

Tessa Tennant

Fighter, Human, Female

Level

Saving Throw

3

12

Armour Class

Hit Points



Alignment: Lawful

Deity:

Gael

Movement: 12

Prime Attribute: Strength

XP Bonus: +5%

Attacks:

Two-handed sword
(1d10)

THACO [Base Attack Bonus]: 18 [+1]

Weight Carried/Weight allowance before penalty: 79/105

Special: 3 attacks per round versus creatures with 1HD or less.

Equipment:

Chain mail,
two-handed sword,
backpack,
flint and steel,
waterskin.

Wealth:

13 gold quids,
72 silver shillings,
Garnet worth 25 gold quids.



Statistics

Strength

17

Bonus to Hit

+2 to hit

Dexterity

10

Damage Bonus

+2 to damage

Constitution

14

Open Doors

1-4 in 6

Intelligence

11

Carry Modifier

+30 lbs

Wisdom

12

Bonus to Missiles

0

Charisma

14

Armour Bonus

0

Hit Point Bonus

+1 HP/Level

Raise Dead Survival

100%

Additional Languages

Goblin, Elven

Max. # Special Hirelings

Max. 5

Tessa Tennant

Fighter, Human, Female

Description: Tessa is the spokesperson of The Gardeners of Walshale. She is in her mid-thirties, 5’-11” tall and powerfully built. Her dark red hair flows down onto her chain mail. Hidden under her tunic, she wears a tabard which bears an obscure crest with a crow design. She found the tabard and liked the design but is unaware of its origins. She wields her two-handed sword with ease, its pommel a piece of polished gold.

Notes:

Hit Point Tracking:

Loot Found:

Rooftop Exploration		
Equipment Carried	Careful Mode	Pursuit Mode
All listed	-2	+3
Under 30 lbs	-5	+0
Roll Under Statistics	STR: 17	DEX: 10
Check modifiers to [►Climb Up/Down◄], [►Rooftop Action◄], and [►Hazard◄].		

Jarsen Garbett

Cleric, Human, Male

Level

Saving Throw

3

13

Armour Class

Hit Points



Alignment: Lawful

Deity:

Gael

Movement: 12

Prime Attribute: Wisdom

XP Bonus: +10%

Attacks: +1 heavy mace

THACO [Base Attack Bonus]: 18 [+1]

(1d6+1)

Weight Carried/Weight allowance before penalty: 73/85

Special: Spells: *Cure Light Wounds, Light, Protection from Evil*,
Turn undead.

Equipment:

Chain mail (also *holy symbol*),
+1 heavy mace,
backpack, waterskin,
belt pouch, over-shoulder belt,
2 vials of *holy water*,
2 *potions of healing*.

Wealth:

8 gold quids,
26 silver shillings,
Golden pendant carried for
good luck worth 25 gold quids.

Statistics

Strength

14

Dexterity

9

Constitution

12

Intelligence

10

Wisdom

15

Charisma

10

Bonus to Hit

+1 to hit

Damage Bonus

-

Open Doors

1-2 in 6

Carry Modifier

+10 lbs

Bonus to Missiles

-

Armour Bonus

-

Hit Point Bonus

-

Raise Dead Survival

75%

Additional Languages

Goblin, Elven, Dwarven,
Thorned Briarling

Max. # Special Hirelings

Max. 4



Jarsen Garbett

Cleric, Human, Male

Description: Jarsen is the religious conscience of The Gardeners of Walshale. He is about forty winters old. He has a bald head but a bushy, salt and pepper beard. He is slightly overweight but carries it well, being just under 6 feet tall. His plate tabard bears his *holy symbol*, the yellow angel with wings spread that is the symbol of Gael. Jarsen wears an over-shoulder belt from which vials of *holy water* and green liquid hang.

Notes:

Hit Point Tracking:

Loot Found:

Rooftop Exploration		
Equipment Carried	Careful Mode	Pursuit Mode
All listed	-2	+3
Under 30 lbs	-5	+0
Roll Under Statistics	STR: 14	DEX: 9
Check modifiers to [►Climb Up/Down◄], [►Rooftop Action◄], and [►Hazard◄].		

Verity Squires

Magic-user, Human, Female

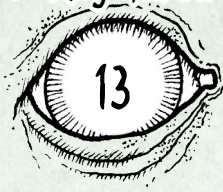
Armour Class

Hit Points



Level

Saving Throw



(+1 *Ring of Protection*, and +2 versus Spells, including from magic wands and staves).

