

The Monsterless Manual



More than 200 humans for your old-school fantasy campaign, plus Random Personalities!

Academic HD1d6; AC9; hp3; dmg1d3; Save F1; robe, satchel, knife

Accountant HD1d6; AC9; hp3; dmg 1d2; Save F1; tunic, quill, ink, paper

Actor HD1d6; AC9; hp5; dmg1d2; Save F1; tunic, makeup, masks

Alchemist MU3; AC9; hp8; dmg1d4; Save MU3; Spells *detect magic, read magic, stinking* cloud; robe, dagger, 1d6 potions (determine randomly)

Archer, common HD1d6; AC7; hp4; dmg1d6; Save F1; studded leather, shortbow, dagger

Archer, yeoman F2; AC6; hp10; dmg1d8; Save F2; studded leather, longbow, dagger, +2 to-hit with bow.

Aristocrat, fop F1; AC7; hp6; dmg1d6; Save F1; Studded leather, rapier, 3d6gp

Aristocrat, competent F4; AC7; hp25; dmg1d6; Save F4; Studded leather, rapier, dagger, 3d6pp, signet ring

Aristocrat, royal F6; AC6; hp30; dmg1d8+1; Save F6; +1 longsword, +2 ring of protection

Armorer F2; AC8; hp11; dmg1d6; Save F2; Leather apron, hammer

Assassin, common F1; AC7; hp6; dmg1d6; Save F1; Leather, short sword, light crossbow, dagger

Assassin, leader F3; AC6; hp17; dmg1d8; Save F3; Studded Leather, scimitar, shuriken, poison, dagger

Assassin, mage MU3; AC8; hp9; dmg1d4; Save MU3; Spells *sleep, spider climb, invisibility* dagger, darts, poison

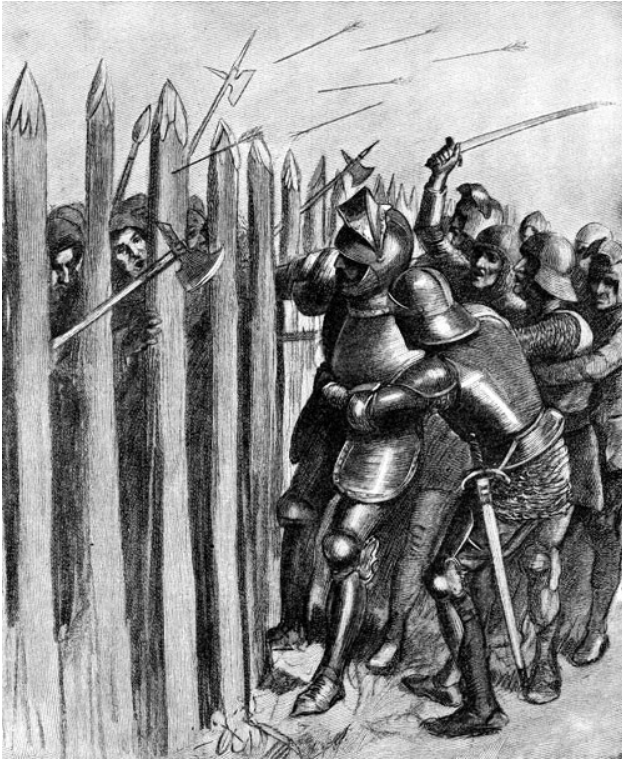
Bandit, common HD1d6; AC7; hp4; dmg 1d6; Save F1; leather, small shield, spear, club

Bandit, elite F2; AC6; hp9; dmg1d8; Save F2; studded leather, shield, sword, light crossbow

Bandit, tracker R1; AC7; hp8; dmg1d8; Save F1; studded leather, sword, longbow

Bandit, captain F5; AC4; hp27; dmg1d8; Save F5; chain mail, shield, sword, 3 javelins

Bandit, mage MU3; AC9; hp9; dmg1d4; Save MU3; Spells *charm person, magic missile, web*; dagger, club



Barbarian, warrior HD1; AC6; hp4; dmg1d6; Save F1; studded leather, shield, hand axe, spear

Barbarian, archer HD1; AC7; hp3; dmg1d6; Save F1; studded leather, dagger, shortbow

Barbarian, veteran F2; AC5; hp9; dmg1d8; Save F2; scale mail, shield, sword, spear

Barbarian, chief F4; AC4; hp20; dmg 1d8; Save F4; chain mail, shield, sword

Barbarian, guide R1; AC8; hp9; dmg1d6; Save F1; leather, hand axe, shortbow, 2 dogs

