



The Amazing List of Things presents:

100 WEIRD FANTASY HIRELINGS





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How to use these tables:

Choose the proper subtable category, then roll 1d6 and count down from the top to select a hireling. Cross off each hireling as you introduce them into the game and skip over that entry next time you roll on that subtable. If you roll higher than the number of entries, move on to the next subtable.

Roll **Adventurers**

- 1 **Aubrey.** He walks with a limp and carries a gaudy walking cane. He prefers fancy clothes and has enough gold to hire a sizeable expedition if someone gives him a lead as to where to go.
- 2 **Corbin Wees.** He is balding and worried about it, in spite of his long, salt and pepper beard.
- 3 **Ennika.** She is an excellent horsewoman, an amateur magician, and a poor fighter. She has lots of piercings and compulsively carves glyphs and runes into trees and wooden walls all over the place.
- 4 **Gold Starron the Beautiful.** Golden-haired and muscular, he struts around like a peacock and wields a whip, but is basically just a lazy drunk.
- 5 **Kembral.** Superb archer. She prefers ambush tactics, is a former athletics champion, and has a bum knee.
- 6 **Zafalash Gnal.** He tends to stutter and he urinates as soon as he starts fighting, but is quite brave.
- 7 **Herballa.** She chews leaves like cows chew cud and squints a lot. She carries a huge war pick and wears a long chainmail hauberk.
- 8 **Malash the Mighty Man.** He is a huge foreigner with a thick accent and a busy moustache, ready to fight monsters with his axe and spear. He rips his shirt dramatically and weeps rivers of tears when he feels sad.
- 9 **Tucker.** He owns an abandoned, monster-haunted keep and is trying to sell it. He has a massive mane of hair, long mustachios, a secret crush on the local mayor, and is never seen without his gardening tools.
- 10 **Hala Zashni.** He wears a metal helmet shaped like a lion's head, has a magic sword that no one else knows about, and can change her sex at will.



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Roll Bodyguards

- 11 **Burton.** So tall that he towers over everyone else, he wears a suit of plate mail that will not fit anyone else and never eats meat. He has a pet ferret that he pampers in every conceivable way.
- 12 **Farsh the Demon.** Law-abiding despite his name, which he got because he apprenticed to a wizard (he was terrible). He is fascinated by mercantile economics.
- 13 **Lorrando.** He wears black-enameled plate armor and his gray hair in a bowl cut. His helmet has ram's horns and he always gives bad advice.
- 14 **Ricardo.** Flamboyantly gay, he is a champion boxer who carries a prayer book and a large bag of goat jerky. He is dedicated to protecting his employer.
- 15 **Sargo Larammie.** She has inherited some real estate that she is trying to get rid of, because she thinks life is an illusion. Good with a sword, good with a bow.
- 16 **Zardohan the Serpent.** Short, forked tongue, stubborn. He is a former gladiator and knows how to put on a show, but he loses things often.
- 17 **Black Billiam the Third.** Naked except for a spiked shield and a pair of formerly-fancy trousers, he vacillates between extremely jolly and crushingly depressed. He has crabs, won't admit it, and owns an evil dog. The dog has a spiked collar, to match the shield.
- 18 **Manton.** He owns a tavern, but his wife runs it and he hates her. He wears brass-plated leather armor and an artificial nose, collects rocks, and carries a five-gallon cask of expensive liquor.
- 19 **Cordo.** With huge feet and a pointed iron helmet, he always goes shirtless, smacking his chest and tittering peals of high-pitched laughter. He has a small silver mirror that he admires himself in, and a sword which he knows how to use.
- 20 **Ordokan.** A prude, he hates sexuality itself and is always sneering at people. He carries a straw broom and a harpoon, and once out in the wilderness he will forget to drink and may die of thirst.

