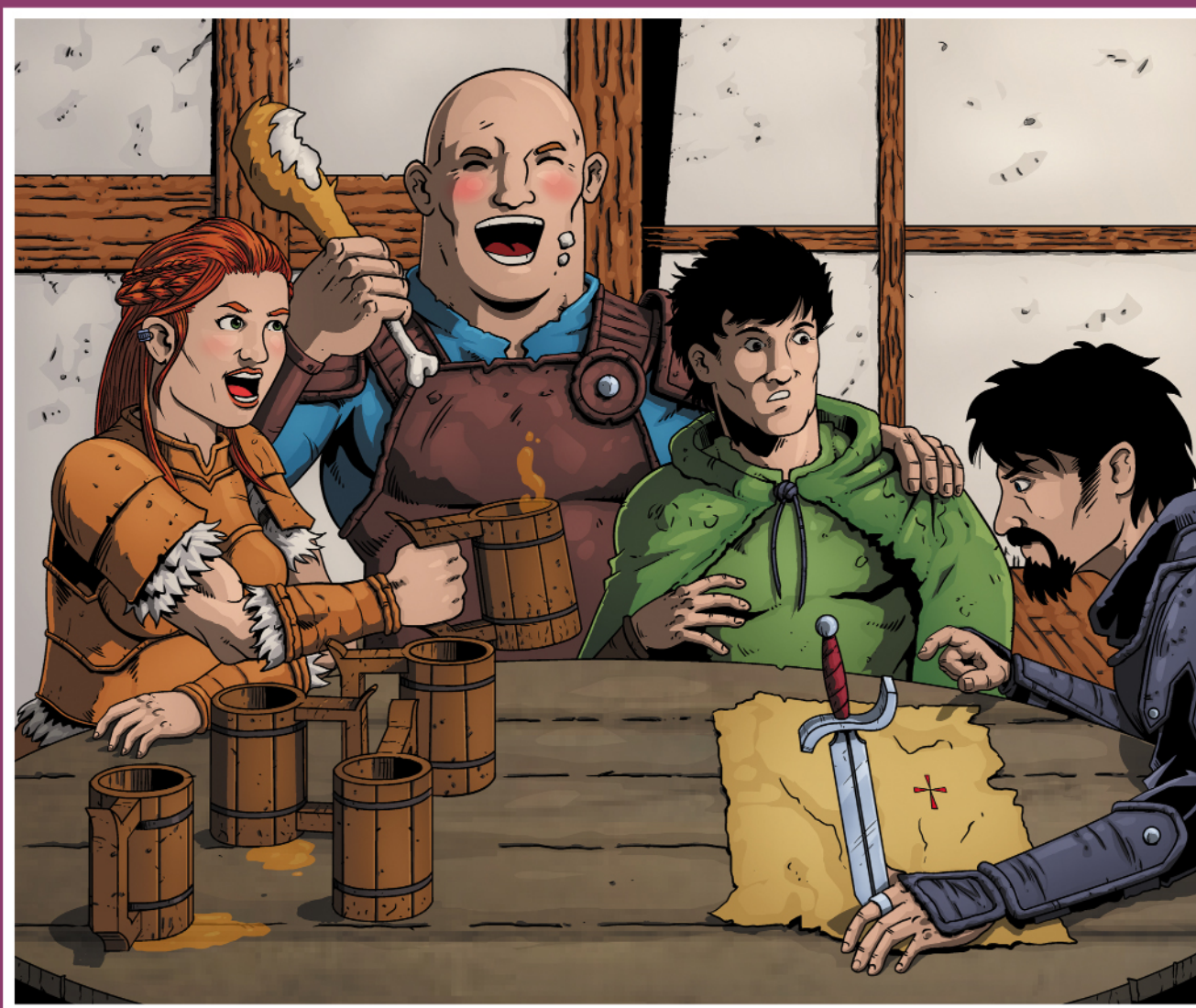


SPELL & BLADE

100 Printable 1st Level NPC Cards

OSR Retainers



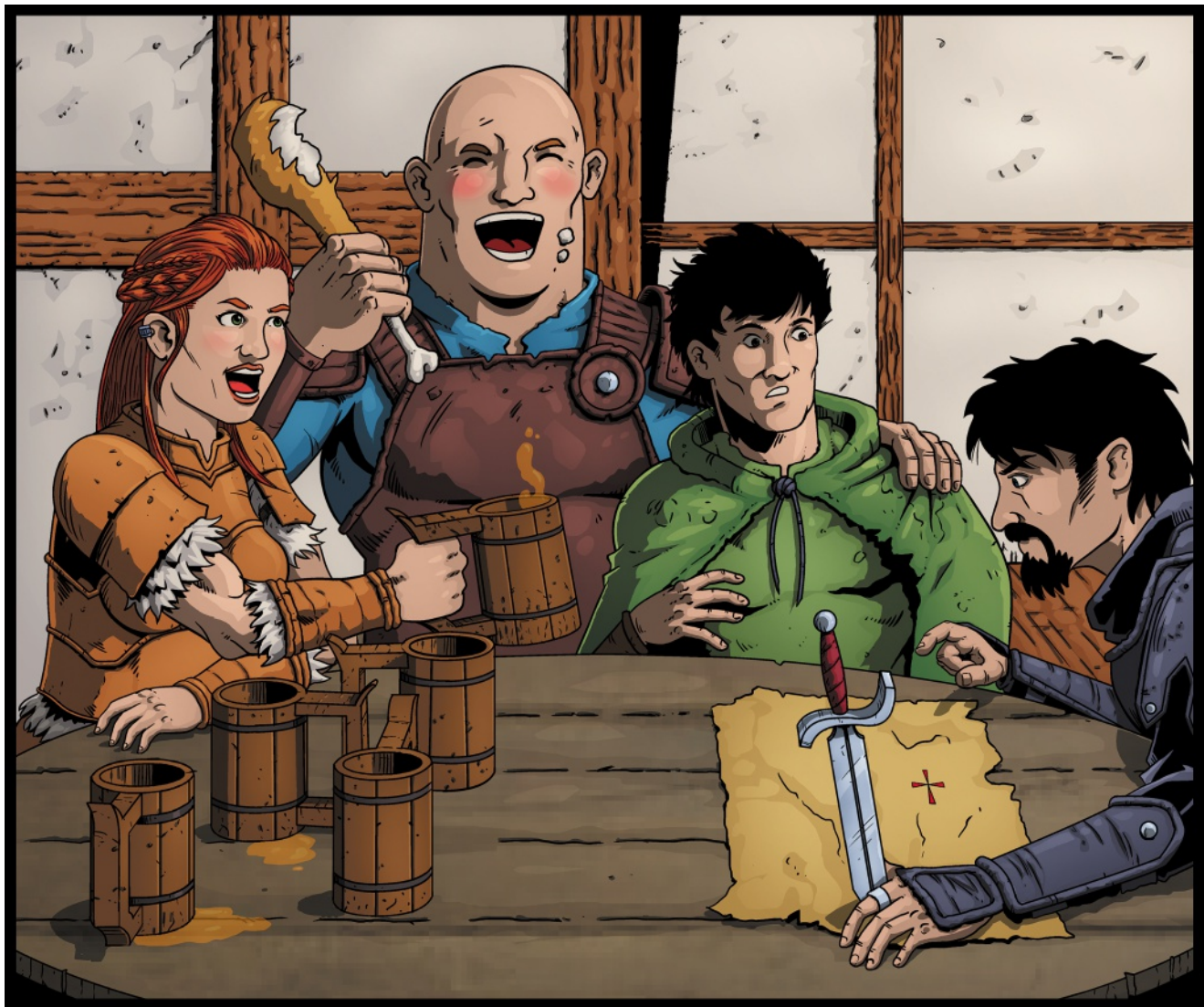
A collection of 100 NPCs with full stat blocks, appearances, personalities and quirks.

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Welcome to the first collection of OSR Retainers detailing 100 1st level NPCs that players can recruit to aid them on their adventures or a GM can utilize as NPC encounters when he quickly needs to fill a town, city or inn. Each NPC card contains a full stat block along with a physical description, their personality as well as a quirk that is unique to the character.

Each card is summarised using the following system:

Name; Character Class; AL= Alignment (L= lawful, N= Neutral, C= Chaotic); **MV=** Move (per turn (per round)) using the detailed encumbrance rules; **AC=** Armor Class [Ascending AC] (Armor type ± modifier); **HD=** Hit Dice (± Modifiers); **HP=** Hit Points; **SV=** Save as character type and level (C= Cleric, Dwf= Dwarf, Elf= Elf, F= Fighter, Hlf= Halfling, MU= Magic User, T= Thief); **ML=** Morale (included here so the GM may use the characters as NPCs); **#AT=** Attacks per round; **THACO=** Target number to hit an Armor Class of 0 [Attack Roll] (including any Strength of Dexterity modifiers); **Dmg=** Damage (weapon type ± modifiers); Str= Strength, Dex= Dexterity, Con= Constitution, Int= Intelligence, Wis= Wisdom, Cha= Charisma (ability score and modifier)

Languages: Any languages in addition to those the NPC's class provides.

Additional Class Abilities

The abbreviations for other class abilities are as follows:

Dwarf Abilities

Detect Construction Tricks: Chance of detecting false walls, hidden construction, or sloping passages; **Detect Traps:** Chance of detecting non-magical traps when searching.

Elf Abilities

DSD= Detect Secret Doors, **ItGP=** Immunity to Ghoul Paralysis, **LaD=** Listen at Doors

Halfling Abilities

HiOC= Hide in Outdoor Cover, **HiS=** Hide in Shadows, **LaD=** Listen at Doors

Thief Skills

CSS= Climb Sheer Surface, **FRT=** Find Remove Traps, **HN=** Hear Noise, **HiS=** Hide in Shadows, **MS=** Move Silently, **PL=** Pick Locks, **PP=** Pick Pockets

Below is a list of the 100 retainers separated by their class. The list is weighted slightly more towards Human Fighters and Thieves as they tend to be the most likely characters available for dungeon exploration. Each character is given a full stat block and equipment as well as a brief description and personality notes. A unique quirk is also included for each retainer that may affect the way they act or include a game mechanic the character uses.

Please Note: These NPC may have stats slightly higher than those usually found in OSR games. This is intentional; in order to make the retainers useful to the PCs as well as reflect the characters back story and quirks certain modifications were made. The GM is of course free to alter any aspects of the cards in order to suite their own campaigns.

D%	Name	Class	Quirk
01	Markus Gwent	Cleric	Tithe
02	Mirai Droma	Cleric	Cremation Rites
03	Adon Stath	Cleric	Short Sighted
04	Lena Halstead	Cleric	Preacher
05	Kalve Rhoe	Cleric	Punisher of the Wicked
06	Sophia Walston	Cleric	Undead's Foe
07	Beldir Toth	Cleric	Portly and Pleasant
08	Nura Sorrell	Cleric	Ritualistic
09	Brom Palvadir	Cleric	Snobbish
10	Gayle Lohan	Cleric	Doom Monger
11	Wodar Forre	Cleric	Forgetful
12	Norva Sola	Cleric	Missing Sister
13	Frio Goltam	Cleric	Allergies
14	Farah Shenn	Cleric	Well Travelled
15	Taldar Battleworn	Cleric	Might Makes Right
16	Ragnil Deepdelve	Dwarf	Clan Loyalty
17	Nissia Gleamstone	Dwarf	Payment in Gems
18	Umlir Ironhelm	Dwarf	Goblin Foe
19	Riah Anvilheart	Dwarf	Heirloom
20	Dumrehk Steelhold	Dwarf	Loud Talker
21	Beylyn Craghome	Dwarf	Agoraphobic
22	Thordir Rockfall	Dwarf	Sickness
23	Rowena Urthane	Dwarf	Monosyllabic
24	Havlan Loreguard	Dwarf	Talespinner
25	Delfre Fallok	Dwarf	Impatient
26	Orellon Erenoth	Elf	Superiority
27	Larenth Brightwater	Elf	Animal Mimicry
28	Rolvan Naera	Elf	Claustrophobia
29	Farilyn Raerh	Elf	Competitive
30	Danil Starshine	Elf	Weather Sense
31	Lenori "the Lost"	Elf	Outcast

D%	Name	Class	Quirk
32	Genmal Meranill	Elf	Aspiring Bard
33	Nia Whitefeather	Elf	Different Coloured Eyes
34	Solvaliss Yaneath	Elf	Missing left hand at wrist.
35	Shanarri Ireni	Elf	Awestruck
36	Bryn Holstaad	Fighter	Berserker
37	Grif Bhale	Fighter	Vertigo
38	Lydia Crath	Fighter	Magic Wary
39	Hadrik Vort	Fighter	Greedy
40	Shay Riverrun	Fighter	Hidden Nobility
41	Darish Rauld	Fighter	Patriotic
42	Kari Tyrath	Fighter	Twin 1
43	Kaine Ril	Fighter	Aggressive
44	Nirai Vos	Fighter	Code of Honor
45	Ervan Mord	Fighter	Heavy Sleeper
46	Alicia Storden	Fighter	Overconfident
47	Rangno Tilst	Fighter	Cultist
48	Bethany Lowen	Fighter	Spy
49	Bordon Pol	Fighter	Pet
50	Varris Leath	Fighter	Selfish
51	Elwyn Jalan	Fighter	Undead wary
52	Sama Emberglow	Fighter	Deaf
53	Kelvin Redblade	Fighter	Indecisive
54	Aika Horito	Fighter	Tactical Thinking
55	Mel Dralith	Fighter	Old Injury
56	Walric Hilltop	Halfling	Sleepwalker
57	Cara Berrypie	Halfling	Motherly
58	Jasper Bluesky	Halfling	Craves Gold
59	Idora Hearthfire	Halfling	Sings
60	Werner Greenglen	Halfling	Collector
61	Meggan Redfern	Halfling	Cook
62	Marrik Tallfellow	Halfling	Ancestral Trait

D%	Name	Class	Quirk
63	Shawna Amberale	Halfling	Can Out Drink Most People
64	Garth Goldpiece	Halfling	Eager
65	Willow Wildbloom	Halfling	Faerie Lore
66	Orwin Frist	Magic-User	Curiosity
67	Mica Silverstream	Magic-User	Family Pressures
68	Meldor Calwight	Magic-User	Coughing Fits
69	Amelia Bral	Magic-User	Ageless
70	Gargom Hest	Magic-User	Hears Voices
71	Janni Danne	Magic-User	Warrior Spirit
72	Palmor Cassiel	Magic-User	Dandy
73	Gerva Locke	Magic-User	Memoirist
74	Katsu Nairobi	Magic-User	Arcane Society Member
75	Doro Ellour	Magic-User	Effigies
76	Zalbar the Gifted	Magic-User	Fated
77	Katlah Drasim	Magic-User	Infallible?
78	Maxil Tiller	Magic-User	Past Life
79	Talia Kol	Magic-User	Giant Blooded
80	Ghaldar the Great	Magic-User	Boastful
81	Calvin Holt	Thief	Direction Sense
82	Esbella Zeal	Thief	Paranoid
83	Mercer Kemp	Thief	Sticky Fingers
84	Ann Tyrath	Thief	Twin 2
85	Devlin Wynn	Thief	Doppelgänger
86	Marissa Shemi	Thief	Wanted
87	Elgan Resso	Thief	Drunkard
88	Celia Pano	Thief	Cursed
89	Vledic Shersh	Thief	Gambler
90	Kessia "Flamehair"	Thief	Blank Slate
91	Bordan Quinn	Thief	Superstitious
92	Mei Yuang	Thief	Family Ties
93	Halmar Karsk	Thief	Time Sense

D%	Name	Class	Quirk
94	Karina Ziran	Thief	Obnoxious
95	Ulric Dorn	Thief	Heartbroken
96	Talia Orsi	Thief	Diamond in the Rough
97	Korvac	Thief	Father Knows Best
98	Moran Del	Thief	Battle Scars
99	Odan "Lightfingers"	Thief	Cowardly
00	Rohka Lyle	Thief	Talks to His Sword

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04 Lena Halstead Cleric 1

AL: L	MV: 120' (40')	ML: 8
HD: 1d6+1	HP: 6	#AT: 1
AC: 5 [14] (leather + shield + Dex)		
THACO: (Melee) 19 [+0] (Missile) 18 [+1]		
1d6 (mace; Blunt)		

