

Valeria

Human female

Vocation - Barmaid

Quirk - Thoughtful

Wage - 1 gp/day; Equipment Cost - 0 gp;

Weight Carried - 3 lbs

AC 9 [10]; HD 1d6; HP 5

AT 1 pewter mug (1d4); Save 18

MV 12; CL/XP B/10

S 9, I 12, W 11, D 9, C 8, CH 12

Low cut dress, pewter mug (1d4)

Swords
& Wizardry

Kingling
Deck

Sinead

Human female

Vocation - Scullery Maid

Quirk - Embarrassed about badly broken nose

Wage -1 gp/day; Equipment Cost - 1 gp;

Weight Carried 4 lbs

AC 9 [10]; HD 1d6; HP 6

AT 1 frying pan (1d4); Save 18

MV 12; CL/XP B/10

S 12, I 11, W 11, D 12, C 10, CH 9

Dress, pan, shaker of salt, frying pan (1d4)



Swords & Wizardry

Kingling
Deck

Arni

Human male

Vocation - Craftsman

Quirk - Very cheap, carries lots of copper

Wage - 1 gp/day; Equipment Cost - 1 gp;

Weight Carried - 10 lbs

AC 9 (10); HD 1d6; HP 2

AT 1 mallet (1d4); Save 18

MV 12;/ CL/XP B/10

S 9, I 12, W 10, D 10, C 9, CH 12

Freeman's Outfit, Craftsman Mallet (1d4)

Swords
& Wizardry

Kingling
Deck

Birgir

Human male

Vocation - Farmer

Quirk - Hook for off hand

Wage - 1 gp/day; Equipment Cost - 3 gp;

Weight Carried - 10 lbs

AC 9 [10]; HD 1d6; HP 2

AT 1 spade (1d6) or hook (1d4); Save 18

MV 12; CL/XP B/10

S 9, I 11, W 10, D 9, C 8, CH 11

Workmen's Clothes, straw hat, spade (1d6),
hook hand (1d4)



Swords & Wizardry

Kingling
Deck

Ingrid

Human female

Vocation - Farmer

Quirk - Always telling dirty jokes and stories

Wage - 1 gp/day; Equipment Cost - 2 gp;

Weight Carried - 2 lbs

AC 9 [10]; HD 1d6; HP 4

AT 1 sickle (1d6); Save 18

MV 12; CL/XP B/10

S 8, I 8, W 8, D 12, C 8, CH 10

Workman's Clothes, straw hat, sickle (1d6)



Swords & Wizardry

Kingling
Deck

Eysteinn

Human male

Vocation - Gravedigger

Quirk - Exercises all the time

Wage - 1 gp/day; Equipment Cost - 2 gp;

Weight Carried - 4 lbs

AC 9 [10]; HD 1d6; HP 3

AT 1 spade (1d6); Save 18

MV 12; CL/XP B/10

S 12, I 12, W 9, D 8, C 12, CH 9

Workmen's Clothes, straw hat, spade (1d6)



Swords & Wizardry

Kingling
Deck

Eogan

Human male

Vocation - Lumberjack

Quirk - Wears all black and white plaids

Wage - 1 gp/day; Equipment Cost - 4 gp;

Weight Carried - 5 lbs

AC 9 [10]; HD 1 d6; HP 5;

AT 1 woodsman axe (1d6); Save 18;

MV 12; CL/XP B/10;

S 9, I 10, W 8, D 9, C 12, CH 11

Black and white plaid work clothes; 50' rope,
woodsman's axe (1d6)



Swords & Wizardry

Kingling
Deck

Boadicea

Human female

Vocation - Miner

Quirk - Loves to shop/spend money

Wage - 1 gp/day; Equipment Cost - 6 gp;

Weight Carried - 4 lbs

AC 9 [10]; HD 1d6; HP 1

AT 1 miner pick axe (1d6); Save 18

MV 12; CL/XP B/I O

S 12, I 9, W 10, D 10, C 12, CH 9

Workmen's Clothes, miner's pick axe (1d6)



Swords & Wizardry

Kingling
Deck

Judoc

Human male

Vocation -Shepherd

Quirk-Talks aloud when thinking

Wage - 1 gp/day; Equipment Cost - 2 gp;

Weight Carried - 4 lbs

AC 9 [10]; HD 1d6; HP 1

AT 1 shepherd's crook (1d6); ST 18

MV 12; CL/XP B/10

S 9,110, W 12, D 11, C 11, CH 12

Robes, horn, straw hat, shepherd's crook (1d6)