Barmaid HD1d4; AC9; hp2; dmg1d6; Save F1; low-cut dress, pewter mug(club)

Bartender HD1d6; AC8; hp5; dmg1d6; Save F1; leather apron, club

Berserker, warrior HD1; AC8; hp6; dmg1d8; Save F1; shield, battle axe, sling

Berserker, tracker R1; AC9; hp9; dmg1d6; Save F1; short bow, spear, 2 dogs

Berserker, veteran F2; AC8; hp10; dmg1d6; Save F2; shield, 3 spears, flail

Berserker, chieftain F4; AC8; hp22; dmg1d8; Save F4; shield, battle axe, 3 spears

Berserker, priest C3; AC8; hp15; dmg1d6; Save C3; Spells *bless, remove fear, chant*; shield, flail

Beekeeper HD1d6; AC8; hp4; dmg1d6; Save F1; leather suit, smoke dispenser, staff

Beggar, old HD1d4; AC9; hp1; dmg1d3; Save F1; crutch, 1d6cp

Beggar, young HD1d6; AC9; hp3; dmg1d4; Save F1; dagger, 2d6cp

Blacksmith F1; AC8; hp8; dmg1d6; Save F1; leather apron, hammer, tongs

Bodyguard, common F2; AC6; hp10; dmg1d10; Save F2; scale mail, halberd

Bodyguard, tough F4; AC4; hp22; dmg1d8; Save F4; chain mail, shield, sword

Bounty Hunter F3; AC5; hp18; dmg1d8; Save F3; chain, sword, sap, manacles, rope, wanted posters

Butler HD1d6; AC9; hp5; dmg1d6; Save F1; impeccable clothes, short sword

Caravan, master F5; AC7; hp20; dmg1d8; Save F5; sword, compass

Caravan, accountant HD1d4; AC9; hp2; dmg1d2; Save F1; ink, quill, paper, ledgers

Caravan, laborer HD1d6; AC9; hp5; dmg1d6; Save F1; hammer, dagger, rope

Caravan, guard HD1d6; AC6; hp4; dmg1d6; Save F1; studded leather, shield, spear, dagger

Caravan, crossbowman F1; AC7; hp6; dmg 1d6; Save F1; studded leather, short sword, heavy crossbow

Caravan, guide R2; AC6; hp14; dmg1d8; Save F2; studded leather, longbow, sword

Caravan, teamster HD1d6; AC9; hp3; dmg1d6; Save F1; club, whip

Catburglar T5; AC7; hp20; dmg1d4; Save T5; leather, heavy crossbow, daggers, thief tools, 1d3 potions (randomly determined)

Cattle driver HD1d6; AC9; hp4; dmg1d4; Save F1; dagger, whip, horse

Child, small HD1d3; AC8; hp2; dmg1d3; Save F3; sling

Child, adolescent HD1d4; AC8; hp3; dmg1d3; Save F2; sling, knife



Cleric, acolyte C1; AC9; hp3; dmg1d6; Save F1; Spells *protection from evil*; holy symbol, club

Cleric, priest C3; AC6; hp13; dmg1d6; Save C3; Spells *protection from evil, bless, augury*; scale mail, holy symbol, holy water, flail

Cleric, high priest C7; AC3; hp29; dmg1d6+1; Save C7; Spells *bless, command, cure light wounds, sanctuary, hold person, know alignment, silence 15' radius, dispel magic, remove curse, protection from evil 10' radius*; plate mail, holy symbol, holy water, +1 mace

Cleric, temple guard F1; AC5; hp6; dmg1d8; Save C1; holy symbol, scale mail, shield, sword

Cleric, temple guard captain F3; AC4; hp16; dmg1d8; Save F3; holy symbol, chain mail, shield, sword

Cleric, temple servant HD1d4; AC9; hp2; dmg1d2; Save F1; holy symbol

Constable, common HD1d6; AC7; hp4; dmg1d6; Save F1; studded leather, club, net

Constable, detective T3; AC6; hp9; dmg1d6; Save T3; leather, club, light crossbow, thief tools, detective kit

Constable, chief F4; AC6; hp17; dmg1d8; Save F4; scale mail, sword, manacles

Cook HD1d6; AC9; hp4; dmg1d6; Save F1; cleaver(handaxe)

Courtesan T2; AC8; hp7; dmg1d3; Save T2; knife, 1d4x10gp jewelry

Craftsman HD1d6; AC8; hp3; dmg1d4; Save F1; mallet

Crossbowman HD1d6; AC7; hp4; dmg1d8; Save F1; studded leather, heavy crossbow, short sword