Str	11	0
Dex	13	+1
Con	13	+1
Int	14	+1
Wis	17	+2
Cha	15	+1

Class Abilities
Turn Undead
Language: Goblin

Equipment
backpack, holy symbol, iron rations (7 days), tinder box, torches (5)

Saves: D: 11 W: 12 P: 14 B: 16 S: 15 Magic +2

Fold

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03 Adon Stath Cleric 1

AL: L	MV: 90' (30')	ML: 8
HD: 1d6+1	HP: 5	#AT: 1
AC: 3 [16] (chain mail + shield + Dex)		
THACO: (Melee) 18 [+1] (Missile) 18 [+1]		
1d6+1 (mace + Str; Blunt)		

Str	13	+1
Dex	14	+1
Con	14	+1
Int	13	+1
Wis	16	+2
Cha	13	+1

Class Abilities
Turn Undead
Language: Orcish

Equipment
backpack, holy symbol, iron rations (7 days), rope (50')

Saves: D: 11 W: 12 P: 14 B: 16 S: 15 Magic +2

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02 Mirai Droma Cleric 1

AL: L	MV: 90' (30')	ML: 8
HD: 1d6+1	HP: 4	#AT: 1
AC: 4 [15] (chain mail + Dex)		
THACO: (Melee) 19 [+0] (Missile) 18 [+1]		
1d6 (mace; Blunt)		
1d4 (torch)		
1d4 (sling; range: 40', 80', 160')		

Str	12	0
Dex	13	+1
Con	14	+1
Int	12	0
Wis	15	+1
Cha	12	0

Class Abilities
Turn Undead

Equipment
backpack, holy symbol, iron rations (7 days), tinder box, torches (5)

Saves: D: 11 W: 12 P: 14 B: 16 S: 15 Magic +1

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01 Markus Gwent Cleric 1

AL: L	MV: 120' (40')	ML: 8
HD: 1d6+1	HP: 4	#AT: 1
AC: 6 [13] (leather + Dex)		
THACO: (Melee) 18 [+1] (Missile) 18 [+1]		
1d6+1 (staff + Str; Blunt, Slow, Two-handed)		
1d4 (sling; range: 40', 80', 160')		

Str	13	+1
Dex	13	+1
Con	14	+1
Int	12	0
Wis	14	+1
Cha	13	+1

Class Abilities
Turn Undead

Equipment
backpack, holy symbol, iron rations (7 days), small sack, torches (5)

Saves: D: 11 W: 12 P: 14 B: 16 S: 15 Magic +1

Fold

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04 **Appearance**
A woman in her mid-30s with short black hair wearing gold trimmed white robes over leather armor.

Personality
While Lena is pleasant to everyone, she has a secret disdain for anyone that does not follow her faith.

Quirks
Preacher: Lena constantly preaches to others about the benefits of her faith and attempts to persuade them to join it. She knows when to stop pushing the point but will return to the subject before long.

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03 **Appearance**
A man in his late-30s with a balding head of dark hair and a small trimmed moustache.

Personality
Adon speaks in a slow monotone voice that tends to bore listeners after a few minutes.

Quirks
Short sighted: Adon has poor vision and is unable to see any fine detail in objects over 30' away. At 100' he is unable to differentiate between people and may mistake creatures of a similar size for one another.

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02 **Appearance**
A woman in her late-20s with short black hair dressed in scarlet tinted armor and a flame red cloak.

Personality
Mirai is bold and forceful with a temper to match but she tries to direct it in a way it can help others.

Quirks
Funeral Rites: Mirai's faith asks her to perform sacrificial funeral rites on fallen foes that lasts for a few minutes. If she is denied the opportunity, she has a -2 penalty to the Morale check to stay with the group after an adventure.

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01 **Appearance**
A weather-beaten, dark haired man in his mid-30s with ragged armor and simple clothes.

Personality
Markus lives his life as simple as possible, shunning luxuries and any items he is not able to carry.

Quirks
Tithe: Markus gives 10% of his income to the various churches he encounters on his travels and tries to convince the PCs to do so as well.

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08 Nura Sorrell Cleric 1

AL: L	MV: 120' (40')	ML: 8
HD: 1d6+1	HP: 6	#AT: 1
AC: 5 [14] (leather + Dex)		
THACO: (Melee) 18 [+1] (Missile) 18 [+1]		

1d4+1 (staff + Str; Blunt, Slow, Two-handed)

Str	13	+1
Dex	15	+1
Con	14	+1
Int	12	0
Wis	17	+2
Cha	13	+1

Class Abilities
Turn Undead

Equipment
backpack, holy symbol, iron rations (7 days), waterskin

Saves D: 11 W: 12 P: 14 B: 16 S: 15 ^{Mag}+2

Fold

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07 Beldir Toth Cleric 1

AL: L	MV: 120' (40')	ML: 8
HD: 1d6+1	HP: 6	#AT: 1
AC: 7 [12] (leather)		
THACO: (Melee) 18 [+1] (Missile) 19 [+0]		

1d4+1 (staff + Str; Blunt, Slow, Two-handed)

Str	14	+1
Dex	12	0
Con	14	+1
Int	12	0
Wis	13	+1
Cha	15	+1

Class Abilities
Turn Undead

Equipment
backpack, holy symbol, iron rations (7 days), lantern, waterskin

Saves D: 11 W: 12 P: 14 B: 16 S: 15 ^{Mag}+1

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06 Sophia Walston Cleric 1

AL: L	MV: 90' (30')	ML: 8
HD: 1d6+3	HP: 8	#AT: 1
AC: 3 [16] (Chain mail + shield + Dex)		
THACO: (Melee) 18 [+1] (Missile) 18 [+1]		

1d6+1 (warhammer + Str; Blunt)
1d8 (holy water vial; x4; range: 10', 30', 50'; Splash Weapon)

Str	13	+1
Dex	13	+1
Con	18	+3
Int	12	0
Wis	16	+2
Cha	12	0

Class Abilities
Turn Undead

Equipment
backpack, holy symbol, holy water, iron rations (7 days)

Saves D: 11 W: 12 P: 14 B: 16 S: 15 ^{Mag}+2

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05 Kalve Rhoe Cleric 1

AL: N	MV: 120' (40')	ML: 8
HD: 1d6+1	HP: 5	#AT: 1
AC: 6 [13] (leather + Dex)		
THACO: (Melee) 19 [+0] (Missile) 18 [+1]		

1d4 (staff; Blunt, Slow, Two-handed)

Str	12	0
Dex	13	+1
Con	14	+1
Int	16	+2
Wis	15	+1
Cha	10	0

Class Abilities
Turn Undead

Language: Goblin, Orcish

Equipment
backpack, holy symbol, iron rations (7 days), tinder box, torches (5)

Saves D: 11 W: 12 P: 14 B: 16 S: 15 ^{Mag}+1

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08 **Appearance**
A beautiful, lithe woman in her mid-20s with waist-length blonde hair adorned with various feathers.

Personality
Nura loves life and revels in the beauty of nature found in every sunset and simple flowers and trees.

Quirks
Ritualistic: Nura's faith calls for her to perform a ritualistic dance every dawn that lasts anywhere from ten minutes to an hour. If she is unable to do so she feels she has neglected her duty and suffers a -1 penalty to attack until her dance is completed.

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07 **Appearance**
A large, overweight man in his mid-30s with a round face, rosey cheeks and wearing sackcloth robes.

Personality
Beldir always seems to be smiling or laughing. He is good natured and always sees the best in people.

Quirks
Portly and Pleasant: Beldir is fairly overweight, weighing just under 300lbs. While this doesn't hinder his movement or combat abilities it may be important in a situation where his weight comes into play.

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06 **Appearance**
A black-haired woman in her mid-20s dressed in pristine white robes that covers her armor.

Personality
Sophia is stern and serious. The fight against evil consumes her every waking moment.

Quirks
Undead's Foe: Sophia is vehemently devoted to the destruction of all undead. She gains an additional +2 to any Morale checks involving the creatures and will always prioritize attacking them in combat.

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05 **Appearance**
A man in his late-40s with short graying hair and beard wearing black robes over his leather armor.

Personality
Kalve is ever-vigilant against the influence of evil, preaching against sins wherever he sees them.

Quirks
Punisher of the Wicked: After years spent protecting his own village from evil, Kalve decided to widen his hunt. His strict puritan attitude has brought him into conflict with others but he has never shied away from his "duty," punishing those he sees fit.

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12 Norva Sola Cleric 1

AL: N	MV: 90' (30')	ML: 8
HD: 1d6+1	HP: 5	#AT: 1
AC: 3 [16] (chain mail + shield + Dex)		
THACO: (Melee) 18 [+1] (Missile) 18 [+1]		
1d6+1 (mace + Str; Blunt)		
1d4 (sling; range: 40', 80', 160')		

Str	14	+1
Dex	13	+1
Con	14	+1
Int	10	0
Wis	12	0
Cha	11	0

Class Abilities
Turn Undead

Equipment
backpack, holy symbol, iron rations (7 days), rope (50')

Saves D: 11 W: 12 P: 14 B: 16 S: 15 Magic +0

Fold

cut

11 Wodar Forre Cleric 1

AL: L	MV: 60' (20')	ML: 8
HD: 1d6+1	HP: 6	#AT: 1
AC: 1 [18] (plate mail + shield + Dex)		
THACO: (Melee) 19 [+0] (Missile) 18 [+1]		
1d6 (mace; Blunt)		
1d4 (sling; range: 40', 80', 160')		

Str	12	0
Dex	14	+1
Con	15	+1
Int	10	0
Wis	14	+1
Cha	12	0

Class Abilities
Turn Undead

Equipment
backpack, holy symbol, iron rations (7 days)

Saves D: 11 W: 12 P: 14 B: 16 S: 15 Magic +1

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10 Gayle Lohan Cleric 1

AL: L	MV: 120' (40')	ML: 8
HD: 1d6	HP: 4	#AT: 1
AC: 6 [13] (leather + Dex)		
THACO: (Melee) 18 [+1] (Missile) 18 [+1]		
1d6+1 (mace + Str; Blunt)		

Str	15	+1
Dex	13	+1
Con	12	0
Int	14	+1
Wis	17	+2
Cha	10	0

Class Abilities
Turn Undead
Language: Medusa

Equipment
backpack, garlic x 4, holy symbol, iron rations (7 days), waterskin

Saves D: 11 W: 12 P: 14 B: 16 S: 15 Magic +2

cut

09 Brom Palvadirl Cleric 1

AL: L	MV: 60' (20')	ML: 8
HD: 1d6+1	HP: 5	#AT: 1
AC: 1 [18] (plate mail + shield + Dex)		
THACO: (Melee) 18 [+1] (Missile) 18 [+1]		
1d6+1 (mace + Str; Blunt)		

Str	13	+1
Dex	13	+1
Con	14	+1
Int	12	0
Wis	15	+1
Cha	11	0

Class Abilities
Turn Undead

Equipment
backpack, holy symbol, standard rations (7 days), waterskin

Saves D: 11 W: 12 P: 14 B: 16 S: 15 Magic +1

Fold

cut

12 **Appearance**
A serious looking woman in her mid-30s with straight black hair and a gaunt face.

Personality
Norva is quiet and melancholic but wants to help others and save them from suffering the way she has.

Quirks
Missing Sister: Years ago, Norva's sister Arilia left her village in search of adventure, never to return. Her disappearance has cast a shadow over Norva's life ever since and she still holds out hope of discovering her fate.

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11 **Appearance**
An untidy man in his late-20s with unkempt blonde hair wearing a yellow tabbard over his armor.

Personality
Wodar is a bumbler who stumbles over his words and is easily stressed in everyday situations.

Quirks
Forgetful: Wodar is incredibly absent minded and easily forgets the simplest of things. Whenever the GM feels appropriate, there is a 50% chance that Wodar has forgotten or misplaced something of importance.

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10 **Appearance**
A woman in her his mid-30s with shoulder length black hair and Kohl-rimmed eyes.

Personality
Gayle comes across as emotionless and detached, but when she starts to preach she shows a true passion.

Quirks
Doom Monger: Gayle believes that every dangerous situation she is placed in will result in both her death and those of her companions. She will constantly remind them of this "inevitability."

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09 **Appearance**
A tall handsome man in his mid-20s with blonde hair wearing a pristine suit of highly polished plate mail.

Personality
As a minor noble, Brom likes to live the good life, requiring the best food, drink, and accommodation.

Quirks
Snobbish: Brom adheres to a strict social structure and it affects the way he interacts with people. Treat his Cha as 8 when dealing with the lowers classes and 14 when dealing with those of a similar or higher class than himself.

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16 Ragnil Deepdelve Dwarf 1

AL: N	MV: 90' (30')	ML: 8
HD: 1d8+1	HP: 7	#AT: 1
AC: 5 [14] (chain mail)		
THACO: (Melee) 18 [+1] (Missile) 19 [+0]		

1d8+1 (battle axe + Str; Slow, Two-handed)

Str	15	+1
Dex	12	0
Con	14	+1
Int	10	0
Wis	10	0
Cha	10	0
Saves	D: 8 W: 9 P: 10 B: 13 S: 12	Magic +0

Class Abilities
Detect Construction
Tricks: 2-in-6
Detect Traps: 2-in-6
Infravision 60'
Listen at Doors: 2-in-6

Equipment
backpack, hammer (small), iron rations (7 days), iron spikes (12)

Fold

cut

15 Taldar Battleworn Cleric 1

AL: C	MV: 60' (20')	ML: 10
HD: 1d6+1	HP: 6	#AT: 1
AC: 1 [18] (plate mail + shield + Dex)		
THACO: (Melee) 17 [+2] (Missile) 18 [+1]		

1d6+2 (warhammer + Str; Blunt)

Str	17	+2
Dex	14	+1
Con	15	+1
Int	12	0
Wis	16	+2
Cha	12	0
Saves	D: 11 W: 12 P: 14 B: 16 S: 15	Magic +2

Class Abilities
Turn Undead

Equipment
backpack, holy symbol, iron rations (7 days), mallet, wooden stakes (3)

cut

cut

14 Farah Shenn Cleric 1

AL: L	MV: 120' (40')	ML: 8
HD: 1d6+2	HP: 7	#AT: 1
AC: 6 [13] (leather + Dex)		
THACO: (Melee) 19 [+0] (Missile) 18 [+1]		

1d4 (staff + Str; Blunt, Slow, Two-handed)

Str	12	0
Dex	13	+1
Con	17	+2
Int	13	+1
Wis	16	+2
Cha	13	+1
Saves	D: 11 W: 12 P: 14 B: 16 S: 15	Magic +2

Class Abilities
Turn Undead

Language:
Local Dialect

Equipment
backpack, holy symbol, iron rations (7 days), waterskin

cut

cut

13 Frio Goltam Cleric 1

AL: L	MV: 90' (30')	ML: 8
HD: 1d6	HP: 5	#AT: 1
AC: 4 [15] (chain mail + Dex)		
THACO: (Melee) 19 [+0] (Missile) 18 [+1]		

1d4 (club, Blunt)
1d8 (holy water vial x4; range: 10', 30', 50'; splash weapon)

Str	12	0
Dex	15	+1
Con	11	0
Int	12	0
Wis	18	+3
Cha	13	+1
Saves	D: 11 W: 12 P: 14 B: 16 S: 15	Magic +3

Class Abilities
Turn Undead

Equipment
backpack, flint & steel, holy symbol, iron rations (7 days), waterskin

Fold

cut

16 Appearance
A dwarven male in his mid-40s with a thick brown beard held in two large braids.

Personality
Ragnil is proud of his clan history and will take any opportunity to tell tales of their achievements.

Quirks
Clan Loyalty: Ragnil refuses to accept any negative comments about his clan, dismissing defeats in battle and other negative stories as an attempt to smear its name. He is quick to anger, and will meet persistent criticism with violence.

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15 Appearance
A huge man in his mid-30s, standing nearly 7 ft. tall, and bearing several scars on his shaven head.

Personality
Taldar bellows in a rough, gravelly voice rather than talking. He seems to be angrily simmering at all times.

Quirks
Might Makes Right: Taldar has a simple philosophy: destroy all your enemies before they destroy you. He is quick to attack anyone that seems aggressive and will not stop until he is ordered to hold back, beaten into submission, or dead.

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14 Appearance
A stocky woman in her mid-30s with brown hair and tanned weather worn skin.

Personality
Farah enjoys hearing about people's everyday lives, local traditions and folklore. She is polite and attentive.