Roll Criminals

- 21 **Guy.** Wearing fancy studded leather armor and wielding a set of daggers, he will first tell a sad tale of his fall from grace and moral ruination. Then he will sing dirty parody songs about any and all current events and the people he knows. He will pick his comrades pockets and ditch them when he has the chance.
- 22 **Kallisto.** Her eyes are small and suspicious beneath her wide-brimmed hat and large shield, but the fanged monkey she keeps as a pet is dressed as a fancy pirate and quite talkative. She also carries a mace in the shape of a spike-clawed hand.
- 23 **Kekkendaria.** She plays the lute, rails constantly against trivial offences and wears fancy bone jewelry sewn onto her leather cuirass.



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- 24 **Melloren.** He is an excellent baker but is also an insufferable jerk while working on pastries. He has a fine leather jacket and an illustrated book of monsters. People think he's in a cult.
- 25 **Rakardo.** He wears flowers in his hair, tells lots of dirty jokes, and solicits for contributions to his beer fund. As soon as he has enough money, he buys a piglet so he can cook it with an apple in its mouth.
- 26 **Yarod.** A skillful and daring thief, she is trying to raise money for the revolution. She has a crate full of soap and wears aromatic cologne.
- 27 **Damian.** A skilled dowser, this gorilla-shaped man thinks he's the gods' gift to women even though he isn't. He always defies authority and tends to get into trouble for it.
- 28 **Anomia.** This master thief and assassin has black blood, good taste in perfumes but dubious judgment in when to wear them, and a small, well-trained rabbit-hunting dog. She will offer to guide adventurers and then betray them.
- 29 **Thudis.** He is a mutant with animal-like ears that give him bat-like sonar when not concealed beneath his long hair. He has a pet monkey that he trained to steal shiny things.
- 30 **Handsome Anson.** He has small, pig-like eyes and a criminal brand on his face. He carries a mason's hammer like he thinks it is significant and has lots of knives concealed beneath his poncho. He won't listen to anyone tell him what to do, or anything else, for that matter. He is not handsome.

Roll Hangers-On

- 31 **Baron Allking.** He is a chaos-loving brigand with a huge wooden club who hates magicians and sorcerers and stares inappropriately at people. He is very loyal if his employer treats him well.
- 32 **Borros the Brave.** This proud and overbearing warrior often acts like a child, can't stop farting, refuses to perform physical labor aside from fighting, and doesn't care about anyone he doesn't know. He carries a boar spear and no other useful equipment.
- 33 **Lucca.** A religious evangelist, he has an eye patch, a tattoo of three wolves and a moon on his back, and is always hungry. His sermons tend to become appeals for donations of food or money if they last too long.
- 34 **Marlin.** He is leaving behind his wife and newborn babe (forever) to go adventuring and is amusingly, farcically arrogant when he's not playing with his man boobs (which is often). He has forty pounds of sausages and he meditates every morning.
- 35 **Moav Dondalon.** He carries a surgeon's bag full of tools, eats leaves and bugs in the wilderness, and treats everyone except his employer with contempt and disdain.
- 36 **Vain Masha.** A snake charmer with a really long tongue, his favorite food is beef and he is said to possess a magic flute.



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- 37 **Thaddeus.** This asthmatic mouth-breather has a creepy, intense stare and can't seem to shut up. He never smiles, sleeps a lot, and is rumored to possess a magical weapon, though gods only know where he is supposed to keep it.
- 38 **Barny.** He has a plucky attitude but is a bit dim-witted. He carries a hand saw and a sock full of stones but mostly prefers to duel-wield a pair of heavy cudgels when a fight break out. Decent drummer.
- 39 **Shanella.** She wears a hooded cloak with many pockets and carries a huntsman's horn and a fine fighting axe. She talks when she's nervous and claims to be a ranger, but locals say she is possessed by the spirit of Hell's Haunted Huntsman.
- 40 **Margrave Elsientos.** He has hoop earrings and a large, carefully-oiled beard that is darker than coal. He competently wields a halberd with a broken spear blade, but will eat all his food right away and pester others for more. He doesn't mind killing people as long as they have done something evil.