Cultist, common HD1d6; AC8; hp4; dmg1d4; Save F1; leather, hooded robe, unholy symbol, dagger

Cultist, assassin F2; AC7; hp9; dmg1d8; Save F2; studded leather, unholy symbol, scimitar, dagger

Cultist, acolyte C1; AC6; hp4; dmg1d6; Save C1; Spells *command*; scale mail, unholy symbol, short sword, dagger

Cultist, guard HD1; AC5; hp5; dmg1d6; Save F1; scale mail, shield, spear, unholy symbol

Cultist, sorcerer MU5; AC7; hp14; dmg1d4; Save MU5; Spells *protection from good, burning hands, sleep, mirror image, ray of enfeeblement, suggestion*; dagger, potion of gaseous form, potion of healing, unholy symbol, bracers AC8

Cultist, priest C5; AC3; hp 23; dmg1d4; Save C5; Spells *bless(reversed), remove fear(reversed), protection from good, hold person, curse*; plate mail, unholy symbol, dagger, staff of the serpent, potion of healing, potion of speed.

Dancer, exotic T1; AC8; hp3; dmg1d4; Save T1; dagger, 1d3x10gp jewelry

Duelist, apprentice F2; AC6; hp10; dmg1d8; Save F2; studded leather, longsword

Duelist, competent F4; AC5; hp22; dmg1d8+2; Save F4; studded leather, buckler, longsword

Duelist, master F6; AC4; hp33; dmg1d8+3; Save F6; studded leather, buckler, longsword

Executioner F3; AC8; hp20; dmg1d10; Save F3; leather, hood, greatsword

Farmer HD1d6; AC9; hp4; dmg1d6; Save F1; pitchfork, straw hat

Ferryman HD1d6; AC9; hp5; dmg1d4; Save F1; belaying pin, rope

Fortune Teller HD1d6; AC9; hp5; dmg1d4; Save MU1; dagger, crystal ball, 25% chance of successfully casting *augury, speak with dead, curse, or remove curse*.

Gangster, thug HD1; hp5; AC8; dmg1d6; Save F1; leather, club

Gangster, captain F4; hp20; AC7; dmg1d8; Save F4; studded leather, sword, potion of invisibility

Gangster, boss F6; hp30; AC9; dmg1d4+2; Save F6; dagger+2, poison, cloak of displacement, dust of disappearance

Gladiator, novice F2; AC6; hp12; dmg1d6; Save F2; breastplate, scoop helm, trident, net

Gladiator, veteran F3; AC5; hp20; dmg1d6; Save F3; great helm, spiked shield, greaves, short sword

Gladiator, champion F5; AC4; hp32; dmg1d10; Save F5; mask-helm, spiked scale mail, wavy greatsword

Gondoleer HD1d6; AC9; hp3; dmg1d4; Save F1; 10' pole, 3d4sp

Guard, common F1; AC5; hp7; dmg1d10; Save F1; chain mail, pole axe

Guard, elite F3; AC4; hp18; dmg1d8; Save F3; chain, shield, morning star

Guard, crossbowman F1; AC7; hp6; dmg1d6; Save F1; light crossbow, mace

Guard, captain F5; AC4; hp30; dmg1d8; SaveF5; chain, shield, sword, throwing axe

Guard, mage MU4; AC9; hp12; dmg1d6; SaveMU4; Spells *detect magic, hold portal, magic missile, detect invisibility, ESP*; staff, darts

Healer, apprentice HD1d6; AC9; hp3; dmg1d3; Save C1; white apron, scalpel, medicine bag, 10% chance of non-magically achieving the following: *cure light wounds, cure disease, neutralize poison* (one chance per victim per day)

Healer, master HD1d6; AC9; hp6; dmg1d3, Save C3; white coat, stethoscope, scalpel, medicine bag, 25% chance of non-magically achieving the following: *cure serious wounds, cure disease, neutralize poison* (one chance per victim per day)

Hermit F2; AC8; hp11; dmg1d6; Save F2; spear, sling

Horse trainer HD1d6; AC9; hp5; dmg1d6; Save F1; short sword, whip, 2d4 horses

Innkeeper F3; AC8; hp15; dmg1d8; Save F3; battleaxe, leather apron



Jester T5; AC7; hp15; dmg1d4; Save T5; dagger, poison, gags

Juggler T3; AC8; hp9; dmg1d4; SaveT3; daggers, pins

Knight, errant F3; AC2; hp24; dmg1d8; SaveF3; plate mail, shield, sword, lance, warhorse