Quirks
Well Travelled: Farah has spent the last few years wandering the world and has gathered many tales along the way. The GM may decide that she can offer an insight or rumor about the local area or any location she is venturing into.

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13 Appearance
A thin man in his mid-30s with dark brown hair and sawlow features. A handkerchief is always at his nose.

Personality
Frio is friendly but is constantly apologising about his condition and sees it as his burden to carry.

Quirks
Allergies: Frio is plagued by allergic reaction to common stimuli such as pollen that causes mild symptoms such as skin irritation, sneezing, etc. The GM may decide that similar stimuli cause more severe effects (e.g., plant monster pollen.)

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cut

20 Dumrehk Steelhold Dwarf 1

AL: L	MV: 90' (30')	ML: 8
HD: 1d8+3	HP: 11	#AT: 1
AC: 5 [14] (chain mail)		
THACO: (Melee) 18 [+1] (Missile) 19 [+0]		

1d6+1 (short sword + Str)

Str	14	+1
Dex	12	0
Con	18	+3
Int	10	0
Wis	13	+1
Cha	10	0
Saves	D: 8 W: 9 P: 10 B: 13 S: 12	Magic +1

Class Abilities
Detect Construction
Tricks: 2-in-6
Detect Traps: 2-in-6
Infravision 60'
Listen at Doors: 2-in-6

Equipment
backpack, iron rations (7 days), small hammer, waterskin

Fold

cut

19 Riah Anvilheart Dwarf 1

AL: L	MV: 90' (30')	ML: 8
HD: 1d8+1	HP: 7	#AT: 1
AC: 3 [16] (plate mail)		
THACO: (Melee) 17 [+2] (Missile) 19 [+0]		

1d6+2 (warhammer + Str; Blunt)

Str	17	+2
Dex	12	0
Con	14	+1
Int	10	0
Wis	12	0
Cha	15	+1
Saves	D: 8 W: 9 P: 10 B: 13 S: 12	Magic +0

Class Abilities
Detect Construction
Tricks: 2-in-6
Detect Traps: 2-in-6
Infravision 60'
Listen at Doors: 2-in-6

Equipment
backpack, iron rations (7 days), waterskin

cut

cut

18 Umlir Ironhelm Dwarf 1

AL: N	MV: 90' (30')	ML: 8
HD: 1d8+2	HP: 9	#AT: 1
AC: 4 [15] (chain mail + shield)		
THACO: (Melee) 16 [+3] (Missile) 19 [+0]		

1d6+3 (warhammer + Str; Blunt)
1d6 (crossbow; range: 80', 160', 240'; Reload, Slow, Two-handed)

Str	18	+3
Dex	12	0
Con	16	+2
Int	12	0
Wis	8	-1
Cha	12	0
Saves	D: 8 W: 9 P: 10 B: 13 S: 12	Magic -1

Class Abilities
Detect Construction
Tricks: 2-in-6
Detect Traps: 2-in-6
Infravision 60'
Listen at Doors: 2-in-6

Equipment
backpack, crossbow bolts (30), iron rations (7 days)

cut

cut

17 Nissia Gleamstone Dwarf 1

AL: N	MV: 90' (30')	ML: 8
HD: 1d8+2	HP: 7	#AT: 1
AC: 4 [15] (chain mail + Dex)		
THACO: (Melee) 18 [+1] (Missile) 19 [+0]		

1d6+1 (warhammer + Str; Blunt)

Str	14	+1
Dex	12	0
Con	16	+2
Int	12	0
Wis	10	0
Cha	12	0
Saves	D: 8 W: 9 P: 10 B: 13 S: 12	Magic +0

Class Abilities
Detect Construction
Tricks: 2-in-6
Detect Traps: 2-in-6
Infravision 60'
Listen at Doors: 2-in-6

Equipment
backpack, hammer (small), iron rations (7 days), large sack (3)

Fold

cut

20 **Appearance**
A wide-eyed middle-aged dwarf male with a wild mane-like hair and brown beard combination.

Personality
Dumrehk is loud, boisterous and embraces life and the risks that it holds.

Quirks
Loud Talker: Dumrehk's speaking voice is noticeably louder than average and only ever seems to get louder. If asked to speak softly he quickly returns to his original volume moments later.

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19 **Appearance**
A raven-haired, dwarf female wearing intricately etched, polished plate mail armor.

Personality
Riah is proud of her family line and sees her adventures as an extension of the story that went before her.

Quirks
Heirloom: Riah's plate mail armor is an heirloom dating back hundreds of years and she cherishes it, spending any downtime on its maintenance. Any major damage to it requires a successful Morale check or she is driven into despair.

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18 **Appearance**
A grim-faced, dwarf male with a brown beard marred by a scar on the right side of his face.

Personality
Umlir's life is consumed with hatred. His entire existence revolves around the next battle.

Quirks
Goblin Foe: Umlir has spent most of his life fighting goblins. He gains an additional +2 to any Morale checks involving the creatures and will always prioritize attacking them in combat—even if it means ignoring a more obvious target.

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17 **Appearance**
A dwarf female in her late-30s with braided brown hair. She wears a large red gemstone necklace.

Personality
Nissia loves the finer things in life and shuns the mundane and ordinary whenever possible.

Quirks
Gem Obsessed: Nissia loves gems and jewels, preferring payment in them if at all possible. If they are being used to bait a trap or are a prominent part in a monster's treasure hoard her obsession may lead others into trouble.

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24 Havlan Loreguard Dwarf 1

AL: N	MV: 90' (30')	ML: 8
HD: 1d8-3	HP: 10	#AT: 1
AC: 4 [15] (chain mail + shield)		
THACO: (Melee) 18 [+1] (Missile) 19 [+0]		

1d6+1 (hand axe + Str)
1d6 (hand axe, thrown; range: 10', 20', 30')

Str	15	+1
Dex	11	0
Con	18	+3
Int	10	0
Wis	13	+1
Cha	14	+1

Class Abilities
Detect Construction
Tricks: 2-in-6
Detect Traps: 2-in-6
Infravision 60'
Listen at Doors: 2-in-6

Equipment
backpack, book (large), iron rations (7 days), waterskin

Saves D: 8 W: 9 P: 10 B: 13 S: 12 Magic +1

Fold

cut

23 Rowena Urthane Dwarf 1

AL: N	MV: 90' (30')	ML: 8
HD: 1d8+2	HP: 9	#AT: 1
AC: 5 [14] (chain mail)		
THACO: (Melee) 17 [+2] (Missile) 19 [+0]		

1d6+2 (warhammer + Str; Blunt)
1d6 (crossbow; range: 80', 160', 240'; Reload, Two-handed)

Str	17	+2
Dex	10	0
Con	16	+2
Int	13	+1
Wis	14	+1
Cha	11	0

Class Abilities
Detect Construction
Tricks: 2-in-6
Detect Traps: 2-in-6
Infravision 60'
Listen at Doors: 2-in-6
Language: Bugbear

Equipment
backpack, crossbow bolts (30), iron rations (7 days), wineskin

Saves D: 8 W: 9 P: 10 B: 13 S: 12 Magic +1

cut

cut

22 Thordir Rockfall Dwarf 1

AL: L	MV: 90' (30')	ML: 8
HD: 1d8+1	HP: 7	#AT: 1
AC: 3 [16] (chain mail + shield + Dex)		
THACO: (Melee) 19 [+0] (Missile) 18 [+1]		

1d6 (warhammer; Blunt)

Str	11	0
Dex	13	+1
Con	9	0
Int	10	0
Wis	14	+1
Cha	12	0

Class Abilities
Detect Construction
Tricks: 2-in-6
Detect Traps: 2-in-6
Infravision 60'
Listen at Doors: 2-in-6

Equipment
backpack, iron rations (7 days), medicine, rope (50')

Saves D: 8 W: 9 P: 10 B: 13 S: 12 Magic +1

cut

cut

21 Beylyn Craghome Dwarf 1

AL: N	MV: 90' (30')	ML: 8
HD: 1d8+1	HP: 7	#AT: 1
AC: 3 [16] (chain mail + shield + Dex)		
THACO: (Melee) 17 [+2] (Missile) 18 [+1]		

1d6+2 (mace + Str)

Str	16	+2
Dex	13	+1
Con	14	+1
Int	12	0
Wis	9	0
Cha	12	0

Class Abilities
Detect Construction
Tricks: 2-in-6
Detect Traps: 2-in-6
Infravision 60'
Listen at Doors: 2-in-6

Equipment
backpack, hammer (small), iron rations (7 days), rope (50')

Saves D: 8 W: 9 P: 10 B: 13 S: 12 Magic +0

Fold

cut

24 Appearance
A balding dwarf with touches of gray in his copper colored beard wearing worn and scratched armor.

Personality
Havlan is a jovial, talkative dwarf that likes nothing better than sitting around a campfire exchanging tales.

Quirks
Talespinner: Havlan has a story for every situation. Every scar has a story, every place he visits he has either been to before or it reminds him of somewhere else. While this may be distracting, it may give him an insight into a place or situation.

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23 Appearance
A stern looking female dwarf with short brown hair. A scar runs across her right temple just above her eye.

Personality
Rowena is quiet and brooding and spends a majority of her time either practicing or checking her gear.

Quirks
Monosyllabic: Although able to talk normally Rowena rarely utters more than a single word. "Yes", "no", and "look" are her usual responses.

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22 Appearance
A red-faced dwarven male with dark ringed eyes and veins bulging at his temples. His beard is turning gray.

Personality
Thordir is desperate to find a cure for his illness and hopes something in an ancient tomb holds the key.

Quirks
Sickness: Thordir is the subject of a mysterious sickness that resists any attempt to cure it. His medicine staves off the symptoms for a few days at a time otherwise he is struck by tremors that inflict a -1 penalty on attack and damage rolls.

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21 Appearance
A stout dwarven woman with brown hair gathered together in several braids.

Personality
Beylyn is jovial and well-mannered and enjoys socializing with others. A laugh is rarely far from her lips.

Quirks
Agoraphobic: Beylyn is so used to the tunnels of her home she suffers from agoraphobia in open outdoor spaces. She needs to make a Morale check or suffer a -1 on attack and damage rolls. A new check can be made every hour.

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28 Rolvan Naera Elf 1

AL: L	MV: 120' (40')	ML: 8
HD: 1d6	HP: 4	#AT: 1
AC: 6 [13] (leather + Dex)		
THACO: (Melee) 18 [+1] (Missile) 18 [+1]		
1d8+1 (long sword + Str)		
1d6 (long bow; range: 70', 140', 210'; Two-handed)		

Str	14	+1
Dex	13	+1
Con	11	0
Int	14	+1
Wis	9	0
Cha	10	0

Class Abilities
DSD: 2-in-6, ItGP, Infravision 60', LaD: 2-in-6

Spell Casting
1st: *sleep*

Language: Ogre

Saves D: 8 W: 9 P: 10 B: 13 S: 12 Magic +0

Equipment
backpack, iron rations (7 days), quiver (20 arrows), spellbook

Fold

cut

27 Larenth Brightwater Elf 1

AL: L	MV: 90' (30')	ML: 8
HD: 1d6+1	HP: 4	#AT: 1
AC: 3 [16] (chain mail + Dex)		
THACO: (Melee) 18 [+1] (Missile) 17 [+2]		
1d8+1 (long sword + Str)		
1d6 (long bow; range: 70', 140', 210'; Two-handed)		

Str	12	+1
Dex	17	+2
Con	13	+1
Int	16	+2
Wis	13	+1
Cha	13	+1

Class Abilities
DSD: 2-in-6, ItGP, Infravision 60', LaD: 2-in-6

Spell Casting
1st: *magic missile*

Languages: Goblin, Kobold

Saves D: 8 W: 9 P: 10 B: 13 S: 12 Magic +1

Equipment
backpack, iron rations (7 days), quiver (20 arrows), spellbook

cut

26 Orellen Erenoth Elf 1

AL: N	MV: 90' (30')	ML: 8
HD: 1d6+1	HP: 5	#AT: 1
AC: 4 [15] (chain mail + Dex)		
THACO: (Melee) 18 [+1] (Missile) 18 [+1]		
1d8+1 (long sword + Str)		
1d6 (long bow; range: 70', 140', 210'; Two-handed)		

Str	13	+1
Dex	13	+1
Con	13	+1
Int	16	+2
Wis	14	+1
Cha	8	-1

Class Abilities
DSD: 2-in-6, ItGP, Infravision 60', LaD: 2-in-6

Spell Casting
1st: *magic missile*

Languages: Dragon, Lizard Man

Saves D: 8 W: 9 P: 10 B: 13 S: 12 Magic +1

Equipment
backpack, iron rations (7 days), quiver (20 arrows), spellbook

cut

25 Delfre Fallok Dwarf 1

AL: N	MV: 90' (30')	ML: 8
HD: 1d8+2	HP: 8	#AT: 1
AC: 4 [15] (chain mail + shield)		
THACO: (Melee) 18 [+1] (Missile) 19 [+0]		
1d6+1 (short sword + Str)		
1d6 (crossbow; range: 80', 160', 240'; Reload, Two-handed)		

Str	13	+1
Dex	11	0
Con	16	+2
Int	9	0
Wis	10	0
Cha	13	+1

Class Abilities
Detect Construction
Tricks: 2-in-6
Detect Traps: 2-in-6
Infravision 60'
Listen at Doors: 2-in-6

Saves D: 8 W: 9 P: 10 B: 13 S: 12 Magic +0

Equipment
backpack, iron rations (7 days), hammer (small), waterskin

Fold

cut

cut

28 Appearance
A tall elven male with short brown hair dressed in green leather armor decorated with oak trees.

Personality
Rolvan tries to put on a brave face in every situation hoping that bluster will see him through.

Quirks
Claustrophobia: Rolvan is so used to the open areas of his home that he may suffer from claustrophobia in enclosed spaces. He needs to make a Morale check or suffer a -1 on attack and damage rolls. A new check can be made every hour.

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27 Appearance
An elven female with long brown hair adorned with feathers, it falls in waves over her shoulders.

Personality
Larenth is good natured, happy, and tries to see the positive side of every situation.

Quirks
Animal Mimicry: Larenth is able to imitate numerous bird calls as well as a small number of other woodland creatures. She mostly performs these in order to entertain but they can be used to alert companions or distract creatures.

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26 Appearance
A young looking elf male with long blonde hair tied in a topknot. His clothing is of the highest quality.

Personality
Orellen is haughty and aloof; appearance and prestige means everything to him.

Quirks
Superiority: Orellen dislikes using "lesser" languages and grows frustrated if someone doesn't understand Elvish. He will reluctantly use another language if needed, but will view that person as "uncivilised" from then on out.

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25 Appearance
A young dwarven female with red hair and freckles. Her armor shows signs of several repairs.

Personality
Delfre is agitated and bad tempered and will snap at people when her patience runs out.

Quirks
Impatient: Delfre always seems to be moving, either pacing, drumming her fingers or checking over her weapons. Delfre may rush into situations if she is forced to wait, especially if the PCs are taking too long to decide something.