Swords & Wizardry

Kingling
Deck

Fiona

Human female

Vocation -Porter

Quirk -Only drinks water, refuses all else

Wage - 1 gp/day; Equipment Cost - 2 gp;

Weight Carried - 7 lbs

AC 9 [10]; HD 1d6; HP 6

AT 1 dagger (1d4); Save 18;

MV 12; CL/XP B/10

S 10, I 10, W 9, D 11,C 10,CH 10

Workmen's Clothes, pack, broad-brimmed hat,
dagger (1d4)



Swords & Wizardry

Kingling
Deck

Genovefa

Human female

Vocation - Porter

Quirk - Excessively friendly with strangers

Wage - 1 gp/day; Equipment Cost - 2 gp;

Weight Carried - 7 lbs

AC 9 [10]; HD 1d6; HP 1

AT 1 dagger (1d4); Save 18;

MV 12; CL/XP B/10;

S 11, 18, W 12, D 12, C 11, CH 10;

Workmen's Clothes, pack, broadbrimmed hat,
dagger (1d4)



Swords & Wizardry

Kingling
Deck

Una the Grim

Human male

Vocation - Linkboy

Quirk - Convinced he is not long for this world

Wage - 1 gp/day; Equipment Cost- 2 gp;

Weight Carried-10 lbs

AC 9 [10]; HD 1 d6; HP 4

AT 1 spear (1d6); Save 18

MV 12; CL/XP B/10

S 9, I 11, W 10, D 9, C 8, CH 10

Workmen's Clothes, torches (12), flint and tinder, spear (1d6)



Swords & Wizardry

Kingling
Deck

Vigdis

Human male

Vocation - Linkboy

Quirk - Great liar, very credible

Wage - 1 gp/day; Equipment Cost - 2 gp;

Weight Carried - 10 lbs

AC 9 [10]; HD 1d6; HP 5;

AT 1 spear (1d6); Save 18;

MV 12; CL/XP B/10;

S 11, 112, W 10, D 8, C 12, CH 9;

Workmen's Clothes, torches (12), flint and tinder, spear (1d6)



Swords & Wizardry

Kingling
Deck

Mordcant the Blue

Human male

Vocation - Soldier

Quirk - Only wears red clothing

Wage - 3 gp/day; Equipment Cost - 1 5 gp;

Weight Carried - 35 lbs

AC 7 [12]; HD 1d6; HP 7;

AT 1 heavy mace (1d6+1); Save 17

MV 12; CL/XP 1/15;

S 12, I 8, W 9, D 11, C 12, CH 9

Red leather armor, heavy mace (1d6+1)



Swords & Wizardry

Kingling
Deck

Septimus

Human male

Vocation - Linkboy

Quirk - Dislikes bright lights

Wage - 1 gp/day; Equipment Cost - 2 gp;

Weight Carried- 10 lbs

AC 9 [10]; HD 1 d6; HP 5

AT 1 spear (1d6); Save 18

MV 12; CL/XP B/10

S 11, I 10, W 9, D 12, C 9, CH 10

Workmen's Clothes, torches (12), flint and tinder, spear (1d6)



Swords & Wizardry

Kingling
Deck

Elfred

Human male

Vocation - Soldier

Quirk - Always speaks in rhyme

Wage - 3 gp/day; Equipment Cost - 15 gp;

Weight Carried - 35 lbs

AC 7 [12]; HD 1 d6; HP 2

AT 1 heavy mace (1d6+1) ; Save 17

MV 12; CL/XP 1/15

S 9, I 9, W 10, D 11, C 10, CH 8

Leather armor, heavy mace (1d6+1)



Swords & Wizardry

Kingling
Deck

Mildgyd

Human male

Vocation - Soldier

Quirk - Mute

Wage - 3 gp/day; Equipment Cost- 9 gp;

Weight Carried - 30 lbs

AC 7 [12]; HD 1d6; HP 4

AT 1 light mace (1d4+1); Save 17

MV 12; CL/ XP1/15

S 8, I 10, W 11, D 10, C 9, CH 9;

Leather armor, light mace (1d4+ 1)



Swords & Wizardry

Kingling
Deck

Karac Deepore

Dwarf mole

Vocation - Mercenary

Quirk - Wears a medicine bag around their neck

Wage - 4 gp/day; Equipment Cost- 111 gp;