Knight, mounted F2; AC4; hp13; dmg1d8; SaveF2; chain, shield, lance, mace, warhorse

Knight, holy P3; AC2; hp20; dmg1d8; Save P1; plate mail, shield, lance, sword, holy symbol

Laborer HD1d6; AC9; hp4; dmg1d4; Save F1; random tools, rope, and goods

Laborer, foreman F1; AC8; hp6; dmg1d6; Save F1; leather, club, whip

Librarian HD1d4; AC9; hp2; dmg1d2; SaveF1; tunic, scratch pad

Lumberjack, common HD1d6; AC9; hp4; dmg1d6; SaveF1; axe, rope

Lumberjack, foreman HD1; AC8; hp6; dmg1d6; SaveF1; leather, axe, rope

Madman HD2; AC8; hp10; dmg1d6; SaveF2; cudgel, flowers, floppy hat

Man-at-Arms, novice HD1d6; AC6; dmg1d6; SaveF1; studded leather, shield, spear, light crossbow

Man-at-Arms, veteran F2; AC5; hp11; dmg1d10; SaveF2; chain, pole-arm, short-bow

Man-at-Arms, sergeant F3; AC4; hp20; dmg1d8; Save F3; chain, shield, longsword

Maid HD1d4; AC9; hp2; dmg1d2; SaveF1; dustmop, broom

Mercenary, common HD1d6; AC7; hp4; dmg1d6; SaveF1; leather, shield, spear

Mercenary, tough HD1+1; AC6; hp7; dmg1d8; SaveF2; scale mail, pole arm, dagger

Mercenary, sergeant F2; AC5; hp12; dmg1d8; SaveF2; scale mail, shield, morning star

Mercenary, crossbowman HD1; AC7; hp6; dmg1d6; SaveF1; studded leather, light crossbow, short sword

Mercenary, healer HD1d6; AC9; hp4; dmg1d3, SaveF1; medicine bag, scalpel, can heal 1d6 hp damage once per wounded individual.

Mercenary, paymaster HD1d6; AC5; hp3; dmg1d6; SaveF1; chain mail, mace, coin chest

Mercenary, mage MU5; AC8; hp15; dmg1d6; SaveMU5; staff, dagger, cloak of protection +1; Spells *magic missile, sleep, light, levitate, stinking cloud, fireball*.

Mercenary, captain F6; AC2; hp41; dmg1d8+1; SaveF6; plate mail, shield, +1 sword

Merchant, master F3; AC8; hp16; dmg1d8; SaveF3; leather, sword, spyglass, map case

Merchant, apprentice F1; AC8; hp6; dmg1d6; SaveF1; leather, shortsword, scroll case

Merchant, guard HD1; AC5; hp6; dmg1d6; SaveF1; scale, shield, short sword, crossbow

Merchant, laborer HD1d6; AC9; hp3; dmg1d4; SaveF1; dagger, rope, hook

Merchant, driver HD1; AC8; hp5; dmg1d4; SaveF1; leather, dagger, whip, whistle

Miner, common HD1d6; AC9; hp4; dmg1d6; SaveF1; pick, spade

Miner, foreman F2; AC9; dmg1d6; hp10; SaveF2; short sword, lantern, scroll tube

Minstrel F1; AC9; dmg1d8; hp7; SaveF1; lute, codpiece, rapier, feathered cap

Murderer HD1; AC8; hp8; dmg1d4; SaveF1; leather, hooded cloak, dagger

Musician HD1d6; AC9; hp3; dmg1d4; SaveF1; instrument, dagger, snappy outfit

Navigator HD1d6; AC9; hp4; dmg1d3; SaveF1; knife, sextant, charts, spyglass

Outlaw, common F1; AC7; hp6; dmg1d6; SaveF1; studded leather, short bow, short sword

Outlaw, tough F3; AC7; hp20; dmg1d8; SaveF3; studded leather, sword, longbow

Pirate, common HD1d6; AC9; hp3; dmg1d4; SaveF1; belaying pin, hook

Pirate, cook HD1; AC9; hp6; dmg1d6; SaveF1; club, pots & pans, side of bacon

Pirate, elite F1; AC7; hp6; dmg1d6; SaveF1; studded leather, cutlass, crossbow

Pirate, first mate; F3; AC7; hp15; dmg1d6; SaveF3; studded leather, cutlass

Pirate, captain F5; AC7; hp30; dmg1d8; SaveF5; studded leather, rapier, throwing axe