Roll Mystics

- 41 **Boleth Rikandor.** She has a floppy hat, a huge woolen blanket, and a bundle of letters she found on a dead messenger. She is unable to obtain any real employment in this town.
- 42 **Dostram Greene.** He has a big mouth and a full suit of leather armor. He is a brand new father, but he has the flu and doesn't want to give it to his child. He is writing a holy book.
- 43 **Lorraine.** She recently became initiated into an ascetic sect of a major religion, mostly because she is ashamed of being illiterate. She usually hums famous songs under her breath, eats a lot of peanuts, and is trying to sell a stuffed, two-headed cat.
- 44 **Oberra.** She has fey blood, looks "witchy," and throws up when real combat occurs. She carries a bronze sword, an elaborate and expensive helmet, and a kite shield.
- 45 **Rang Tarvel.** He has a heavy brow and strong arms and talks about law and punishment a lot. Apparently he can communicate with animals.
- 46 **The Master of the Lightness Way.** He wears gauzy, flowing robes with a high collar that covers his mouth. He carries a holy symbol, a set of hammers and chisels, and loves spicy food.
- 47 **Harold Harow.** He has round, bulging eyes and acts like he is mentally deficient. His skin is always ice cold and he always wears a ratty kilt and a threadbare tunic. He has a pitch fork and a set of smooth stone wrapped up in a cloth game board. He does not know how to play.
- 48 **Queen Haness.** She wears a tight-fitting bodysuit and a magical mask that covers here face. She speaks in a sexy voice, drinks constantly but never gets drunk, carries a battle axe, and wears an odd perfume that smells of something no one can seem to identify.



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49 **Wizaro the Wise, Wizaro the Wonderful.** He has a third eye tattooed on his forehead and a toothache he always complains about. He will accompany adventurers and bless them with his mystic rites. He is stubborn about getting paid on time, and perhaps a bit expensive.

50 **Harrow and Marrow.** Two skinny twin brothers with a psychic connection, armed with chainmail armor, helmets in the shape of skulls, shields, swords, and spears. They are on a mission to die in battle against evil monsters.

Roll Porters

51 **Findal.** When he isn't constantly grumbling he's obviously suspicious and up to no good. His favorite food is candied fruit. He mentions this a lot.

52 **Kerrie.** An antisocial loner, he can sense the presence of demons, ghosts, and spirits. He is missing several fingers, and on the rare occasions when things are going well for him, he skips and dances along as if he had no cares in the world.

53 **Naangal.** His secret cult was destroyed and his temple was sacked. He was personally excommunicated, a fact that he brags about openly. He has a blowgun and some poison darts, but won't volunteer for a fight, no sir.

54 **Phil Forash.** A brewer's son, he swears a lot, has a booming laugh, and is an excellent forager. He always carries a few sticks of chalk, because "they comes in handy, they do!"

55 **Shilabzo.** He used to run a gang of bandits who controlled part of an underground temple, but a concussion has robbed him of most of his competency and now he works as a stevedore.

56 **Vortrand.** He has chipped teeth and a leather headband. He is stubborn, stuck in his ways, and he sings tunelessly while he works. He has an encyclopedic knowledge of the local area, however.

57 **Treasure-Hauling Torbil.** He knows lots of mercenaries, and now that he has a sword, he wants to be just like them. His eagerness to fight is a serious liability for the people he is with. He has never hauled any treasure.

58 **Mykal.** Affecting a fake accent, which can change, he has a big mouth and prattles on endlessly. He has no concept of modulating one's volume based on one's surroundings. In general, he is kind of stupid.

59 **Larry the Loot-Lugger.** A laborer with no real skills, he spends all his money on exotic drugs that radically alter his moods.

60 **Peshinard.** An ex-pawnbroker, he is a decent appraiser, but is highly gullible and holds a grudge like the ocean holds water. He owns a large, curved knife and a detailed map of the kingdom.