Weight Carried - 62 lbs

AC 5 [14]; HD 1; HP 6;

AT 1 heavy crossbow (1 d6+ 1) or short sword fl d6); Save 17; S detects attributes of stone

MV 12; CL/XP 1/15

S 8, 19. W 10. D 10. C 8. CH 10

Chainmail, heavy crossbow (1d6+1), heavy bolts (40), short sword (1d6), medicine bag



Swords & Wizardry

Kingling
Deck

Quintinus

Human male

Vocation - Soldier

Quirk - Collects interesting rocks Wage - 3 gp/
day; Equipment Cost - 20 gp; Weight Carried
- 30 lbs

AC 7 [12]; HD 1d6; HP 2

AT 1 long sword (1d8); Save 17

MV 12; CL/XP 1/15

S 10, I 10, W 8, D 11, C 10, CH 11

leather armor, long sword (1d8)



Swords & Wizardry

Kingling
Deck

Rora Cairnforger

Dwarf female

Vocation - Mercenary

Quirk- Shaves head except Mohawk

Wage - 4 gp/day; Equipment Cost - 99 gp;

Weight Carried - 62 lbs

AC 5 [14]; HD 1; HP 8

AT 1 light crossbow (1d4+1) or short sword (1d6); Save 17; S detects attributes of stone

MV 12; CL/XP 1/15

S 10, I 8, W 10, D 10, C 9, CH 8

Chainmail, light crossbow (1d4+ 1), heavy bolts (40), short sword (1d6)



Swords & Wizardry

Kingling
Deck

Rula Picksmite

Dwarf female

Vocation - Mercenary

Quirk - Possessive

Wage - 4 gp/day; Equipment Cost - 98 gp;

Weight Carried - 65 lbs

AC 4 [15]; HD 1; HP 8

AT 1 short sword (1d6); Save 17; S detects attributes of stone

MV 9; CL/XP 1/15

S 10, I 8, W 12, D 8, C 9, CH 8

Chainmail and shield, short sword (1d6)



Swords & Wizardry

Kingling
Deck

Elrehd Dydvictor

Elf male

Vocation - Mercenary

Quirk - Superstitious

Wage - 5 gp/day; Equipment Cost - 62 gp;

Weight Carried - 62 lbs

AC 5 [14]; HD 1+1; HP 5

AT 1 long sword (1d8) or dagger (1d4); Save
17

MV 12; CL/XP 1/15

S 11, I 12, W 9, D 8, C 10, CH 9

Ring mail and shield, long sword (1d8), dagger
(1d4)



Swords & Wizardry

Kingling
Deck

Badihatn Tailkeek

Elf female

Vocation - Mercenary

Quirk - Nasty scar around throat

Wage - 5 gp/day; Equipment Cost- 107 gp;

Weight Carried - 72 lbs

AC 4 (15); HD 1+1; HP 3

AT 1 long sword (1d8) or dagger (1d4); Save
17

MV 9; CL/XP 1 / 1 5

S 12, 19, W 10, D 10, C 12, CH 9

Chainmail and shield, long sword (1d8), dagger (1d4)



Swords & Wizardry

Kingling
Deck

Oracdean the Changeling

Elf male

Vocation - Mercenary

Quirk - Wears strings of pierced coins

Wage - 5 gp/day; Equipment Cost - 102 gp;

Weight Carried - 52 lbs

AC 6 [13]; HD 1 + 1; HP 9

AT 1 long bow (1d8) or short sword (1d6);

Save 17

MV 12; CL/XP 1/15

S 12, I 11, W 11, D 12, C 10, CH 9

Ringmail, long bow (1d8), arrows (40), short sword (1d6)



Swords & Wizardry

Kingling
Deck

Hosaas the Peaceful

Male orc

Vocation - Mercenary

Quirk - Flamboyant actions, wears vivid colors

Wage - 3 gp/day; Equipment Cost- 67 gp;

Weight Carried- 87 lbs

AC 6 [13]; HD 1+1; HP 7;

AT 1 spear (1d6), long sword (1d8), or short bow (1d6); Save 17; S -1 penalty in sunlight

MV 9; Cl/XP 1 /15

S 10, I 10, W 9, D 11, C 10, CH 10

Ring mail, spear (1d6) (x3), long sword (1d8), short bow (1d6), arrows (40)