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32 Genmal Meranill Elf 1

AL: N	MV: 120' (40')	ML: 8
HD: 1d6+1	HP: 7	#AT: 1
AC: 6 [13] (leather + Dex)		
THACO: (Melee) 18 [+1] (Missile) 18 [+1]		
1d6+1 (spear + Str; Brace) 1d6 (spear, thrown; range: 20', 40', 60')		

Str	15	+1
Dex	13	+1
Con	13	+1
Int	14	+1
Wis	11	0
Cha	13	+1
Saves	D: 8 W: 9 P: 10 B: 13 S: 12	Magic +0

Class Abilities
DSD: 2-in-6, ItGP, Infravision 60', LaD: 2-in-6

Spell Casting
1st: *protection from evil*

Language: Ogre

Equipment
backpack, harp, iron rations (7 days), spellbook

Fold

cut

31 Lenori "the Lost" Elf 1

AL: N	MV: 120' (40')	ML: 8
HD: 1d6+2	HP: 7	#AT: 1
AC: 4 [15] (leather + Dex)		
THACO: (Melee) 18 [+1] (Missile) 16 [+3]		
1d8+1 (long sword + Str) 1d6 (long bow; range: 70', 140', 210'; Two-handed)		

Str	13	+1
Dex	18	+3
Con	16	+2
Int	14	+1
Wis	10	0
Cha	11	0
Saves	D: 8 W: 9 P: 10 B: 13 S: 12	Magic +0

Class Abilities
DSD: 2-in-6, ItGP, Infravision 60', LaD: 2-in-6

Spell Casting
1st: *detect magic*

Language: Halfling

Equipment
backpack, iron rations (7 days), quiver (20 arrows), spellbook

cut

cut

30 Danil Starshine Elf 1

AL: N	MV: 60' (20')	ML: 8
HD: 1d6+1	HP: 6	#AT: 1
AC: 1 [18] (plate mail + shield + Dex)		
THACO: (Melee) 18 [+1] (Missile) 18 [+1]		
1d6+1 (hand axe + Str) 1d6 (hand axe, thrown; range: 10', 20', 30')		

Str	14	+1
Dex	14	+1
Con	13	+1
Int	9	0
Wis	10	0
Cha	8	-1
Saves	D: 8 W: 9 P: 10 B: 13 S: 12	Magic +0

Class Abilities
DSD: 2-in-6, ItGP, Infravision 60', LaD: 2-in-6

Spell Casting
1st: *charm person*

Equipment
backpack, iron rations (7 days), spellbook

cut

cut

29 Farilyn Raerh Elf 1

AL: L	MV: 120' (40')	ML: 8
HD: 1d6+1	HP: 6	#AT: 1
AC: 4 [14] (leather + shield + Dex)		
THACO: (Melee) 19 [+0] (Missile) 18 [+1]		
1d6 (mace; Blunt) 1d4 (javelin; x3; range: 30', 60', 90')		

Str	12	0
Dex	14	+1
Con	13	+1
Int	15	+1
Wis	13	+1
Cha	11	0
Saves	D: 8 W: 9 P: 10 B: 13 S: 12	Magic +1

Class Abilities
DSD: 2-in-6, ItGP, Infravision 60', LaD: 2-in-6

Spell Casting
1st: *shield*

Language: Pixie

Equipment
backpack, iron rations (7 days), spellbook

Fold

cut

32 Appearance
An elven male with green eyes and blonde hair in a topknot. His leather armor is dyed a bright red.

Personality
Genmal is always smiling and eager to tell everyone about his latest muse, be it a sunset or fair maiden.

Quirks
Aspiring Bard: Genmal has been practicing the harp for most of his adult life in the pursuit of becoming a bard, unfortunately he isn't very good at it. This doesn't stop Genmal from attempting to craft new songs and ballads about the PCs exploits.

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31 Appearance
A tall elven female with short brown hair and a blue tattoo upon her face. Her clothes are simple and rustic.

Personality
Lenori is determined and strong willed but is grateful to the halfling community that took her in.

Quirks
Outcast: Lenori has been stripped of her family name and cast out of elven society. When dealing with other elves she has an effective Charisma of 8 (-2 Reaction Adj.) and PCs accompanying her reduce their own Reaction Adj. by 1.

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30 Appearance
An elven male with dark brown hair and a tanned complexion. His armor is dark bronze in color.

Personality
Danil has spent a lot of time in the wild and finds it difficult to relate to others.

Quirks
Weather Sense: Danil is able to predict upcoming patterns. After spending a few minutes outside he has a 75% chance to determine the weather for the next 24 hours. He has the same chance to spot unusual or magical weather effects.

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29 Appearance
An elven female with a complexion and hair the color of autumn leaves. Her armor is hued red and orange.

Personality
Farilyn thrives on a challenge, the chance to learn a new skill or improve on her combat abilities.

Quirks
Competitive: Farilyn is highly competitive and will pit herself against her companions whenever possible. She will always keep track of any "wins" or "loses" and may fall into a bad mood if she loses too many times.

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36 Bryn Holstaad Fighter 1

AL: C	MV: 120' (40')	ML: 10
HD: 1d8+2	HP: 10	#AT: 1
AC: 6 [13] (leather + Dex)		
THACO: (Melee) 16 [+3] (Missile) 18 [+1]		
1d8+3 (battle axe + Str); Slow, Two-handed		

Str	18	+3
Dex	13	+1
Con	17	+2
Int	10	0
Wis	9	0
Cha	14	+1

Class Abilities
DSD: 2-in-6, ItGP, Infravision 60', LaD: 2-in-6

Spell Casting
1st: light

Language: Pixie

Saves D: 12 W: 13 P: 14 B: 15 S: 16 ^{Magic} +0

Equipment
backpack, iron rations (7 days), torches (5), waterskin

Fold

cut

35 Shanarri Ireni Elf 1

AL: L	MV: 120' (40')	ML: 8
HD: 1d6+1	HP: 6	#AT: 1
AC: 5 [14] (leather + Dex)		
THACO: (Melee) 18 [+1] (Missile) 17 [+2]		
1d6+1 (short sword + Str) 1d6 (long bow; range: 70', 140', 210'; Two-handed)		

Str	13	+1
Dex	17	+2
Con	13	+1
Int	13	+1
Wis	10	0
Cha	13	+1

Class Abilities
DSD: 2-in-6, ItGP, Infravision 60', LaD: 2-in-6

Spell Casting
1st: light

Language: Pixie

Saves D: 8 W: 9 P: 10 B: 13 S: 12 ^{Magic} +0

Equipment
backpack, iron rations (7 days), quiver (20 arrows), spellbook

cut

34 Solvaliss Yaneath Elf 1

AL: L	MV: 120' (40')	ML: 8
HD: 1d6+1	HP: 5	#AT: 1
AC: 6 [13] (leather + Dex)		
THACO: (Melee) 17 [+2] (Missile) 18 [+1]		
1d6+2 (short sword + Str)		

Str	16	+2
Dex	13	+1
Con	14	+1
Int	13	+1
Wis	14	+1
Cha	13	+1

Class Abilities
DSD: 2-in-6, ItGP, Infravision 60', LaD: 2-in-6

Spell Casting
1st: shield

Language: Goblin

Saves D: 8 W: 9 P: 10 B: 13 S: 12 ^{Magic} +1

Equipment
backpack, iron rations (7 days), spellbook, waterskin

cut

33 Nia Whitefeather Elf 1

AL: N	MV: 120' (40')	ML: 8
HD: 1d6+1	HP: 6	#AT: 1
AC: 5 [14] (leather + Dex)		
THACO: (Melee) 18 [+1] (Missile) 17 [+2]		
1d6+1 (short sword + Str) 1d6 (long bow; range: 70', 140', 210'; Two-handed)		

Str	13	+1
Dex	16	+2
Con	13	+1
Int	14	+1
Wis	13	+1
Cha	14	+1

Class Abilities
DSD: 2-in-6, ItGP, Infravision 60', LaD: 2-in-6

Spell Casting
1st: sleep

Language: Dragon

Saves D: 8 W: 9 P: 10 B: 13 S: 12 ^{Magic} +1

Equipment
backpack, iron rations (7 days), spellbook

Fold

cut

36 Appearance
A muscular woman in her late-20s with braided red hair wearing leather armor and furs.

Personality
Bryn is loud and boisterous, living life to excess as if each day were her last.

Quirks
Berzeker: Bryn can spend a round building herself up into a rage and gaining a +2 to attack and damage rolls for the duration of a combat. Afterwards she suffers a -4 penalty to all ability and attack rolls until she is able to rest for 1 full hour.

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35 Appearance
An elven female in her mid-20s with waist length black hair plaited into a single loose braid.

Personality
Shanarri has a wide eyed innocence about her, asking questions about anything she doesn't understand.

Quirks
Awestruck: Shanarri has led a very sheltered life in her village and is fascinated by anything outside of that field of reference, so much so that any encounter with a new monster or situation may leave her unable to act for the first round.

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34 Appearance
An elven male with brown shoulder length hair wearing green leather armor and forearm length gloves.

Personality
Solvaliss is a pleasant, friendly elf that enjoys talking and socialising with others.

Quirks
Missing Left Hand at Wrist: Solvaliss lost his left hand in combat several years ago but disguises the fact by wearing a prosthetic glove. While he has become more adept at everyday tasks the GM may rule that some are harder to do or even impossible.

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33 Appearance
An elven female with long blonde hair twisted into multiple braids. Her armor is dyed an autumn red.

Personality
Nia is unsure of her place in the world and shows a visible lack of confidence.

Quirks
Different Coloured Eyes: Nia has one blue eye and one green eye, an omen of some significance in two conflicting stories. One tale says that she will be the elves' saviour, the other believes that she will be their downfall.

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40 Shay Riverrun Fighter 1

AL: L	MV: 90' (30')	ML: 8
HD: 1d8+1	HP: 7	#AT: 1
AC: 3 [14] (chain mail + shield + Dex)		
THACO: (Melee) 18 [+1] (Missile) 18 [+1]		

1d8+1 (long sword + Str)

Class Abilities	
Str	+1
Dex	+1
Con	+1
Int	+1
Wis	0
Cha	+1

Language: Elvish

Saves	D: 12 W: 13 P: 14 B: 15 S: 16	Magic +0
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Equipment
backpack, iron rations (7 days), lantern, rope (50')

Fold

cut

39 Hadrik Vort Fighter 1

AL: N	MV: 120' (40')	ML: 10
HD: 1d8+2	HP: 9	#AT: 1
AC: 7 [12] (leather)		
THACO: (Melee) 16 [+3] (Missile) 19 [+0]		

1d4+3 (club + Str; Blunt)

Class Abilities	
Str	+3
Dex	0
Con	+2
Int	0
Wis	0
Cha	-1

Saves	D: 12 W: 13 P: 14 B: 15 S: 16	Magic +0
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Equipment
backpack, iron rations (14 days), tinder box, torches (5)

cut

cut

38 Lydia Crath Fighter 1

AL: N	MV: 90' (30')	ML: 8
HD: 1d8+2	HP: 8	#AT: 1
AC: 4 [15] (chain mail + Dex)		
THACO: (Melee) 17 [+2] (Missile) 18 [+1]		

1d8+2 (long sword + Str)

Class Abilities	
Str	+2
Dex	+1
Con	+2
Int	0
Wis	0
Cha	0

Saves	D: 12 W: 13 P: 14 B: 15 S: 16	Magic +0
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Equipment
backpack, iron rations (7 days), tinder box, torches (5)

cut

cut

37 Grif Bhale Fighter 1

AL: N	MV: 90' (30')	ML: 8
HD: 1d8+1	HP: 7	#AT: 1
AC: 2 [16] (chain mail + shield + Dex)		
THACO: (Melee) 18 [+1] (Missile) 17 [+2]		

1d6+1 (spear + Str; Brace)
1d6 (spear, thrown; range: 20', 40', 60')

Class Abilities	
Str	+1
Dex	+2
Con	+1
Int	0
Wis	-1
Cha	0

Saves	D: 12 W: 13 P: 14 B: 15 S: 16	Magic -1
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Equipment
backpack, iron rations (7 days), torches (5)

Fold

cut

40 **Appearance**
A woman in her early-30s with black hair and a dark complexion. Her armor is of the highest quality.

Personality
Shay is quiet and considered, rarely talking, but when she does offer an opinion it will be worth listening to.

Quirks
Hidden Nobility: "Shay" is actually a noblewoman, possibly from a rich family, maybe even a princess or a queen that has shunned her former life either seeking adventure or hiding from someone that may wish to do her harm.

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39 **Appearance**
A huge red-faced bald man in his late-20s that barely fits into his armor.

Personality
Hadrik is Good natured, loyal and largely focused on experiencing the best food and drink on offer.

Quirks
Greedy: Hadrik is always hungry and eats double the normal rations per day. If the required food isn't supplied he suffers a -2 penalty on Morale and attack rolls until he can eat again.

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38 **Appearance**
A tall woman in her late-20s with mid-length brown hair. Her well kept chain mail is set off by a red sash.

Personality
Lydia is very superstitious and carries several good luck charms with her at all times.

Quirks
Magic Wary: Lydia is exceptionally afraid of magic. Whenever she encounters a wizard or spell casting creature she must pass a Morale check in order to engage them in melee combat.

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37 **Appearance**
A brown-haired man in his mid-30s with pristine armor and clothing.

Personality
Grif takes great pride in his abilities and is confident in his skills, almost to the point of boasting.

Quirks
Vertigo: Grif is deathly afraid of heights. Anytime he is in a situation where he is more than 15' above the ground he must make a Morale check or become frozen in fear. The GM may modify this check if the height is a more significant one.

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44 Nirai Vos Fighter 1

AL: N	MV: 120' (40')	ML: 8
HD: 1d8+1	HP: 7	#AT: 1
AC: 4 [15] (leather + Dex)		
THACO: (Melee) 17 [+2] (Missile) 17 [+2]		
1d6+2 (short sword + Str)		
1d4 (javelin; x3); range: 30', 60', 90'		

Str	16	+2
Dex	16	+2
Con	14	+1
Int	13	+1
Wis	10	0
Cha	14	+1

Class Abilities
Language: Orcish

Equipment
iron rations (7 days), tinder box, torches (6)

Saves D: 12 W: 13 P: 14 B: 15 S: 16 Magic +0

Fold

cut

43 Kaine Ril Fighter 1

AL: C	MV: 120' (40')	ML: 8
HD: 1d8+1	HP: 6	#AT: 1
AC: 6 [13] (leather + Dex)		
THACO: (Melee) 16 [+3] (Missile) 18 [+1]		
1d8+3 (long sword + Str)		
1d8 (burning oil flask; range: 10', 30', 50'; Splash Weapon)		

Str	18	+3
Dex	14	+1
Con	14	+1
Int	10	0
Wis	9	0
Cha	8	-1

Class Abilities

Equipment
iron rations (7 days), oil flask (4), tinder box

Saves D: 12 W: 13 P: 14 B: 15 S: 16 Magic +0

cut

42 Kari Tyrath Fighter 1

AL: C	MV: 120' (40')	ML: 8
HD: 1d8+1	HP: 8	#AT: 1
AC: 5 [14] (leather + Dex)		
THACO: (Melee) 18 [+1] (Missile) 17 [+2]		
1d6+1 (short sword + Str)		
1d6 (long bow; range: 70', 140', 210'; Two-handed)		

Str	13	+1
Dex	16	+2
Con	14	+1
Int	11	0
Wis	10	0
Cha	15	+1

Class Abilities

Equipment
backpack, quiver (20 arrows), tinder box, torches (3)

Saves D: 12 W: 13 P: 14 B: 15 S: 16 Magic +0

cut

41 Darish Rauld Fighter 1

AL: L	MV: 90' (30')	ML: 8
HD: 1d8+1	HP: 7	#AT: 1
AC: 4 [13] (chain mail + shield)		
THACO: (Melee) 17 [+2] (Missile) 19 [+0]		
1d8+2 (long sword + Str)		

Str	16	+2
Dex	12	0
Con	13	+1
Int	11	0
Wis	10	0
Cha	13	+1

Class Abilities

Equipment
iron rations (7 days), small sack (2)

Saves D: 12 W: 13 P: 14 B: 15 S: 16 Magic +0

Fold

cut

cut

44 Appearance
A tall woman in her early-30s with short brown hair, her leather armor is adorned with two leaping horses.

Personality
Nirai wants to travel as much as possible and loves hearing tales of far off places.

Quirks
Code of Honor: Nirai abides by a strict code of combat she applies to all intelligent opponents. Nirai will shout a challenge to her foe before attacking, offering them a chance to surrender. She will allow her allies to make any attempts at stealth first.

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43 Appearance
A bald man in his mid-30s with black tattoos across his head and body. His leather armor badly worn.

Personality
Kaine has an extremely volatile temper, his anger is always bubbling under the surface.

Quirks
Aggressive: Kaine's first response to any opposition is aggression. His attitude may negate a PCs Chaisma bonus on monster reaction rolls. Kaine rarely follows any plan in combat, shifting targets to any opponent that causes him harm.

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42 Appearance
A petite woman in her mid-20s with flowing blonde hair and dressed in dyed green leather armor.

Personality
Kari is constantly practicing her skills, is confident in her abilities and eager to test them in the field.

Quirks
Twin: Kari has a twin sister Ann (card 84), who she works with at all times. The pair work well together, attempting to flank foes and gain any advantage they can. The pair have a Morale of 10 whenever they can see each other.

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41 Appearance
A burly mid-20s blonde man. His pristine armor covered by a tabard bearing an ornate coat of arms.

Personality
Proud, aloof and somewhat standoffish Darish always acts as if he were on a military inspection.

Quirks
Patriotic: Darish is fiercely loyal to his homeland and takes any criticism of it to heart. This blind loyalty affects his opinions of rival nations as he constantly draws on tales of historic conflicts or disagements.