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Roll Scholars

- 61 **Earl Gamelan.** A truly accomplished scholar, he is nonetheless extremely arrogant and hubristic, and claims he is only “a hair’s breadth away from true enlightenment.” He always eats the hardest, most unappealing rations available.
- 62 **Iriana.** An artistic genius, she talks in her sleep and refuses to make the kind of art that people want to buy. She wears a wide belt covered in bronze plates and seems to think a few dozen candles and a jar of pickled eggs are the perfect adventuring tools.
- 63 **Marwan Merrigold.** A self-trained bard, he can't seem to grow a beard but keeps trying anyway. He also never wears pants and has collected a trunk full of bizarre outfits to wear instead.
- 64 **Sir Samwaine.** A former courtier, now that he is away from the oppressive and paranoid atmosphere of the royal court, he unfailingly displays a chipper attitude and a goofy grin. He carries a nicked short sword, a long length of undyed linen, and a ham.
- 65 **Smart Charles.** The university dean's son, he acts cool and aloof but mostly to hide his constant drunkenness. He always has an excuse for everything. He brings his father's old shield on adventures. It is pretty sturdy.
- 66 **Val Shen the Scholar.** He loves honey so much he always carries a pot of it and he implores adventurers to aid him with moist, puppy-dog eyes. He has a copper letter-opener and a small bag of gems that come from an ancient ruin, and is trying to discover where they came from so he can learn about the culture that made them.
- 67 **Ifraxlian Mal, Doctor of Philosophy.** Raised in a religious orphanage, this is his first foray into the larger world, outside of churches and universities. He left because he was exiled after being possessed by a demon. He carries a sack of dry beans that he thinks are possessed by the souls of his ancestors.
- 68 **Chokhan Daharlal.** He wears a lacquered mask, a silver and tortoise shell comb in his long, glossy black hair, and a snake draped over his shoulders. A skilled scribe and calligrapher, he carries a portable desk and all the ink pots, quills, brushes, and sheaves of paper and parchment he can. He never drinks alcohol, only tea, and for some reason the locals think he is a werewolf.
- 69 **Reeshard.** A member of the brotherhood of moneychangers, he never lies but he can't talk clearly and always mumbles. He is an excellent javelin thrower and wants to try this skill out on some monsters.
- 70 **Doctor Cornelius.** He is a practicing doctor even though he was kicked out of medical school for poor performance. He rides a mule, usually speaks in a stage whisper, and says he is in need of new bodyguards after a professional mishap of some kind. He won't say what because of “patient confidentiality.”



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Roll Seekers

- 71 **Dana.** The widow of an incompetent hedge wizard, she is a good seamstress and when she cooks, she pan-fries everything.
- 72 **Pafalian Plent.** He is looking for “enlightenment, and perhaps some adventure on the way.” He carries some sheet music, a bag of apples, and spends too much time fiddling with his moustache.
- 73 **Ubtu Mekkle-Har.** He carries a wooden staff and a magical scroll. He has mastered tantric sex rituals in a foreign land, where he also got his name, and is very much in love with squash.
- 74 **Veyghkar.** An ex-prostitute, she lost her money to a pimp and had to flee after killing him. She holds strange heretical religious views. She has a golden signet ring and a magical net she stole from a nobleman.
- 75 **Tarchuse.** He used to be a torturer for the king, but was fired because he takes everything literally, has no concept of sarcasm, and misses out on anything subtle. So he decided to “see the world and try something dangerous for once.”
- 76 **Paloos of the Vertiginous Eye.** He has a poor-quality bow and a quiver full of golden arrows. He argues against everything other people say and complains about everything that happens to him.
- 77 **Stebben the Steel Wall.** The hero of a famous battle, he is now a one-eyed burglar and compulsive self-flagellant. He carries a fishing pole, with line and hook but isn't very good at fishing.
- 78 **Lucien.** He has a shaved head, save for a single lock of hair and wears odd fur shorts. He is very crafty, but scared of spiders. He has just escaped from a sanatorium.
- 79 **Lady Lillian.** The actual best swordfighter in the kingdom, she is thirteenth in line for the throne, has a pet parrot, and knows no fear. Having lost her sword, she wields either a bar of soap in a sock or something from her bag full of mining tools, along with a hugely immense kite shield.
- 80 **Aleishanna.** The sole survivor of a previous expedition into haunted ruins, she has tattoos in an unknown script all over her body and wields daggers made of broken glass. She is rumored to possess a magical book and almost certainly knows where a secret and valuable treasure is hidden.