Swords
& Wizardry

Kingling
Deck

Hobb

Male goblin

Vocation - Mercenary

Quirk - Missing fingers on off hand

Wage - 2 gp/day; Equipment Cost - 6 gp;

Weight Carried - 35 lbs

AC 7 [12]; HD 1; HP 2

AT 1 hand axe (1d6); Save 18; S -1 penalty
in sunlight

MV 12; CL/XP B/10

S 11, I 8, W 12, D 12, C 11, CH 10

Leather armor, hand axe (1d6)

Swords
& Wizardry

Kingling
Deck

Lovita

Female orc

Vocation - Mercenary

Quirk - Paints face like a skull Wage - 3 gp/day; Equipment Cost - 67 gp; Weight Carried - 87 lbs

AC 6 [13]; HD 1+1; HP 7

AT 1 spear (1d6), scimitar (1d8), or short bow (1d6); Save 17; S -1 penalty in sunlight

MV 9; Cl/XP 1/15

S 10, I 10, W 9, D 11, C 10, CH 10

Ringmail, spear (1d6) (x3). scimitar (1d8). short bow (1d6), arrows (40)



Swords & Wizardry

Kingling
Deck

Tobb

Male goblin

Vocation - Mercenary

Quirk - Proud of handlebar mustache

Wage - 2 gp/day; Equipment Cost - 6 gp;

Weight Carried - 35 lbs

AC 7 [12]; HD 1; HP 1

AT 1 short sword (1d6); Save 18; S -1 penalty
in sunlight

MV 12; CL/XP B/10

S 9, I 11, W 10, D 9, C 8, CH 10

Leather armor. short sword (1d6)



Swords & Wizardry

Kingling
Deck

Michael of Avon-by-the-Sea

Human male

Vocation - Mercenary

Quirk - Dislikes poetry

Wage - 2 gp/day; Equipment Cost- 65 gp;

Weight Carried - 65 lbs

AC 5 [14]; HD 1; HP 7

AT 1 long sword (1d8) or hand axe (1d6);

Save 17

MV 12; CL/XP 1/15

S 11, I 10, W 11, D 10, C 10, CH 11

Ring armor and shield, long sword (1d8), hand
axe (1d6)



Swords & Wizardry

Kingling
Deck

Trina Tall

Dwarf female

Vocation - Mercenary

Quirk - Adopted human parents

Wage - 3 gp/day; Equipment Cost- 65 gp;

Weight Carried - 70 lbs

AC 5 [14]; HD 1; HP 7

AT 1 scimitar (1d8) or hand axe (1d6); Save 17; S detects attributes of stone

MV 9; CL/XP 1/15

S 10, I 8, W 12, D 8, C 9, CH 8

Ring mail and shield, scimitar (1d8), hand axe (x2)(1d6)



Swords & Wizardry

Kingling
Deck

DOGS IN THE DUNGEON

Small and Vicious Dog

AC 8 [11]; HD ½+l; HP 2-5

AT 1 bite (1d2); S animal, small size; Save 18

MV 10; CL/XP B/10



Swords & Wizardry

Kingling Deck

DOGS IN THE DUNGEON

Not Quite as Small or Vicious Dog

AC 9 [10]; HD $\frac{1}{2}+1$; HP 2-5

AT 1 bite (1); S animal, small size; Save 18

MV 10; CL/XP B/ 10



Swords & Wizardry

Kingling
Deck

DOGS IN THE DUNGEON

Retrieving Dog

AC 9 [10]; HD ½; HP 1-4

AT 1 bite (1d2); S animal, small size; Save 18

MV 12; CL/XP B/10



Swords & Wizardry

Kingling
Deck

DOGS IN THE DUNGEON

Hunting Dog

AC 7 [12]; HD 1+1; HP 2-9

AT 1 bite (1d4); S animal; Save 17

MV 15; CL/XP 1/15



Swords & Wizardry

Kingling
Deck

DOGS IN THE DUNGEON

War Dog

AC 6 [13]; HD 2+2; HP 4-18

AT 1 bite (2d4); S animal; Save 16

MV 12; CL/XP 2/30



Swords & Wizardry

Kingling
Deck

DOGS IN THE DUNGEON

Small Cow not a Large Dog

AC 7 [12]; HD 3; HP 3-24

AT 1 bite (2d4); S animal; Save 15

MV 12; CL/XP 3/45

Carrying capacity same as a human



Swords & Wizardry

Kingling
Deck