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48 **Bethany Lowen** Fighter 1

AL: C	MV: 90' (30')	ML: 10
HD: 1d8+1	HP: 6	#AT: 1
AC: 4 [15] (chain mail + Dex)		
THACO: (Melee) 18 [+1] (Missile) 18 [+1]		

1d6+1 (short sword + Str)

Str	13	+1
Dex	14	+1
Con	14	+1
Int	18	+3
Wis	16	+2
Cha	15	+1

Class Abilities
Languages: Dwarvish, Elvish, Halfling

Equipment
backpack, iron rations (7 days), lantern, tinder box

Saves D: 12 W: 13 P: 14 B: 15 S: 16 Magic +2

Fold

cut

47 **Ragno Tilst** Fighter 1

AL: C	MV: 90' (30')	ML: 8
HD: 1d8+3	HP: 10	#AT: 1
AC: 4 [15] (chain mail + Dex)		
THACO: (Melee) 18 [+1] (Missile) 18 [+1]		

1d10+1 (polearm + Str; Brace, Slow, Two-handed)

Str	15	+1
Dex	13	+1
Con	18	+3
Int	16	+2
Wis	13	+1
Cha	12	0

Class Abilities
Languages: Dragon, Human Dialect

Equipment
backpack, iron rations (7 days), large sack (2)

Saves D: 12 W: 13 P: 14 B: 15 S: 16 Magic +1

cut

cut

46 **Alicia Storden** Fighter 1

AL: N	MV: 90' (30')	ML: 10
HD: 1d8+1	HP: 7	#AT: 1
AC: 3 [16] (chain mail + shield + Dex)		
THACO: (Melee) 16 [+3] (Missile) 18 [+1]		

1d8+3 (long sword + Str)

Str	18	+3
Dex	13	+1
Con	15	+1
Int	10	0
Wis	8	-1
Cha	12	0

Class Abilities

Equipment
backpack, iron rations (7 days)

Saves D: 12 W: 13 P: 14 B: 15 S: 16 Magic -1

cut

cut

45 **Ervan Mord** Fighter 1

AL: N	MV: 90' (30')	ML: 8
HD: 1d8+1	HP: 7	#AT: 1
AC: 4 [15] (chain mail + shield)		
THACO: (Melee) 17 [+2] (Missile) 19 [+0]		

1d8+2 (long sword + Str)

Str	17	+2
Dex	12	0
Con	14	+1
Int	12	0
Wis	12	0
Cha	13	+1

Class Abilities

Equipment
backpack, iron rations (7 days), lantern, tinder box

Saves D: 12 W: 13 P: 14 B: 15 S: 16 Magic +0

Fold

cut

48 **Bethany Lowen** Appearance

A woman in her mid-30s with sharp features and shoulder length black hair. She always seems to be smiling.

Personality
Bethany is pleasant to everyone and talks a lot, taking in every piece of information offered to her.

Quirks
Spy: Bethany is an agent for a secret group or individual. This may be an opposing government, a criminal organization, or intelligent creature. Her target may be in the area the PCs are travelling through or maybe even the PCs themselves.

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47 **Ragno Tilst** Appearance

A stocky, bald headed muscular man in his mid-30s, a dark blue cloak covers his chain mail armor.

Personality
Ragno rarely talks but always seems to be observing everything that is going on around him.

Quirks
Cultist: Ragno is a member of a secret cult. This may be as simple as making small offerings every day to actually sacrificing intelligent creatures. The GM should decide the creature the cult follows or the doctrine it adheres to.

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46 **Alicia Storden** Appearance

A tall, muscular woman in her early 20s with cropped brown hair. Her shield bears the image of a griffon.

Personality
Alicia exudes energy and a constant readiness for action. She practices swordplay in any spare moments.

Quirks
Overconfident: Alicia is so certain in her abilities that she often runs into situations without hesitation. If Alicia fails a Wisdom ability check she rushes into combat or any other situation where she thinks her skills will win out.

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45 **Ervan Mord** Appearance

A short portly man in his mid-20s with scraggly brown hair. His chain mail armor is missing several links.

Personality
Ervan applies the minimum effort to any task given to him, complaining under his breath as he works on it.

Quirks
Heavy Sleeper: At the beginning of each new day of adventuring roll a 1d6. On a 1 Ervan hasn't slept enough the night before and suffers a -1 penalty on attack and damage rolls. The check is made again the following morning.

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52 Sama Emberglow Fighter 1

AL: L	MV: 120' (40')	ML: 8
HD: 1d8+1	HP: 7	#AT: 1
AC: 4 [15] (leather + Dex)		
THACO: (Melee) 18 [+1] (Missile) 16 [+3]		

1d6+1 (mace + Str; Blunt)
1d6 (long bow; range: 70', 140', 210'; Two-handed)

Str	13	+1
Dex	18	+3
Con	15	+1
Int	13	+1
Wis	12	0
Cha	14	+1

Class Abilities
Language: Elvish

Saves	D: 12 W: 13 P: 14 B: 15 S: 16	Magic +0
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Equipment
backpack, iron rations (7 days), quiver (20 arrows), waterskin

Fold

cut

51 Elwyn Jalan Fighter 1

AL: L	MV: 90' (30')	ML: 8
HD: 1d8+1	HP: 8	#AT: 1
AC: 3 [16] (chain mail + shield + Dex)		
THACO: (Melee) 19 [+0] (Missile) 18 [+1]		

1d8 (long sword)

Str	12	0
Dex	14	+1
Con	16	+2
Int	12	0
Wis	11	0
Cha	12	0

Class Abilities

Saves	D: 12 W: 13 P: 14 B: 15 S: 16	Magic +0
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Equipment
backpack, iron rations (7 days), garlic, mallet, wooden stakes (3)

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50 Varris Leath Fighter 1

AL: N	MV: 120' (40')	ML: 8
HD: 1d8+1	HP: 8	#AT: 1
AC: 6 [13] (leather + Dex)		
THACO: (Melee) 18 [+1] (Missile) 18 [+1]		

1d8+1 (long sword + Str)

Str	13	+1
Dex	13	+1
Con	14	+1
Int	16	+2
Wis	13	+1
Cha	9	0

Class Abilities
Languages: Dragon, Pixie

Saves	D: 12 W: 13 P: 14 B: 15 S: 16	Magic +1
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Equipment
backpack, iron rations (7 days), mirror, waterskin

cut

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49 Bardon Pol Fighter 1

AL: L	MV: 120' (40')	ML: 8
HD: 1d8+3	HP: 9	#AT: 1
AC: 7 [12] (leather)		
THACO: (Melee) 18 [+1] (Missile) 19 [+0]		

1d6+1 (short sword + Str)

Str	15	+1
Dex	12	0
Con	18	+3
Int	8	-1
Wis	9	0
Cha	12	0

Class Abilities

Saves	D: 12 W: 13 P: 14 B: 15 S: 16	Magic +0
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Equipment
backpack, iron rations (7 days), small sack

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cut

52 Appearance
A wiry woman in her late-20s with shoulder length brown hair pulled back into a ponytail.

Personality
Sama observes everything going on around her. She stays calm even in the most stressful of situations.

Quirks
Deaf: Sama lacks the ability to hear. She automatically fails any check where hearing is important and may not be aware of any noise she is making herself. The GM may decide that she is immune to certain sound based attacks.

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51 Appearance
A man in his mid-30s with black hair, an average build and dark eyes as if he hadn't slept properly in days.

Personality
Elwyn seems overly cautious and is always worrying about one thing or another.

Quirks
Undead Wary: Elwyn is deathly afraid of undead. Whenever he encounters any type of undead creature he must pass a Morale check or flee. Even if the roll succeeds it may require additional checks in order to attack that target.

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50 Appearance
A woman in her early-20s with sharp features, her waist length blonde hair hangs in a single braid.

Personality
Varris smiles and speaks softly hiding her quick wits and intellect behind a well manufactured facade.

Quirks
Selfish: While Varris is willing to fight alongside her companions she will not risk her own life while doing so. In life threatening situations Varris will ensure her own safety even if is detrimental to others.

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49 Appearance
A man in his early-20s with a ruddy face and short brown hair. His armor is made up of mismatched pieces.

Personality
Bardon's farmland upbringing gives him a deep love of nature as well as examples of homespun "wisdom".

Quirks
Pet: Bardon has a small pet, (a rat, mouse, or something more exotic) that he carries around at all times. The pet may escape, make noises or endanger itself and Bardon will always risk his life trying to save it.

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56 Walric Hilltop Halfling 1

AL: L	MV: 120' (40')	ML: 8
HD: 1d6+1	HP: 5	#AT: 1
AC: 6 [13] (leather + Dex)		
THACO: (Melee) 19 [+0] (Missile) 17 [+2]		

1d6 (short sword)
1d4 (sling; range: 40', 80', 160')

Class Abilities	
Str	10
Dex	13
Con	13
Int	9
Wis	9
Cha	13

+2 AC vs. large
HiOC: 90%
HiS: 2-in-6
Initiative Bonus: +1
LaD: 2-in-6

Saves	D: 8 W: 9 P: 10 B: 13 S: 12	Magic +0
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Equipment
backpack, iron rations (7 days), small sack (2), wine (2 pints)

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cut

55 Mel Dralith Fighter 1

AL: L	MV: 90' (30')	ML: 8
HD: 1d8+2	HP: 6	#AT: 1
AC: 4 [15] (chain mail + Dex)		
THACO: (Melee) 17 [+2] (Missile) 18 [+1]		

1d8+2 (battle axe + Str; slow, Two-handed)

Class Abilities	
Str	16
Dex	14
Con	16
Int	11
Wis	13
Cha	13

Saves	D: 12 W: 13 P: 14 B: 15 S: 16	Magic +1
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Equipment
backpack, iron rations (7 days), torches (6), waterskin

cut

54 Aika Horito Fighter 1

AL: L	MV: 90' (30')	ML: 8
HD: 1d8+2	HP: 7	#AT: 1
AC: 4 [15] (chain mail + Dex)		
THACO: (Melee) 16 [+3] (Missile) 18 [+1]		

1d8+3 (long sword + Str)

Class Abilities	
Str	18
Dex	13
Con	16
Int	12
Wis	14
Cha	13

Saves	D: 12 W: 13 P: 14 B: 15 S: 16	Magic +1
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Equipment
backpack, iron rations (7 days), rope (50'), torches (6), waterskin

cut

53 Kelvin Redblade Fighter 1

AL: N	MV: 120' (40')	ML: 8
HD: 1d8+1	HP: 6	#AT: 1
AC: 6 [13] (leather + Dex)		
THACO: (Melee) 17 [+2] (Missile) 18 [+1]		

1d8+2 (long sword + Str)

Class Abilities	
Str	16
Dex	13
Con	14
Int	12
Wis	10
Cha	13

Saves	D: 12 W: 13 P: 14 B: 15 S: 16	Magic +0
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Equipment
backpack, iron rations (7 days), rope (50'), waterskin

Fold

cut

56 Appearance

A jovial looking halfling male with ruddy cheeks and pristine clothing. His red hair is neat and tidy.

Personality
Walric takes great pride in his appearance and is always on the lookout for the next fashion trend.

Quirks
Sleepwalker: Whenever the PCs rest for the night there is a 1-in-6 chance that Walric will start to sleepwalk, wandering away from the group unless stopped. There's a chance he may draw the attention of monsters or set off traps while doing so.

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55 Appearance

A muscular man in his mid-30s with dark brown hair and a bushy beard.

Personality
Mel is generally good natured but is always complaining about his various aches and pains.

Quirks
Old Injury: Mel has an persistent injury that can flare up at any time. During combat, whenever Mel rolls at 1 on his attack, the injury causes enough pain to give a -2 penalty to attack and damage rolls until the end of the day.

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54 Appearance

A wiry woman in her late-20s with short black hair and a stoic expression upon her face.

Personality
Aika displays a vast amount of self control, staying polite and respectful even in the face of adversity.

Quirks
Tactical Thinking: Once per combat during a declaration phase Aika can issue instructions to one of her companions granting them either +1 to attack, +1 to damage or +1 to a Saving Throw for that round only, decided upon before a roll is made.

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53 Appearance

A man in his mid-20s with neat brown hair and a thin moustache. His armor shows no sign of wear.

Personality
Kelvin is unsure of his abilities and the whole idea of adventuring was forced upon him by his father.

Quirks
Indecisive : Kelvin is skittish and anxious and often panics in stressful situations. Unless he is given direct orders Kelvin must make a Wisdom check before the first round of combat or become paralyzed with indecision and not act that round.

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cut

60 Werner Greenglen Halfling 1

AL: N	MV: 120' (40')	ML: 8
HD: 1d6	HP: 6	#AT: 1
AC: 5 [14] (leather + Dex)		
THACO: (Melee) 19 [+0] (Missile) 16 [+3]		

1d6 (short sword)
1d4 (sling; range: 40', 80', 160')

Str	10	0
Dex	16	+2
Con	11	0
Int	13	+1
Wis	10	0
Cha	16	+1

Class Abilities
+2 AC Vs. large
HiOC: 90%,
HiS: 2-in-6
Initiative Bonus: +1
LaD: 2-in-6
Language: Kobold

Saves D: 8 W: 9 P: 10 B: 13 S: 12 Magic +0

Equipment
backpack, iron rations (7 days), small sack (5)

Fold

cut

59 Idora Hearthfire Halfling 1

AL: L	MV: 120' (40')	ML: 8
HD: 1d6+1	HP: 5	#AT: 1
AC: 6 [13] (leather + Dex)		
THACO: (Melee) 19 [+0] (Missile) 17 [+2]		

1d6 (short sword)
1d4 (sling; range: 40', 80', 160')

Str	10	0
Dex	14	+1
Con	13	+1
Int	11	0
Wis	9	0
Cha	14	+1

Class Abilities
+2 AC Vs. large
HiOC: 90%,
HiS: 2-in-6
Initiative Bonus: +1
LaD: 2-in-6

Saves D: 8 W: 9 P: 10 B: 13 S: 12 Magic +0

Equipment
backpack, iron rations (7 days), large sack (4)

cut

cut

58 Jasper Bluesky Halfling 1

AL: L	MV: 120' (40')	ML: 8
HD: 1d6+1	HP: 6	#AT: 1
AC: 5 [14] (leather + Dex)		
THACO: (Melee) 19 [+0] (Missile) 16 [+3]		

1d6 (short sword)
1d6 (short bow; range: 50', 100', 150'; Two-handed)

Str	10	0
Dex	16	+2
Con	13	+1
Int	11	0
Wis	10	0
Cha	13	+1

Class Abilities
+2 AC Vs. large
HiOC: 90%,
HiS: 2-in-6
Initiative Bonus: +1
LaD: 2-in-6

Saves D: 8 W: 9 P: 10 B: 13 S: 12 Magic +0

Equipment
backpack, iron rations (7 days), large sack (4), quiver (20 arrows)

cut

cut

57 Cara Berrypie Halfling 1

AL: N	MV: 90' (30')	ML: 8
HD: 1d6	HP: 4	#AT: 1
AC: 4 [15] (chain mail + shield)		
THACO: (Melee) 17 [+2] (Missile) 18 [+1]		

1d6+2 (warhammer + Str; Blunt)
1d8 (oil flask; range: 10', 30', 50'; Splash Weapon)

Str	16	+3
Dex	10	0
Con	12	0
Int	12	0
Wis	11	0
Cha	13	+1

Class Abilities
+2 AC Vs. large
HiOC: 90%,
HiS: 2-in-6
Initiative Bonus: +1
LaD: 2-in-6

Saves D: 8 W: 9 P: 10 B: 13 S: 12 Magic +0

Equipment
backpack, iron rations (7 days), lantern, oil (1 flask), sewing kit

Fold

cut

60 Appearance
A male halfling in his early-30s with copper colored hair. A smile is never far from his lips.

Personality
Werner loves conversation and will happily talk to anyone about their home, family or adventures.

Quirks
Collector: Werner subconsciously picks up small objects wherever he goes, keeping them in the sacks he carries on his belt. The GM may decide exactly what can be found inside, as well as the usefulness or dangers they may hold.

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cut

59 Appearance
A simply dressed halfling female in her early-20s with freckles. Ribbons adorn her red hair.

Personality
Good natured and eager to share stories and songs, Idora always seems to have a tale about home.

Quirks
Sings Constantly: Idora sings at almost every opportunity, so much so that she sometimes doesn't realise she is doing it. At any given time there is a 2-in-6 chance that Idora is singing, possibly alerting nearby creatures.