Alignment: Lawful

Deity:

Watcher from the Shore

Movement: 12

Prime Attribute: Intelligence

XP Bonus: +5%

Attacks: Dagger (1d4)

THACO [Base Attack Bonus]: 19 [+0]

Weight Carried/Weight allowance before penalty: 19/75

Special: Spells: *Charm Person*, *Shield*, *Magic Missile*, *Web*.

(Max. spell level 8; Understand new spell 75%)

Equipment:

Wealth:

Wavy-bladed dagger,
belt pouch,
weird silver fish pendant on a chain
hidden under her robe which acts as
a +1 *Ring of Protection*,
spellbook.

72 gold guids hidden in a secret
belt around her midriff.
The deeds to a small keep on the
Scottish borders which she hasn't
told anyone about.



Statistics

Strength

8

Dexterity

13

Constitution

10

Intelligence

16

Wisdom

11

Charisma

12

Bonus to Hit

-

Damage Bonus

-

Open Doors

1-2 in 6

Carry Modifier

-

Bonus to Missiles

+1 to hit

Armour Bonus

+1 to AC

Hit Point Bonus

-

Raise Dead Survival

75%

Additional Languages

Goblin, Elven, Conus Ogre,
Equinian, Nobblin

Max. # Special Hirelings

Max. 4

Verity Squires

Magic-user, Human, Female

Description: Verity is the 'Sage of Horticultural Lore' for The Gardeners of Walshale. Verity is a pretty, slim, 5'-6" tall blonde-haired woman in her late twenties. She wears a grey hooded mantle, edged with embroidery and finely made clothing that is a little worn. She hides her arcane ways as much as possible, favouring discreet protective magics rather than offensive castings, which she always has ready. She has a tattoo of a thorned bramble winding up her left leg - this was apparently 'all the rage' amongst her friendship group in her late teenage years.

Notes:

Hit Point Tracking:

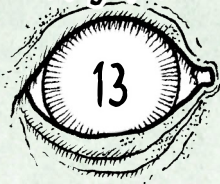
Loot Found:

Rooftop Exploration		
Equipment Carried	Careful Mode	Pursuit Mode
All listed	-5	+0
Under 30 lbs	-5	+0
Roll Under Statistics	STR: 8	DEX: 13
Check modifiers to [►Climb Up/Down◄], [►Rooftop Action◄], and [►Hazard◄].		

Thespin Nook

Thief, Half-elf, Male

Level Saving Throw



(+2 versus against Devices, including traps, magical wands or staffs, or other magical devices).

Armour Class



Hit Points



Alignment: Neutral

Deity:

Mithra (Lady Luck)

Movement: 12

Prime Attribute: Dexterity

XP Bonus: +5%

Attacks: 2 short swords (1d6)

THACO [Base Attack Bonus]: 19 [+0]

Weight Carried/Weight allowance before penalty: 53/85

Special: Backstab (+4 to hit and double damage); Read normal languages; Thief skills: Climb walls 87%, delicate tasks and traps 25%, hear sounds 4 in 6, hide in shadows 20%, move silently 30%, open locks 20%; Half-elf Traits: Darkvision 60 feet; Find secret doors 1-4 in 6 when searching.

Equipment:

Backpack,
grey studded leather armour,
two short swords,
thieves tools, soft 'footpad' shoes.

Wealth:

32 gold quids,
33 silver shilling, platinum
necklace worth 72 gold quids,
5 rubies worth 10 gold quids each.



Statistics

Strength

13

Dexterity

16

Constitution

10

Intelligence

11

Wisdom

13

Charisma

9

Bonus to Hit +1 to hit

Damage Bonus -

Open Doors 1-2 in 6

Carry Modifier +10 lbs

Bonus to Missiles +1 to hit

Armour Bonus +1 to AC

Hit Point Bonus -

Raise Dead Survival 75%

Additional Languages Goblin, Noblin, Elven

Max. # Special Hirelings Max. 5

Thespin Nook

Thief, Half-elf, Male

Description: Thespin is the 'Indoor Garden Specialist' for The Gardeners of Walshale. Just 5'-6" tall, Thespin is slim with a pale face and unkempt, greasy hair. He has a scar running from his brow to his cheek and a milky white eye. He wears a dark-coloured cloak, hood always down unless it is raining or he is trying not to be noticed.

Notes:

Hit Point Tracking:

Loot Found:

Rooftop Exploration		
Equipment Carried	Careful Mode	Pursuit Mode
All listed	-6	-1
Under 30 lbs	-8	-3
Roll Under Statistics	STR: 13	DEX: 16
Check modifiers to [►Climb Up/Down◄], [►Rooftop Action◄], and [►Hazard◄].		

Silas Fairbarn

Witchfinder, Human, Male

Level

3

Saving Throw

13

(+2 versus Spells cast
by chaotic Magic-
Users and Clerics).