Porter HD1d6; AC9; hp3; dmg1d4; SaveF1; dagger, pack, broad-brimmed hat

Prison, inmate HD1d4; AC9; hp2; dmg1d3; SaveF1; shackles, shiv, skin condition

Prison, guard HD1; AC6; hp5; dmg1d6; SaveF1; scale mail, mace, whistle

Prison, warden F4; AC9; hp20; dmg1d8; SaveF4; shield, roll-call book, whistle

Prostitute, common HD1d4; AC9; hp2; dmg1d3; SaveF1; knife, 10% chance of disease

Prostitute, expensive HD1d6; AC9; hp3; dmg1d4; SaveF1; dagger; 1d6x10gp jewelry

Raider, mounted, common HD1; AC6; hp4; dmg1d8; SaveF1; scale mail, scimitar, horse

Raider, mounted, archer HD1d6; AC8; hp3; dmg1d6; SaveF1; leather, short bow, dagger, horse

Raider, mounted, elite F2; AC5; hp12; dmg1d8; SaveF2; scale, shield, scimitar, sling, horse w/leather barding

Raider, heavy F1; AC5; hp7; dmg1d8; SaveF1; chain, tulwar, 2 throwing axes

Raider, sergeant F3; AC5; hp15; dmg1d8; SaveF3; scale, shield, scimitar, darts

Raider, captain F5; AC4; hp24; dmg1d8; SaveF5; chain, shield, scimitar, horn

Raider, mage MU4; AC9; hp12; dmg1d4; SaveMU4; dagger; Spells *charm person, detect magic, shield, invisibility, web*

Rapist HD1d6; AC9; hp4; dmg1d3; SaveF1; knife, mask

Sailor, captain F4; AC8; hp15; dmg1d6; SaveF4; cutlass, compass, spyglass, charts

Sailor, common HD1d6; AC9; hp3; dmg1d4; SaveF1; pin, dagger

Sailor, bosun F2; AC9; hp10; dmg1d6; SaveF2; club, rope, whistle

Savage, jungle HD1d6; AC8; hp3; dmg1d6; SaveF1; spear, shield, blowgun, poison, bone necklace

Savage, jungle, chief F3; AC7; hp16; dmg1d6; SaveF3; spear, knife, headdress

Savage, jungle, witch doctor C3; AC8; hp14; dmg1d6; SaveC3; club, fetishes, gris-gris; spells: *cure light wounds, remove fear(reversed), hold person*

Savage, swamp HD1d6; AC8; hp3; dmg1d6; SaveF1; short bow, club, shell horn

Savage, swamp, chief F3; AC7; hp14; dmg1d8; SaveF3; battle-axe, noose, torch

Savage, swamp, priest C5; AC8; hp20; dmg1d4; SaveC5; dagger, skull-mask, noose; spells: *cure light wounds, cure light wounds(reversed), light, snake charm, speak with animal, animate dead*

Scribe HD1d4; AC9; hp2; dmg1d2; SaveF1; quill, ink, paper, ledger

Scullery maid HD1d4; AC9; hp2; dmg1d3; SaveF1; pot, pan, shaker of salt

Serial Killer F4; AC7; hp22; dmg1d4+1; SaveF4; leather, cloak, +1 dagger, poison

Servant HD1d4; AC9; hp2; dmg1d2; SaveF1; rag, bottle of wine

Shepherd HD1d6; AC9; hp3; dmg1d6; SaveF1; staff, horn, straw hat

Shopkeeper HD1d6; AC9; hp3; dmg1d4; SaveF1; dagger, ledger, coinbox

Slave, labor HD1d6; AC9; hp4; dmg1d2; SaveF1; collar, chains

Slave, servant HD1d4; AC9; hp2; dmg1d2; SaveF1; mop

Slave, pleasure HD1d6; AC9; hp3; dmg1d2; SaveF1; alluring attire, costume jewelry, perfume

Slave, scribe HD1d4; AC9; hp2; dmg1d2; SaveF1; quill, ink, parchment, ledger

Slave, cook HD1; AC8; hp5; dmg1d4; SaveF1; leather apron, iron pan

Slave, pit fighter F2; AC6; hp10; dmg1d6; SaveF1; scale mail, full helm, spiked gauntlets

Slaver, guard F1; AC7; hp6; dmg1d8; SaveF1; chain mail, manacles, scimitar

Slaver, master F2; AC8; hp11; dmg1d6; SaveF2; leather, short sword, ledger, keyring