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58 Appearance
A halfling male with brown hair and thick sideburns. His leather armor is made up of mismatched pieces.

Personality
Jasper is a skinflint and avoids spending money whenever possible. He frequently counts his coins.

Quirks
Craves Gold: Jasper loves gold and will go out of his way to gain as much of it as possible. Whenever gold is present the GM can decide that Jasper's attention is drawn to it, ignoring any potential dangers around him.

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57 Appearance
A halfling female with brown eyes and braided brown hair. Her clothing and armor shows signs of repair.

Personality
Cara is jolly, down to earth and practical. Adventuring is just a way of feeding herself and her family.

Quirks
Motherly: Cara is the eldest sibling in a large family and spent most of her time looking after her younger brothers and sisters. The PCs are now the focus of this concern, with Cara constantly asking if they are warm enough, if they've eaten etc.

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cut

cut

64 Garth Goldpiece Halfling 1

AL: L	MV: 120' (40')	ML: 8
HD: 1d6+1	HP: 6	#AT: 1
AC: 5 [14] (leather + Dex)		
THACO: (Melee) 19 [+0] (Missile) 16 [+3]		

1d6+1 (short sword)
1d8 (burning oil flask x 4;
range: 10', 30', 50', Splash Weapon)

Str	11	0
Dex	16	+2
Con	13	+1
Int	10	0
Wis	10	0
Cha	16	+1

Class Abilities
+2 AC Vs. large
HiOC: 90%,
HiS: 2-in-6
Initiative Bonus: +1
LaD: 2-in-6

Saves D: 8 W: 9 P: 10 B: 13 S: 12 Magic +0

Equipment
backpack, iron rations (7 days),
rope 50'

Fold

cut

63 Shawna Amberale Halfling 1

AL: N	MV: 120' (40')	ML: 10
HD: 1d6+3	HP: 9	#AT: 1
AC: 5 [14] (leather + Dex)		
THACO: (Melee) 18 [+1] (Missile) 16 [+3]		

1d6+1 (short sword + Str)
1d6 (short bow;
range: 50', 100', 150'; Two-handed)

Str	13	+1
Dex	16	+2
Con	18	+3
Int	11	0
Wis	10	0
Cha	13	+1

Class Abilities
+2 AC Vs. large
HiOC: 90%,
HiS: 2-in-6
Initiative Bonus: +1
LaD: 2-in-6

Saves D: 8 W: 9 P: 10 B: 13 S: 12 Magic +0

Equipment
backpack, iron rations (7 days),
lantern, tinder box, waterskin

cut

cut

62 Marrik Tallfellow Halfling 1

AL: L	MV: 120' (40')	ML: 8
HD: 1d6+2	HP: 7	#AT: 1
AC: 6 [13] (leather + Dex)		
THACO: (Melee) 18 [+1] (Missile) 17 [+2]		

1d6+1 (short sword + Str)
1d4 (sling; range: 40', 80', 160')

Str	13	+1
Dex	13	+1
Con	16	+2
Int	12	0
Wis	10	0
Cha	13	+1

Class Abilities
+2 AC Vs. large
HiOC: 90%,
HiS: 2-in-6
Initiative Bonus: +1
LaD: 2-in-6

Saves D: 8 W: 9 P: 10 B: 13 S: 12 Magic +0

Equipment
backpack, iron rations (7 days),
waterskin

cut

cut

61 Meggan Redfern Halfling 1

AL: L	MV: 120' (40')	ML: 8
HD: 1d6+1	HP: 5	#AT: 1
AC: 5 [14] (leather + Dex)		
THACO: (Melee) 19 [+0] (Missile) 16 [+3]		

1d6 (short sword)
1d4 (sling; range: 40', 80', 160')

Str	9	0
Dex	16	+2
Con	13	+1
Int	13	+1
Wis	14	+1
Cha	15	+1

Class Abilities
+2 AC Vs. large
HiOC: 90%,
HiS: 2-in-6
Initiative Bonus: +1
LaD: 2-in-6

Language: Elvish

Saves D: 8 W: 9 P: 10 B: 13 S: 12 Magic +1

Equipment
backpack, cooking ingredients,
standard rations (7 days)

Fold

cut

64 Appearance
A male halfling in his early-20s with a cheeky grin, brown hair, freckles, and piercing blue eyes.

Personality
Garth is jovial and friendly and greets everyone with a hearty handshake.

Quirks
Eager: Garth is new to adventuring and is eager to prove his worth to his PC employers, volunteering for any task even if it falls well outside the range of his abilities. A risk of injury isn't enough to dissuade him from trying to help.

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63 Appearance
A female halfling in her early-20s with long, shoulder length brown hair, usually covered in a headscarf.

Personality
As a self-proclaimed connoisseur of alcohol Shawna is never too far from her next drink.

Quirks
Can Out Drink Most People: The Amberale's are famous for their brewing and Shawna has never been afraid of sampling their wares. As such, Shawna has the ability to consume vast amounts of alcohol before it renders her unconscious.

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62 Appearance
A male halfling in his early-20s of above average height with scruffy brown hair with thick sideburns.

Personality
Marrik loves that he "towers" above his halfling brethren and plays on it whenever possible.

Quirks
Ancestral Trait: Marrik is taller than the average halfling and is often mistaken for a dwarf, even without a beard. This may confuse anyone expecting certain responses from him and alter the way he is faced in combat.

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61 Appearance
A female halfling in her early-20s with strawberry blonde hair and freckles.

Personality
Meggan greets everyone with a smile; she loves to chat and treats her friends like family.

Quirks
Cook: Meggan loves to cook elaborate meals and takes great pride in her creations, gathering new and interesting ingredients whenever possible. In an emergency there is a 50% chance that she can make rations for 1d6 people.

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68 Meldor Calwight Magic-User 1

AL: N	MV: 120' (40')	ML: 8
HD: 1d4-1	HP: 2	#AT: 1
AC: 8 [11] (unarmored)		
THACO: (Melee) 19 [+0] (Missile) 19 [+0]		

1d4 (silver dagger)
1d4 (silver dagger, thrown); range: 10', 20', 30'

Str	9	0
Dex	10	0
Con	8	-1
Int	15	+1
Wis	13	+1
Cha	6	-1

Class Abilities
Spell Casting
1st: *magic missile*
Languages: Bugbear

Saves D: 13 W: 14 P: 13 B: 16 S: 15 Magic +1

Equipment
backpack, iron rations (7 days), spell book, waterskin

Fold

cut

67 Mica Silverstream Magic-User 1

AL: N	MV: 120' (40')	ML: 8
HD: 1d4	HP: 4	#AT: 1
AC: 8 [11] (unarmored + Dex)		
THACO: (Melee) 18 [+1] (Missile) 18 [+1]		

1d4 (dagger + Str)
1d4 (dagger, thrown); range: 10', 20', 30'

Str	13	+1
Dex	14	+1
Con	9	0
Int	10	0
Wis	11	0
Cha	12	0

Class Abilities
Spell Casting
1st: *light (darkness)*

Saves D: 13 W: 14 P: 13 B: 16 S: 15 Magic +0

Equipment
backpack, iron rations (7 days), spell book, wolfsbane (1 bunch)

cut

66 Orwin Frist Magic-User 1

AL: N	MV: 120' (40')	ML: 8
HD: 1d4	HP: 3	#AT: 1
AC: 9 [10] (unarmored)		
THACO: (Melee) 19 [+0] (Missile) 19 [+0]		

1d4 (dagger)
1d4 (dagger, thrown); range: 10', 20', 30'

Str	9	0
Dex	10	0
Con	10	0
Int	17	+2
Wis	16	+2
Cha	10	0

Class Abilities
Spell Casting
1st: *sleep*
Languages: Dragon, Elvish

Saves D: 13 W: 14 P: 13 B: 16 S: 15 Magic +2

Equipment
backpack, glass vials (10), iron rations (7 days), spell book

cut

65 Willow Wildbloom Halfling 1

AL: L	MV: 120' (40')	ML: 8
HD: 1d6+1	HP: 5	#AT: 1
AC: 6 [13] (leather + Dex)		
THACO: (Melee) 19 [+0] (Missile) 17 [+1]		

1d6 (short sword)
1d6 (crossbow; range: 80', 160', 240'; Reload, Slow, Two-handed)

Str	10	0
Dex	15	+1
Con	13	+1
Int	13	+1
Wis	10	0
Cha	16	+1

Class Abilities
+2 AC vs. large
HIIC: 90%
HIS: 2-in-6
Initiative Bonus: +1
LaD: 2-in-6
Language: Pixie

Saves D: 8 W: 9 P: 10 B: 13 S: 12 Magic +0

Equipment
backpack, iron rations (7 days), small sack, wine (2 pints)

cut

cut

68 Appearance
A tall, thin man in his 30s with dark ringed eyes and greying hair that matches the color of his robes.

Personality
Meldor is in a constant bad mood and snaps at anyone when he thinks he can get away with it.

Quirks
Coughing Fits: Meldor is plagued by severe coughing fits that come on at times of stress, especially combat. Before initiative is rolled there a 10% chance that a fit overcomes him making spell casting impossible and possibly alerting nearby foes.

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67 Appearance
A short woman in her late-20s with long black hair and dressed in expensive white and gold robes.

Personality
Mica seems nervous most of the time and frequently stumbles over her words, unsure of what to say.

Quirks
Family Pressures: Mica comes from a long line of powerful mages but she reluctantly fell into the profession. Fearing that she cannot live up to their expectations she frequently second-guesses her decisions and abilities.

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66 Appearance
A bearded man in his late-30s dressed in worn brown travelling clothes and a dark green cloak.

Personality
Orwin is prone to losing himself in the study of a subject or a problem. He's always ready to give an opinion.

Quirks
Curiosity: Orwin has an incredible thirst for knowledge and will spend time investigating and taking samples of anything unusual. At the GMs discretion he may wander away, accidentally set off traps, or alert monsters while doing so.

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65 Appearance
A female halfling in her early-20s with sandy-blond hair. Her armor is dark green with leaf pattern accents.

Personality
Willow has a wide-eyed joy about the world and can't help but ask questions about everything she sees.

Quirks
Faerie Lore: Willow is able to call on an extensive knowledge about the fey (pixies, satyrs etc.) that she has acquired from books and tomes. Unfortunately the information may not always be correct and Willow can easily be mistaken.

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Fold

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72 Palmor Cassiel Magic-User 1

AL: L	MV: 120' (40')	ML: 8
HD: 1d4+1	HP: 3	#AT: 1
AC: 8 [11] (unarmored + Dex)		
THACO: (Melee) 19 [+0] (Missile) 18 [+1]		
1d4 (dagger)		
1d4 (dagger thrown; range: 10', 20', 30')		
Str	10	0
Dex	14	+1
Con	13	+1
Int	16	+2
Wis	13	+1
Cha	14	+1
Saves	D: 13 W: 14 P: 13 B: 16 S: 15	Magic +1

Class Abilities
Spell Casting
1st: *charm person*
Languages: Elvish, Halfling

Equipment
backpack, iron rations (7 days), mirror, spell book, wine (2 pints)

cut

71 Janni Danne Magic-User 1

AL: L	MV: 120' (40')	ML: 10
HD: 1d4+1	HP: 5	#AT: 1
AC: 7 [12] (unarmored + Dex)		
THACO: (Melee) 17 [+2] (Missile) 17 [+2]		
1d4+2 (dagger + Str)		
1d4 (dagger thrown; range: 10', 20', 30')		
Str	16	+2
Dex	16	+2
Con	14	+1
Int	16	+2
Wis	11	0
Cha	13	+1
Saves	D: 13 W: 14 P: 13 B: 16 S: 15	Magic +0

Class Abilities
Spell Casting
1st: *protection from evil*
Languages: Dragon, Medusa

Equipment
backpack, iron rations (7 days), spell book, waterskin

cut

70 Gargom Hest Magic-User 1

AL: N	MV: 120' (40')	ML: 8
HD: 1d4+1	HP: 4	#AT: 1
AC: 8 [11] (unarmored + Dex)		
THACO: (Melee) 19 [+0] (Missile) 18 [+1]		
1d4 (dagger)		
1d4 (dagger thrown; range: 10', 20', 30')		
Str	10	0
Dex	13	+1
Con	13	+1
Int	16	+2
Wis	14	+1
Cha	10	0
Saves	D: 13 W: 14 P: 13 B: 16 S: 15	Magic +1

Class Abilities
Spell Casting
1st: *magic missile*
Languages: Gnoll, Lizardman

Equipment
backpack, iron rations (7 days), spell book, torches (6)

cut

69 Amelia Bral Magic-User 1

AL: N	MV: 120' (40')	ML: 8
HD: 1d4	HP: 3	#AT: 1
AC: 9 [10] (unarmored + Dex)		
THACO: (Melee) 19 [+0] (Missile) 18 [+1]		
1d4 (dagger)		
1d4 (dagger thrown; range: 10', 20', 30')		
Str	9	0
Dex	13	+1
Con	9	0
Int	18	+3
Wis	16	+2
Cha	13	+1
Saves	D: 13 W: 14 P: 13 B: 16 S: 15	Magic +2

Class Abilities
Spell Casting
1st: *sleep*
Languages: Dragon, Dwarvish, Elvish

Equipment
backpack, iron rations (7 days), spell book, tinder box, torches (6)

cut

Fold

72 Appearance
A bright-faced man in his late-20s with short black hair wearing a hat and tunic of the highest quality.

Personality
Palmor loves to stand out in the crowd and uses his magic to amaze and entertain.

Quirks
Dandy: Appearance is everything to Palmor and any situation when his clothing may be marred will cause him to pause and maybe even refuse to continue onwards unless a successful Morale check is made. A new check can be made every hour.

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cut

71 Appearance
An athletic woman in her late-20s with short black hair and wearing a white hooded robe.

Personality
Janni exudes as sense of confidence and always seems to be searching for any signs of potential threats.

Quirks
Warrior Spirit: Janni belongs to an ancient tradition of warriors that use magic to enhance their combat skills. Janni has trained extensively to improve her physical prowess as well as developing her magical potential.

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cut

70 Appearance
A wrinkled faced man in his late-40s dressed in black breeches and a crimson tunic.

Personality
Gargom shows signs of growing desperation and is willing to risk his life to solve his personal dilemma.

Quirks
Hears Voices: Gargom is plagued by whispering voices that offer advice and information that may or may not be true. The GM must decide if these voices are a form of illness, spirits, or some other magical effect as well as their possible motivation.

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cut

69 Appearance
A woman apparently in her early-20s with dark shoulder length hair wearing hooded light blue robes.

Personality
Amelia has spent years studying the world and is now determined to see everything she has only read about.

Quirks
Ageless: After an accident caused by her mentor, Amelia no longer ages naturally. So far the effect has lasted for 15 years and may be permanent with the GM having the final say. Magical effects or attacks that cause aging still affect her normally.