Armour Class

5
[14]

Hit Points

15

Alignment: Lawful

Deity:

Gael

Movement: 12

Prime Attribute:

Wisdom

XP Bonus: +5%

Attacks:

Longsword (1d8)

THACO [Base Attack Bonus]: 18 [+1]

Weight Carried: 73

Weight allowance before penalty: 85

Special: Extract information 64%; spread anxiety;

Detect Magic 1/day; Detect Evil 1/day;

Protection from Evil 1/day.

Equipment:

Longsword,

lantern,

Chain mail,

devilry book.

Wealth:

13 gold guids,

21 silver shillings.

Statistics

Strength

15

Dexterity

9

Constitution

11

Intelligence

12

Wisdom

14

Charisma

10

Bonus to Hit

+1 to hit

Damage Bonus

-

Open Doors

1-2 in 6

Carry Modifier

+10 lbs

Bonus to Missiles

-

Armour Bonus

-

Hit Point Bonus

-

Raise Dead Survival

75%

Additional Languages

Goblin, Elven, Giant

Max. # Special Hirelings

Max. 4



Silas Fairbarn

Witchfinder, Human, Male

Description: Silas is the ‘Smeller of Witchly Garden Diseases’ for The Gardeners of Walshale. Silas stands 5’-8” tall and is 35 years old. His hair is black, as is his silver-buttoned jacket. He wears a wide-brimmed, capotain hat, but with a single, silver buckle in the band around the base. A small, worn, old book hangs from a chain around his neck. This is his book of protections against devilry. In combat and dangerous situations, Silas typically holds a lantern in one hand and his long sword in the other. This longsword is inscribed down the one side of the blade with passages from a witchfinders book which tell of a witchfinder’s unyielding power over devils and demons.

Notes:

Hit Point Tracking:

Loot Found:

Rooftop Exploration		
Equipment Carried	Careful Mode	Pursuit Mode
All listed	-2	+3
Under 30 lbs	-5	+0
Roll Under Statistics	STR: 15	DEX: 9
Check modifiers to [►Climb Up/Down◄], [►Rooftop Action◄], and [►Hazard◄].		

Broggel of Yawmouth

Tasker, Hook-nosed Wart Goblin, Male

Armour Class

Hit Points



Level

Saving Throw



(+1 Ring of Protection,
+2 on any roll against
being dragged or
knocked prone).

Alignment: Lawful

Deity: Gōbulus

Movement: 9

Prime Attribute: Constitution

XP Bonus: 0

Attacks: Pitchfork (as spear, 1d6)

THACO [Base Attack Bonus]: 19 [+0]

Weight Carried/Weight allowance before penalty: 27/90

Special: *Slow metabolism*: surprised on a 1 in 8; *Carefulness*:

Delicate Tasks and Traps 45%, Open locks 40%;

Unarmed combat as a Level 4 combatant.

Equipment:

Pitchfork, leather satchel over his
shoulder filled with junk and
parchment/messages,
waterskin, +1 ring of protection,
glass vial filled with earth from
Yawmouth (where he was born).

Wealth:

52 gold quids,
20 silver shillings.



Statistics

Strength

16

Dexterity

10

Constitution

13

Intelligence

9

Wisdom

11

Charisma

8

Bonus to Hit

+1 to hit

Damage Bonus

-

Open Doors

1-3 in 6

Carry Modifier

+15 lbs

Bonus to Missiles

-

Armour Bonus

+1 to AC (from Con)

Hit Point Bonus

+1 HP/Level

Raise Dead Survival

100%

Additional Languages

Human/common

Max. # Special Hirelings

Max. 3

Broggel of Yawmouth

Tasker, Hook-nosed Wart Goblin,
Male

Description: Broggel is the ‘Potter, and Soilshifter’ for The Gardeners of Walshale. He is a touch over 4 feet tall. His skin is russet-coloured and his nose runs almost constantly. He wears no armour, favouring bare skin to proudly show off his prodigious girth, which he sticks out and rubs when he feels the need to impress. He does wear a loin cloth hidden underneath his sagging belly. He bears a bronze necklace with gold ring suspended on it. The ring is worthless, but Broggel believes it contains the essence of an ancestor that looks after him, sending him visions in his sleep. He is missing a finger on one hand which was bitten off by a dog many years ago.

Notes:

Hit Point Tracking:

Loot Found:

Rooftop Exploration		
Equipment Carried	Careful Mode	Pursuit Mode
All listed	-5	+0
Under 30 lbs	-5	+0
Roll Under Statistics	STR: 16	DEX: 10
Check modifiers to [►Climb Up/Down◄], [►Rooftop Action◄], and [►Hazard◄].		