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Roll Swindlers

- 81 **Grumble.** An unemployed vagrant and wastrel armed with a giant knife. He can't do anything right except cook a great Sheppard's pie, but he is ready and willing to knife fight any monster, any time.
- 82 **Lorcan.** Old and grizzled and a master of the spear, he wears sleeveless armor to show off his rippling muscles and his only job is begging for money by levitating in the lotus position at the side of the street. He immediately runs away with whatever he is given.
- 83 **Plinesh Thorr.** Tall and skinny, he collects trophies from dead foes and monsters and tells elaborate stories about his dad. He will sell out his allies at the drop of a hat.
- 84 **Sir Maximillian Fayne.** Once an excellent knight, he is now a drunk and will steal whatever he can from adventurers who hire him.
- 85 **Sukh Verl.** A former petty thief, he is on the run from a bounty hunter and hopes to gain some allies by going adventuring with them. He has quilted silk armor and a gold-embossed shield, all stolen. He will ask for the loan of a weapon, or an advance to purchase one.
- 86 **Zilwash Taqqat.** He has a disturbingly large forehead, plays a wooden flute, and retreats if outnumbered. His favorite scam is dine and dash.
- 87 **Chavis.** He always wear white and speaks in a harsh, rasping voice. He is xenophobic and racist and will steal from people he thinks are anti-national race traitors.
- 88 **Albert Albertson.** He walks around barefoot and often gets in bar fights, but he doesn't know how. He wields a stolen two-handed sword and a telescope. He talks about conspiracy theories a lot, but only so he can bilk people out of money.
- 89 **Marciatta.** An evil sorceress, she wears a ridiculous hat overburdened with multicolored plumage and is always angry. She has a magical amulet and her eyes keep changing color.
- 90 **Anyia.** She is brash and foolhardy and very talkative, but strangely afraid of birds because she thinks they will steal her soul. She carries a tough leather sack and a poisoned dagger.



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Roll Torchbearers

- 91 **Audrey.** She can mimic almost any sound and is strangely lucky whenever she is gambling. She's pretty short, though, so she's really better off carrying a lantern than a torch, but she hasn't figured that out yet.
- 92 **Bruce.** He has shaggy hair and a fancy bow he will loan out to adventurers for a small fee. If he goes adventuring without it, he leaves it with his mother. She will volunteer for torchbearer duty if Bruce is lost, so she can look for him.
- 93 **Georg.** He has scars all over his face and hands and he smells bad. The other torchbearers all think he is a vampire, but he says he used to be a beggar in the city before things got too violent there.
- 94 **Laughlan.** He cracks his knuckles loudly. And his fingers. And his toes. He then proceeds to recite bad poetry he has written, that he thinks is good.
- 95 **Martin.** Quick tempered and fat, he is an amateur historian, like to show off his knowledge.
- 96 **Suvir.** Very fast on his feet, but sometimes careless with his torches, he always carries a set of tabla drums, and plays them pretty well.
- 97 **Rhea.** She is an expert guide and tracker with a slender, attractive neck, who hates fighting. She loves psychedelic drugs, and often pesters others to try them, too.
- 98 **Catise.** He seems like an incredibly bold and confident torchbearer, wearing an elaborately folded loincloth and a long shirt, but he will leave his comrades at the most inopportune time. He has dry, flaky skin, a long stem pipe, and bag of pipe weed.
- 99 **Whyst the Wetlander.** He is impatient and fidgety when he is not working with his stones. He has several very high-quality sharpening stones and tinderboxes.
- 100 **Boris.** Wearing a beret and carrying a huge sack of torches, he is on a suicidal war against the forces of evil. He doesn't speak unless absolutely necessary, except to mutter about the idiots who surround him.

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