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cut

cut

Fold

cut

76 Zalbar the Gifted Magic-User 1

AL: L	MV: 120' (40')	ML: 8
HD: 1d4+1	HP: 4	#AT: 1
AC: 8 [11] (unarmored + Dex)		
THACO: (Melee) 19 [+0] (Missile) 18 [+1]		

1d4 (dagger)
1d4 (dagger, thrown); range: 10', 20', 30'

Str	12	0	Class Abilities
Dex	13	+1	Spell Casting
Con	14	+1	1st: <i>magic missile</i>
Int	17	+2	Languages: Harpy, Medusa
Wis	15	+1	
Cha	13	+1	
Saves	D: 13 W: 14 P: 13 B: 16 S: 15	Magic +1	

Equipment
backpack, iron rations (7 days), spell book, torches (6), waterskin

Fold

cut

75 Doro Ellour Magic-User 1

AL: L	MV: 120' (40')	ML: 8
HD: 1d4+2	HP: 5	#AT: 1
AC: 8 [11] (unarmored + Dex)		
THACO: (Melee) 18 [+1] (Missile) 18 [+1]		

1d4+1 (dagger + Str)
1d4 (dagger, thrown); range: 10', 20', 30'

Str	13	+1	Class Abilities
Dex	14	+1	Spell Casting
Con	16	+2	1st: <i>magic missile</i>
Int	16	+2	Languages: Bugbear, Lizardman
Wis	13	+1	
Cha	11	0	
Saves	D: 13 W: 14 P: 13 B: 16 S: 15	Magic +1	

Equipment
backpack, iron rations (7 days), needle & thread, spell book

cut

cut

74 Katsu Nirobi Magic-User 1

AL: L	MV: 120' (40')	ML: 8
HD: 1d4+1	HP: 5	#AT: 1
AC: 7 [12] (unarmored + Dex)		
THACO: (Melee) 18 [+1] (Missile) 17 [+2]		

1d4 (dagger + Str)
1d4 (dagger, thrown); range: 10', 20', 30'

Str	14	+1	Class Abilities
Dex	16	+2	Spell Casting
Con	13	+1	1st: <i>shield</i>
Int	16	+2	Languages: Dragon, Ogre
Wis	11	0	
Cha	13	+1	
Saves	D: 13 W: 14 P: 13 B: 16 S: 15	Magic +0	

Equipment
backpack, iron rations (7 days), spell book, waterskin

cut

cut

73 Gerva Locke Magic-User 1

AL: L	MV: 120' (40')	ML: 8
HD: 1d4+1	HP: 4	#AT: 1
AC: 8 [11] (unarmored + Dex)		
THACO: (Melee) 19 [+0] (Missile) 18 [+1]		

1d4 (dagger)
1d4 (dagger, thrown); range: 10', 20', 30'

Str	10	0	Class Abilities
Dex	13	+1	Spell Casting
Con	13	+1	1st: <i>read languages</i>
Int	18	+3	Languages: Dwarvish, Elvish, Halfling
Wis	16	+2	
Cha	14	+1	
Saves	D: 13 W: 14 P: 13 B: 16 S: 15	Magic +2	

Equipment
backpack, iron rations (7 days), notebook, spell book

Fold

cut

76 Appearance

A dark skinned man in his late-30s with a tattooed bald head. Intricate silver sigils cover his dark robes.

Personality
Zalbar is soft spoken and treats everyone with the upmost courtesy, unless his skills are called into doubt.

Quirks
Fated: Zalbar believes he is fated for greater things and it seems to be true. Once per adventure the GM may re-roll an attack roll, saving throw, or similar roll taking the second result even if it is lower than the first.

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75 Appearance

A woman in her late-20s with waist length red hair. She wears a bone necklace and stitched fur robes.

Personality
Doro is quiet and secretive with a wild look in her eye as if she can see into peoples very souls.

Quirks
Effigies: The PCs may discover that Doro has created small effigies of them using straw and strands of hair. If asked, Doro will say she created them in order to protect the PCs but the GM may decide that they have a more sinister purpose.

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74 Appearance

A man in his mid-30s with short black hair and a neatly trimmed beard. His robes are a deep crimson.

Personality
Katsu is patient, observant with a methodical approach to problems, taking time to analyze any situation.

Quirks
Arcane Society Member: Katsu is a member of a society of magic users that have access to research and information that the PCs may be able to utilize. However, Katsu's minor status within the group does limit what can be made available.

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73 Appearance

A woman in her late-30s with sharp features, her black hair set in elaborate plats.

Personality
Gerva exudes an air of haughtiness, peering over her spectacles at everything going on around her.

Quirks
Memoirist: Gerva is writing her memoirs and is constantly scribbling notes into a large red leather book. After any significant encounter Gerva will spend several minutes frantically writing about the experience.

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80 Ghaldar the Great Magic-User 1

AL: N	MV: 120' (40')	ML: 8
HD: 1d4+1	HP: 4	#AT: 1
AC: 8 [11] (unarmored + Dex)		
THACO: (Melee) 19 [+0] (Missile) 18 [+1]		

1d4 (dagger)
1d4 (dagger thrown; range: 10', 20', 30')

Str	9	0
Dex	13	+1
Con	13	+1
Int	18	+3
Wis	11	0
Cha	10	0

Class Abilities
Spell Casting
1st: *magic missile*
Languages: Elvish, Halfling, Ogre

Saves D: 13 W: 14 P: 13 B: 16 S: 15 Magic +0

Equipment
backpack, iron rations (7 days), spell book, torches (6)

cut

79 Talia Kol Magic-User 1

AL: N	MV: 120' (40')	ML: 8
HD: 1d4+2	HP: 4	#AT: 1
AC: 8 [11] (unarmored + Dex)		
THACO: (Melee) 17 [+1] (Missile) 18 [+1]		

1d4+2 (dagger + Str)
1d4 (dagger thrown; range: 10', 20', 30')

Str	16	+2
Dex	14	+1
Con	16	+2
Int	16	+2
Wis	12	0
Cha	13	+1

Class Abilities
Spell Casting
1st: *magic missile*
Languages: Elvish, Minotaur

Saves D: 13 W: 14 P: 13 B: 16 S: 15 Magic +0

Equipment
backpack, iron rations (7 days), Rope (50'), spell book, torches (6)

cut

78 Maxil Tiller Magic-User 1

AL: N	MV: 120' (40')	ML: 8
HD: 1d4	HP: 4	#AT: 1
AC: 8 [11] (unarmored + Dex)		
THACO: (Melee) 19 [+0] (Missile) 18 [+1]		

1d4 (dagger)
1d4 (dagger thrown; range: 10', 20', 30')

Str	10	0
Dex	14	+1
Con	12	0
Int	17	+2
Wis	11	0
Cha	13	+1

Class Abilities
Spell Casting
1st: *protection from evil*
Languages: Dwarvish, Elvish

Saves D: 13 W: 14 P: 13 B: 16 S: 15 Magic +0

Equipment
backpack, iron rations (7 days), lantern, spell book

cut

77 Katlah Drasim Magic-User 1

AL: N	MV: 120' (40')	ML: 8
HD: 1d4+1	HP: 5	#AT: 1
AC: 7 [12] (unarmored + Dex)		
THACO: (Melee) 19 [+0] (Missile) 17 [+2]		

1d4 (dagger)
1d4 (dagger thrown; range: 10', 20', 30')

Str	11	0
Dex	16	+2
Con	13	+1
Int	14	+1
Wis	10	0
Cha	11	0

Class Abilities
Spell Casting
1st: *read languages*
Languages: Elvish

Saves D: 13 W: 14 P: 13 B: 16 S: 15 Magic +0

Equipment
backpack, iron rations (7 days), lantern, small sack, spell book

cut

Fold

80 **Appearance**
A man in his late-40s with a heavily lined face and graying hair. His robes are a bright blue and yellow.

Personality
Ghaldar is arrogant and egotistical and expects people to bow and scrape in "honour" of his greatness.

Quirks
Boastful: Ghaldar exaggerates his abilities, including the languages he speaks, the spells he knows or just how knowledgeable he is. He will make excuses for any mistakes, shifting the blame to others if possible.

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79 **Appearance**
A woman in her mid-20s nearly 7 feet tall with pale skin, blue-white hair and wearing white robes.

Personality
Talia is loud, boisterous and enjoys a good drink. She often uses her size to intimidate others.

Quirks
Giant Blooded: Frost giant blood is a distant part of Talia's ancestry that infrequently resurfaces ever few generations. The effect is largely cosmetic, but Talia feels the cold less than others and has excellent night vision.

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78 **Appearance**
A man in his late-30s with a bald head and piercing blue eyes. His red robes are of the finest quality.

Personality
Maxil has a regal bearing, playing up his own sense of self importance. He is highly driven and determined.

Quirks
Past Life: Maxil claims to be the reincarnation of a powerful mage that lived hundreds of years ago. He is frustrated with his current level of power and is desperate to find any evidence to prove this theory correct and reclaim his former glory.

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77 **Appearance**
A woman in her late-20s with black shoulder length hair and wearing an elegant green dress.

Personality
Katlah is aloof and standoffish with an unmatched air of self-confidence. She's unaware this frustrates others.

Quirks
Infalible?: Katlah has a broad knowledge base but is incredibly stubborn. She is convinced that everything she says is correct and refuses to back down without any significant proof to the contrary.

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Fold

cut

84 Ann Tyrath Thief 1

AL: C	MV: 120' (40')	ML: 8
HD: 1d4+1	HP: 4	#AT: 1
AC: 5 [14] (leather + Dex)		
THACO: (Melee) 19 [+0] (Missile) 17 [+2]		
1d6 (short sword)		
1d6 (short bow; range: 50', 100', 150'; Two-handed)		

Str	12	0
Dex	16	+2
Con	13	+1
Int	12	0
Wis	10	0
Cha	15	+1

Class Abilities
Backstab (+4 to hit, x2 damage), CSS: 89%, FRT: 20%, HN: 3-in-6, HIS: 20%, MS: 30%, PL: 25%, PP: 30%

Equipment
crowbar, iron rations (7 days), quiver (20 arrows), thieves' tools

Saves D: 13 W: 14 P: 13 B: 16 S: 15 Magic +0

Fold

cut

83 Mercer Kemp Thief 1

AL: C	MV: 120' (40')	ML: 8
HD: 1d4+1	HP: 4	#AT: 1
AC: 6 [13] (leather + Dex)		
THACO: (Melee) 19 [+0] (Missile) 18 [+1]		
1d6 (short sword)		
1d6 (crossbow; range: 80', 160', 240'; Reload, Slow, Two-handed)		

Str	12	0
Dex	14	+1
Con	13	+1
Int	13	+1
Wis	10	0
Cha	9	0

Class Abilities
Backstab (+4 to hit, x2 damage), CSS: 89%, FRT: 20%, HN: 3-in-6, HIS: 20%, MS: 30%, PL: 25%, PP: 30%

Language: Elvish

Equipment
crossbow bolts (30), iron rations (7 days), large sack, thieves' tools

Saves D: 13 W: 14 P: 13 B: 16 S: 15 Magic +0

cut

cut

82 Esbella Zeal Thief 1

AL: C	MV: 120' (40')	ML: 6
HD: 1d4	HP: 3	#AT: 1
AC: 6 [13] (leather + Dex)		
THACO: (Melee) 19 [+0] (Missile) 18 [+1]		
1d6 (short sword)		
1d4 (sling; range: 40', 80', 160')		

Str	10	0
Dex	14	+1
Con	12	0
Int	14	+1
Wis	11	0
Cha	12	0

Class Abilities
Backstab (+4 to hit, x2 damage), CSS: 89%, FRT: 20%, HN: 3-in-6, HIS: 20%, MS: 30%, PL: 25%, PP: 30%

Language: Goblin

Equipment
10' pole, backpack, iron rations (7 days), large sack (3), thieves' tools

Saves D: 13 W: 14 P: 13 B: 16 S: 15 Magic +0

cut

cut

81 Calvin Holt Thief 1

AL: C	MV: 120' (40')	ML: 8
HD: 1d4	HP: 3	#AT: 1
AC: 5 [14] (leather + Dex)		
THACO: (Melee) 19 [+0] (Missile) 17 [+2]		
1d4 (dagger; x5)		
1d4 (dagger, thrown; range: 10', 20', 30')		

Str	10	0
Dex	16	+2
Con	11	0
Int	12	0
Wis	10	0
Cha	11	0

Class Abilities
Backstab (+4 to hit, x2 damage), CSS: 89%, FRT: 20%, HN: 3-in-6, HIS: 20%, MS: 30%, PL: 25%, PP: 30%

Equipment
backpack, iron rations (7 days), large sack (3), thieves' tools

Saves D: 13 W: 14 P: 13 B: 16 S: 15 Magic +0

Fold

cut

84 Appearance
A petite woman in her mid-20s with flowing blonde hair and freckles dressed in dyed red leather armor.

Personality
Ann enjoys the thrill of adventuring and is not averse to taking risks in order to test the limits of her skills.

Quirks
Twin: Ann has a twin sister Kari (card 42), who she works with at all times. The pair work well together, attempting to flank foes and gain any advantage they can. The pair have a Morale of 10 whenever they can see each other.

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83 Appearance
A ragged looking man in his mid-30s with greasy black hair wearing scratched and pitted leather armor.

Personality
Mercer has a overriding sense of self-preservation even if his actions could endanger somebody else.

Quirks
Sticky Fingers: If he is able to avoid drawing attention to himself Mercer will attempt to steal a few coins from any treasure he discovers taking 1d6 x 10% from the total before handing it over to the PCs.

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82 Appearance
A curvy woman in her late-20s with shoulder length brown hair. She is in a constant state of restlessness.

Personality
Esbella appears nervous and is easily startled. Unashamed, she says her suspicions are what's kept her alive.

Quirks
Paranoid: Esbella is constantly on alert for potential danger. The GM may allow rerolls for surprise, Find or Remove Traps, Hear Noise or similar checks taking the second roll even if it is lower.

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81 Appearance
A thin, black-haired man in his late-30s with a pointed goatee beard.

Personality
Quiet and calculating, Calvin is always on the lookout for information on his next big score.

Quirks
Direction Sense: Calvin has an innate sense of direction and rarely loses his way. At the start of each day when the GM rolls to see if the group loses direction Calvin can roll a second time but must take the result of that roll.

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88 Celia Pano Thief 1

AL: N	MV: 120' (40')	ML: 8
HD: 1d4	HP: 4	#AT: 1
AC: 6 [13] (leather + Dex)		
THACO: (Melee) 18 [+1] (Missile) 18 [+1]		

1d8+1 (long sword + Str)

Str	14	+1
Dex	13	+1
Con	12	0
Int	13	+1
Wis	13	+1
Cha	12	0

Class Abilities
Backstab (+4 to hit, x2 damage), CSS: 89%, FRT: 20%, HN: 3-in-6, HIS: 20%, MS: 30%, PL: 25%, PP: 30%

Language: Dwarvish

Saves D: 13 W: 14 P: 13 B: 16 S: 15 Magic +1

Equipment
backpack, iron rations (7 days), iron spikes (12), thieves' tools

Fold

cut

87 Elgan Resso Thief 1

AL: C	MV: 120' (40')	ML: 8
HD: 1d4	HP: 4	#AT: 1
AC: 6 [13] (leather + Dex)		
THACO: (Melee) 19 [+0] (Missile) 18 [+1]		

1d6 (short sword)
1d4 (crossbow; range: 80', 160', 240'; Reload, Slow, Two-handed)

Str	11	0
Dex	14	+1
Con	12	0
Int	14	+1
Wis	10	0
Cha	12	0

Class Abilities
Backstab (+4 to hit, x2 damage), CSS: 89%, FRT: 20%, HN: 3-in-6, HIS: 20%, MS: 30%, PL: 25%, PP: 30%

Language: Orcish

Saves D: 13 W: 14 P: 13 B: 16 S: 15 Magic +0

Equipment
crossbow bolts (20), iron rations (7 days), thieves' tools, waterskin

cut

cut

86 Marissa Shemi Thief 1

AL: C	MV: 120' (40')	ML: 8
HD: 1d4+1	HP: 5	#AT: 1
AC: 5 [14] (leather + Dex)		
THACO: (Melee) 19 [+0] (Missile) 17 [+2]		

1d6 (short sword)
1d4 (sling; range: 40', 80', 160')

Str	12	0
Dex	17	+2
Con	13	+1
Int	13	+1
Wis	10	0
Cha	15	+1

Class Abilities
Backstab (+4 to hit, x2 damage), CSS: 89%, FRT: 20%, HN: 3-in-6, HIS: 20%, MS: 30%, PL: 25%, PP: 30%

Language: Gnoll

Saves D: 13 W: 14 P: 13 B: 16 S: 15 Magic +0

Equipment
backpack, iron rations (7 days), thieves' tools

cut

cut

85 Devlin Wynn Thief 1

AL: C	MV: 120' (40')	ML: 8
HD: 1d4+1	HP: 4	#AT: 1
AC: 4 [15] (leather + Dex)		
THACO: (Melee) 18 [+1] (Missile) 16 [+3]		

1d6+1 (short sword + Str)

Str	13	+1
Dex	18	+3
Con	14	+1
Int	11	0
Wis	10	0
Cha	13	+1

Class Abilities
Backstab (+4 to hit, x2 damage), CSS: 89%, FRT: 20%, HN: 3-in-6, HIS: 20%, MS: 30%, PL: 25%, PP: 30%

Saves D: 13 W: 14 P: 13 B: 16 S: 15 Magic +0

Equipment
crowbar, iron rations (7 days), small sack, thieves' tools

Fold

cut

88 Appearance
A short, stocky woman with brown hair and freckles. Her hazel eyes always appear to be half open.

Personality
Celia is somewhat dour and stern as if the entire weight of the world sits upon on her shoulders.

