hand mirror

14. Finevrond the Fine

Positive attitude and absolutely up for a new challenge any day.

- * Armour, chainmail
- * Shortbow / Light
- * Fishing net

15. Beryn the Supercilious

Walks about with their nose held high. A jerk that no one (including Elves) likes.

- * Armour, leather
- * Short sword / Hold Portal
- * Ear polish

16. Three Drink Julie

You'll likely find them lurking in the corner of a pub with 3 different drinks.

- * Armour, leather
- * Crossbow / Detect Magic
- * Bag of hair

17. Ilmriel Shim

A recluse who just decided to reconnect with the world at large. A bit awkward.

- * Armour, leather + shield
- * Longbow / Magic Missile
- * Delicious mushrooms

18. Meltiss Ther

Will take a job with any party but only speaks Elvish. Gentle eyes.

- * Armour, chainmail
- * Sword / Charm Person
- * Pouch of dried berries

19. Faerwë Welle

Mighty high spirits even in the worst of times. Taking on jobs for the fun of it.

- * Armour, chainmail
- * Polearm / Sleep
- * Triangle (instrument)

20. Olwen Kitur

The oldest Elf you've ever met. Appears to be taking jobs out of utter boredom

- * Armour, Plate mail
- * Battle axe / Light
- * Awesome war helmet

Hiring Pool

This procedure generates a pool of retainers for players to choose from. If players are at the table, consider letting them do the rolling. It's fun!

1. How many retainers are for hire?

Roll 1d6. This is the number of retainers interested in the job the party is advertising.

Example: 3 = 3 retainers are interested & available for hire.

2. What types of retainers are for hire?

The variety and calibre of retainers can be adjusted by the dice rolled in the next step.

- 1d20 — All races and classes
- 2d8 — All humans with and without magic abilities
- 1d12 — All humans without magic abilities
- 1d10 — Level 0 humans and fighters
- 1d8 — Level 0 humans only

3. Which specific retainers are for hire?

For each interested retainer:

1. Roll on the table using the dice chosen above
2. Flip to the associated page (e.g., 11 = page 8)
3. Roll 1d20 to determine exact retainer (e.g., 7 = #7)

| Class | Dice Result | Page |
|---------------------|-------------|------|
| Lackeys | 1-2 | 1 |
| Townsfolk, Common | 3-6 | 2 |
| Townsfolk, Uncommon | 7-8 | 4 |
| Fighters | 9-10 | 6 |
| Thieves | 11-12 | 8 |
| Clerics | 13-14 | 10 |
| Magic-Users | 15-16 | 12 |
| Halflings | 17-18 | 14 |
| Dwarves | 19 | 16 |
| Elves | 20 | 18 |

Option: Allow players to increase how many retainers are for hire with gold. E.g., 100gp to roll 2d6 and take the highest number, or increase the dice size to 1d8 or 1d10.

Option: Allow each player to hire one lackey in addition to hiring other characters that answer their advertisement.

Option: Allow players to use their Charisma scores to increase (or decrease) their hiring luck. Add NPC reactions bonus to rolls.

Quick Hiring

This procedure abstracts the hiring process to quickly find one retainer for a player. Setting a flat rate (e.g., 50gp) to roll for each retainer is recommended. If you're comfortable, let players run through this themselves.

1. Roll 1d20 — go to that page

Rolling 20 means the player chooses any page.

2. Roll 1d10 — this is who you can hire

Example: 8 = the 8th retainer on the page (#8 or #18)

Option: Reduce the variety and calibre of retainers by using smaller dice as noted in the Hiring Pool procedure.

Option: Add NPC Reaction bonuses (CHA) to the initial dice roll.

Option: Charisma scores influence the variety and calibre of retainers available to the PC. Roll the following dice in step 1 based on your character's Charisma score:

| | | |
|------|---|----------------|
| 1d20 | — | CHA 18+ |
| 2d8 | — | CHA 16-17 |
| 1d12 | — | CHA 13-15 |
| 1d10 | — | CHA 6-8 |
| 1d8 | — | CHA 5 and less |

Location Based Hiring

Assign pages of this zine to locations in your game world.

Example: The best Fighters for hire can be found hanging around the king's fighting arena. Allow players to roll 1d10 on page 7 if they ask around in the area.

Example: Elves don't hang out in town. Adventurers can only hire from pages 18-19 if they go advertising their job in the woodland region 20 miles west of town.

Hiring locations featured on the back cover

| | | |
|----|---|----|
| A. | Breath of Spring Spa - Elves | 18 |
| B. | Teddy's Tea House - Halflings | 14 |
| C. | The Sculpture Garden - Clerics | 10 |
| D. | Bruno's Gymnasium - Fighters..... | 6 |
| E. | The Crooked Shelf - Magic-Users..... | 12 |
| F. | Pig & Grapes Tavern - Townsfolk, Uncommon | 4 |
| G. | Town Square - Townsfolk, Common | 2 |
| H. | Dead Loss Lane - Lackeys | 1 |
| I. | The Nimble Feather - Thieves..... | 8 |
| J. | Dwarven Camp - Dwarves | 16 |