Quirks
Cursed: Celia is subject to a potent curse that has plagued her family for generations and is looking for a way to cure it. The GM must decide the full extent of the curse, it may be as simple as a dice penalty in a certain situation, to dying at a certain age.

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87 Appearance
A ruddy-faced man with several cuts on his face. His dark hair hangs limp over his red ringed eyes.

Personality
Elgan always seems a little unsteady on his feet and can be quick to anger. He is always asking for spare coins.

Quirks
Drunkard: Elgan has a drinking problem. Unless precautions have been taken, at the beginning of each day there is a 3-in-6 chance that Elgan is inebriated suffering a -2 penalty on attack and damage rolls and -10% on all Thief skills.

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86 Appearance
A woman in her late-20s with short curly brown hair. She wears a red head scarf and loose white tunic.

Personality
Marissa knows she may be running on borrowed time so she lives life to the fullest, taking what she wants.

Quirks
Wanted: Marissa is on the run from someone. This could be local lawmakers, a rival criminal organization, or a previous victim and at some point they will catch up with her, possibly drawing the PCs into the confrontation.

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85 Appearance
A brown-haired man in his late-20s with a few days beard growth. His hands never seem to stay still.

Personality
Devlin mentions very little about his past and becomes agitated when asked too many questions.

Quirks
Doppelgänger: Devlin looks exactly like a well known individual such as a royal, merchant or adventurer. The GM must decide if this is merely a coincidence, a lost family connection or one of the individuals actually being a Doppelgänger.

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92 Mei Yuang Thief 1

AL: N	MV: 120' (40')	ML: 8
HD: 1d4	HP: 3	#AT: 1
AC: 6 [13] (leather + Dex)		
THACO: (Melee) 18 [+1] (Missile) 18 [+1]		

1d8+1 (long sword + Str)

Str	14	+1
Dex	14	+1
Con	12	0
Int	13	+1
Wis	11	0
Cha	13	+1

Class Abilities
Backstab (+4 to hit, x2 damage), CSS: 89%, FRT: 20%, HN: 3-in-6, HIS: 20%, MS: 30%, PL: 25%, PP: 30%
Language: Halfling

Saves D: 13 W: 14 P: 13 B: 16 S: 15 Magic +0

Equipment
backpack, iron rations (7 days), lantern, thieves' tools

Fold

cut

91 Bordan Quinn Thief 1

AL: N	MV: 120' (40')	ML: 6
HD: 1d4+1	HP: 4	#AT: 1
AC: 6 [13] (leather + Dex)		
THACO: (Melee) 19 [+0] (Missile) 18 [+1]		

1d6 (short sword)
1d4 (crossbow; range: 80', 160', 240'; Reload, Slow, Two-handed)

Str	12	0
Dex	15	+2
Con	13	+1
Int	11	0
Wis	10	0
Cha	10	0

Class Abilities
Backstab (+4 to hit, x2 damage), CSS: 89%, FRT: 20%, HN: 3-in-6, HIS: 20%, MS: 30%, PL: 25%, PP: 30%

Saves D: 13 W: 14 P: 13 B: 16 S: 15 Magic +0

Equipment
backpack, crossbow bolts (30), iron rations (7 days), thieves' tools

cut

90 Kessia "Flamehair" Thief 1

AL: C	MV: 120' (40')	ML: 8
HD: 1d4+1	HP: 3	#AT: 1
AC: 5 [14] (leather + Dex)		
THACO: (Melee) 18 [+1] (Missile) 17 [+2]		

1d6+1 (short sword + Str)
1d6 (short bow; range: 50', 100', 150'; Two-handed)

Str	13	+1
Dex	16	+2
Con	14	+1
Int	13	+1
Wis	11	0
Cha	16	+1

Class Abilities
Backstab (+4 to hit, x2 damage), CSS: 89%, FRT: 20%, HN: 3-in-6, HIS: 20%, MS: 30%, PL: 25%, PP: 30%
Language: Goblin

Saves D: 13 W: 14 P: 13 B: 16 S: 15 Magic +0

Equipment
backpack, iron rations (7 days), quiver (20 arrows), thieves' tools

cut

89 Vledic Shersh Thief 1

AL: C	MV: 120' (40')	ML: 10
HD: 1d4	HP: 3	#AT: 1
AC: 5 [14] (leather + Dex)		
THACO: (Melee) 19 [+0] (Missile) 17 [+2]		

1d6 (short sword)
1d4 (crossbow; range: 80', 160', 240'; Reload, Slow, Two-handed)

Str	11	0
Dex	16	+2
Con	11	0
Int	13	+1
Wis	9	0
Cha	15	+1

Class Abilities
Backstab (+4 to hit, x2 damage), CSS: 89%, FRT: 20%, HN: 3-in-6, HIS: 20%, MS: 30%, PL: 25%, PP: 30%
Language: Elvish

Saves D: 13 W: 14 P: 13 B: 16 S: 15 Magic +0

Equipment
backpack, crossbow bolts (20), iron rations (7 days), thieves' tools

cut

Fold

cut

92 Appearance
A woman in her early-30s with black shoulder length hair, a look of concern plays across her kindly face.

Personality
While Mei is confident in her skills she uses them cautiously. A sense of desperation seems to surround her.

Quirks
Family Ties: Mei has a daughter staying far away with her family and has vowed to continue adventuring only until she earns enough gold to return home and retire. The fear of not seeing her daughter again may have some influence on her actions.

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91 Appearance
A weary looking man in her late-30s with scraggly black hair and several days worth of beard growth.

Personality
Bordan is nervous all the time and constantly thumbs a worn gold coin that he believes to be lucky.

Quirks
Superstitious: Bordan is highly superstitious and is constantly on the lookout for signs of bad luck. Bordan needs to succeed on a Morale check before he will perform any tasks within the presence of any "unlucky" phenomena.

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90 Appearance
A woman in her mid-20s with distinctive waist length wavy red hair that inspired her nickname.

Personality
Kessia tries to put on a brave front, but a lingering sense of desperation hangs over her.

Quirks
Blank Slate: Remembering nothing of her life before waking up in some ruins eight months ago, Kessia took her name from a torn note she found nearby, not knowing if it was even her own. She now writes down everything in case it happens again.

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89 Appearance
A dark haired man in his mid-30s with a stubbly beard and a large scar running across the bridge of his nose.

Personality
Vledic lives each day as it comes, lacking the foresight to see how his actions may affect him later.

Quirks
Gambler: Vledic loves taking risks. Any money he has is normally lost soon afterwards on games of chance. In perilous situations Vledic only needs to make a Morale check if he believes there isn't a small likelihood he can overcome a foe.

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96 Talia Orsi Thief 1

AL: N	MV: 120' (40')	ML: 8
HD: 1d4+1	HP: 4	#AT: 1
AC: 5 [14] (leather + Dex)		
THACO: (Melee) 18 [+1] (Missile) 17 [+2]		

1d6+1 (short sword + Str)
1d6 (crossbow; range: 80', 160', 240'; Reload, Slow, Two-handed)

Str	13	+1
Dex	16	+2
Con	13	+1
Int	14	+1
Wis	11	0
Cha	14	+1

Class Abilities
Backstab (+4 to hit, x2 damage), CSS: 89%, FRT: 20%, HN: 3-in-6, HIS: 20%, MS: 30%, PL: 25%, PP: 30%
Language: Elvish

Saves D: 13 W: 14 P: 13 B: 16 S: 15 Magic +0

Equipment
backpack, crossbow bolts (30), iron rations (7 days), thieves' tools

Fold

cut

95 Ulric Dorn Thief 1

AL: N	MV: 120' (40')	ML: 8
HD: 1d4+1	HP: 4	#AT: 1
AC: 6 [13] (leather + Dex)		
THACO: (Melee) 18 [+1] (Missile) 18 [+1]		

1d6+1 (short sword + Str)
1d6 (short bow; range: 50', 100', 150'; Two-handed)

Str	13	+1
Dex	13	+1
Con	14	+1
Int	11	0
Wis	10	0
Cha	16	+1

Class Abilities
Backstab (+4 to hit, x2 damage), CSS: 89%, FRT: 20%, HN: 3-in-6, HIS: 20%, MS: 30%, PL: 25%, PP: 30%

Saves D: 13 W: 14 P: 13 B: 16 S: 15 Magic +0

Equipment
backpack, iron rations (7 days), quiver (20 arrows), thieves' tools

cut

cut

94 Karina Ziran Thief 1

AL: C	MV: 120' (40')	ML: 6
HD: 1d4+1	HP: 3	#AT: 1
AC: 5 [14] (leather + Dex)		
THACO: (Melee) 19 [+0] (Missile) 17 [+2]		

1d4 (dagger; x3)
1d4 (dagger, thrown; range: 10', 20', 30')

Str	10	0
Dex	16	+2
Con	13	+1
Int	13	+1
Wis	11	0
Cha	9	0

Class Abilities
Backstab (+4 to hit, x2 damage), CSS: 89%, FRT: 20%, HN: 3-in-6, HIS: 20%, MS: 30%, PL: 25%, PP: 30%
Language: Elvish

Saves D: 13 W: 14 P: 13 B: 16 S: 15 Magic +0

Equipment
backpack, iron rations (7 days), lantern, thieves' tools

cut

cut

93 Halmar Karsk Thief 1

AL: N	MV: 120' (40')	ML: 8
HD: 1d4+1	HP: 5	#AT: 1
AC: 6 [13] (leather + Dex)		
THACO: (Melee) 19 [+0] (Missile) 18 [+1]		

1d6 (short sword)
1d6 (short bow; range: 50', 100', 150'; Two-handed)

Str	11	0
Dex	13	+1
Con	13	+1
Int	11	0
Wis	14	+1
Cha	13	+1

Class Abilities
Backstab (+4 to hit, x2 damage), CSS: 89%, FRT: 20%, HN: 3-in-6, HIS: 20%, MS: 30%, PL: 25%, PP: 30%

Saves D: 13 W: 14 P: 13 B: 16 S: 15 Magic +1

Equipment
backpack, iron rations (7 days), quiver (20 arrows), thieves' tools

Fold

cut

96 Appearance
A woman in her early-30s with neat brown hair in a single side braid. She wears a ring bearing a coat of arms.

Personality
Talia carries a sense of poise and decorum that seems unusual among those of her profession.

Quirks
Diamond in the Rough: Talia lost everything early in life when the members of her noble family were either killed or scattered across the land. She has vowed to raise herself back up to those lofty heights and will do anything to make it happen.

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95 Appearance
A man in his early 20s with light blond hair and a winning smile. His leather armor is stained deep green.

Personality
Ulric makes a show of just how unhappy he is, brooding quietly while picking the petals from flowers.

Quirks
Heartbroken: Ulric is recovering from a recently failed relationship and mentions his lost love as much as possible. When in camp he pores over a bundle of love letters the pair exchanged, making himself more miserable by doing so.

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94 Appearance
A woman in her early-30s with long brown hair. Her dark grey leather armor is adorned with spikes.

Personality
Karina is stern and serious. She gets irritated easily and finds fault in the smallest of things.

Quirks
Obnoxious: Karina quickly becomes irritated by random individuals and will make snide comments about them just out of earshot. She becomes more argumentative if confronted about it, openly taunting them.

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93 Appearance
A man in his mid-30s with a red scar running from the top of his shaved head and past his left eye.

Personality
Halmar is vicious, unpleasent and borish and speaks his mind at all times.

Quirks
Time Sense: Halmar has an innate feel for the correct time of day but always with some small margin of error. His estimate will always be 1d6 x 10 minutes out, with the GM deciding if he has underestimated or overestimated in his guess.

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00 Rohka Lyle Thief 1

AL: C	MV: 120' (40')	ML: 8
HD: 1d4+1	HP: 4	#AT: 1
AC: 5 [14] (leather + Dex)		
THACO: (Melee) 18 [+1] (Missile) 17 [+2]		

1d8+1 (long sword + Str)

Str	13	+1
Dex	16	+2
Con	13	+1
Int	13	0
Wis	9	0
Cha	11	0

Class Abilities
Backstab (+4 to hit, x2 damage), CSS: 89%, FRT: 20%, HN: 3-in-6, HIS: 20%, MS: 30%, PL: 25%, PP: 30%

Equipment
backpack, iron rations (7 days), lantern, thieves' tools, tinder box

Saves D: 13 W: 14 P: 13 B: 16 S: 15 Magic +0

Fold

cut

99 Odan "Lightfingers" Thief 1

AL: C	MV: 120' (40')	ML: 4
HD: 1d4+1	HP: 5	#AT: 1
AC: 6 [13] (leather + Dex)		
THACO: (Melee) 18 [+1] (Missile) 18 [+1]		

1d6+1 (short sword + Str)
1d6 (short bow; range: 50', 100', 150'; Two-handed)

Str	13	+1
Dex	13	+1
Con	14	+1
Int	16	+2
Wis	13	+1
Cha	10	0

Class Abilities
Backstab (+4 to hit, x2 damage), CSS: 89%, FRT: 20%, HN: 3-in-6, HIS: 20%, MS: 30%, PL: 25%, PP: 30%

Language: Gnoll, Hobgoblin

Equipment
backpack, iron rations (7 days), lantern, thieves' tools, tinder box

Saves D: 13 W: 14 P: 13 B: 16 S: 15 Magic +1

cut

98 Moran Del Thief 1

AL: C	MV: 120' (40')	ML: 10
HD: 1d4+3	HP: 7	#AT: 1
AC: 6 [13] (leather + Dex)		
THACO: (Melee) 18 [+1] (Missile) 18 [+1]		

1d4+1 (dagger + Str; x4)
1d4 (dagger, thrown; range: 10', 20', 30')

Str	13	+1
Dex	14	+1
Con	18	+3
Int	9	0
Wis	10	0
Cha	10	0

Class Abilities
Backstab (+4 to hit, x2 damage), CSS: 89%, FRT: 20%, HN: 3-in-6, HIS: 20%, MS: 30%, PL: 25%, PP: 30%

Equipment
backpack, iron rations (7 days), thieves' tools, tinder box, torches (6)

Saves D: 13 W: 14 P: 13 B: 16 S: 15 Magic +0

cut

97 Korvac Thief 1

AL: N	MV: 120' (40')	ML: 8
HD: 1d4+1	HP: 3	#AT: 1
AC: 6 [13] (leather + Dex)		
THACO: (Melee) 18 [+1] (Missile) 18 [+1]		

1d6+1 (short sword + Str)

Str	13	+1
Dex	15	+1
Con	13	+1
Int	10	0
Wis	11	0
Cha	13	+1

Class Abilities
Backstab (+4 to hit, x2 damage), CSS: 89%, FRT: 20%, HN: 3-in-6, HIS: 20%, MS: 30%, PL: 25%, PP: 30%

Equipment
backpack, iron rations (7 days), lantern, thieves' tools

Saves D: 13 W: 14 P: 13 B: 16 S: 15 Magic +0

cut

Fold

cut

00 Appearance
A somber looking man in his late-20s with messy brown hair and several days beard growth.

Personality
Those that know Rohka have seen him turn from a boisterous reveller into a sullen and brooding figure.

Quirks
Talks to His Sword: Whenever he believes no one is listening Rohka whispers to his sword, calling it Gwinlath, the name of his recently deceased partner. Whether this is Rohka's way of coping or something else is for the GM to decide.

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99 Appearance
A thin weasely looking man in his late-20s with sharp features and scraggly black hair.

Personality
Odan is full of bluster and false bravado which he attempts to use to cover up his deep seated cowardice.

Quirks
Cowardly: Odan is incredibly nervous and will flee or hide from danger if given the opportunity. In any dangerous situation Odan's Morale score as determined as if the hiring PC's Charisma were 2 points lower.

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98 Appearance
A stern looking bald man in his late-30s with a few days of stubble. His armor has been heavily repaired.

Personality
Moran is full of confidence and walks with a swagger. He uses force and intimidation to get his own way.

Quirks
Battle Scars: Moran is covered with scars across his body and face and there is a tale attached to every one. He takes great pride in them telling anyone that will listen how they were all acquired, even if they have heard the stories before.

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97 Appearance
A man in his late-30s with black hair and a beard. His dark brown leather armor shows considerable wear.

Personality
Korvac is very secretive about his past and always seems on to be on edge unless he's far from civilization.

Quirks
Father Knows Best: The only mention Korvac makes to his past is the phrase "My Father always said..." Korvac's father seems to have had an opinion on almost any situation, so it's not clear if he was incredibly wise or is entirely fictional.

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