Slaver, trainer F3; AC8; hp15; dmg1d4; SaveF3; leather, whip, dagger, whistle, keys

Soldier, common HD1; AC6; hp5; dmg1d6; SaveF1; scale mail, 3 javelins, short sword

Soldier, archer HD1; AC7; hp4; dmg1d6; SaveF1; studded leather, short bow, short sword

Soldier, engineer HD1d6; AC8; hp4; dmg1d6; SaveF1; leather, short sword, spade, maps

Soldier, commando F3; AC7; hp15; dmg1d8; SaveF3; studded leather, sword, darts, crossbow

Soldier, bodyguard F2; AC3; hp11; dmg1d10; SaveF2; plate mail, halberd

Soldier, great general F6; AC2; hp37; dmg1d8; SaveF6; plate mail +1, sword, spyglass, military maps

Soldier, elite F2; AC4; hp12; dmg1d8; SaveF2; chain, shield, sword, javelins

Soldier, captain F5; AC3; hp30; dmg1d8; SaveF5; plate mail, battle axe, horn

Soldier, sergeant F4; AC5; hp20; dmg1d8; SaveF4; chain mail, sword, horn

Soldier, standard-bearer F2; AC6; hp10; dmg1d6; SaveF2; scale mail, short sword, standard

Soldier, healer HD1d6; AC9; hp3; dmg1d3; SaveF1; medicine bag, scalpel, can heal 1d6 points of damage, once per victim

Sorcerer, apprentice MU1; AC9; hp3; dmg1d4; SaveMU1; robe, broom, dagger; spells: *sleep*



Sorcerer, adept MU5; AC6; hp13; dmg1d6; SaveMU5; robe, staff, bracers AC6, wand of magic missiles; spells: *charm person, light, read magic, levitation, phantasmal force, lightning bolt*

Sorcerer, master MU9; AC4; hp25; dmg1d6; SaveMU9; robe, pointy hat, staff of striking, bracers AC4, wand of fire; spells: *magic missile, protection from good, charm person, ESP, invisibility, mirror image, hold person, haste, lightning bolt, confusion, wall of fire, teleport*

Street urchin HD1d3; AC8; hp2; dmg1d2; SaveF1; filthy rags, empty cup, stick

Street Performer HD1d6; AC9; hp3; dmg1d2; SaveF1; colorful outfit, drum, top hat

Student HD1d6; AC9; hp2; dmg1d3; SaveF1; knife, satchel, books, whiskey flask

Swordsman F2; AC7; hp12; dmg1d8; SaveF2; leather, buckler, sword

Swordsman, master F5; AC6; hp33; dmg1d8+1; SaveF5; studded leather, buckler, +1 sword

Tailor HD1d6; AC9; hp3; dmg1d3; SaveF1; knife, tape measure, pin cushion

Tax Collector HD1d6; AC9; hp5; dmg1d4; SaveF1; dagger, ledger, lockbox

Tax Collector, guard HD1; AC5; hp6; dmg1d10; SaveF1; chain mail, pole arm

Teacher HD1d6; AC9; hp4; dmg1d4; SaveF1; satchel, pointy hat, rod

Teamster HD1; AC9; hp5; dmg1d4; SaveF1; whip, hat, leather repair kit

Templar, apprentice HD1; AC4; hp6; dmg1d6; SaveF1; chain, shield, mace

Templar, journeyman Pal2; AC4; hp11; dmg1d8; SavePal2; chain, shield, sword

Templar, master Pal6; AC2; hp35; dmg1d8+1; SavePal6; plate, shield, +1 holy sword, horse

Thief, common T2; AC8; hp6; dmg1d4; SaveT1; leather, lockpicks, dagger, crossbow, rope, grappling hook

Thief, master T6; AC6; hp28; dmg1d6; SaveT6; +1 leather, short sword, poison, lockpicks, crossbow, ring of invisibility

Thiefcatcher F4; AC7; hp22; dmg1d8; SaveF4; studded leather, mancatcher, bolas, sword, manacles, wanted posters

Torturer F1; AC9; hp6; dmg1d3; SaveF1; scalpel, clamp, screw, hot iron, whip, mask

Torch-bearer HD1d6; AC8; hp4; dmg1d6; SaveF1; torches(12), flint and tinder, spear

Villager, common HD1d4; AC9; hp3; dmg1d4; SaveF1; dagger, hat, sack of produce

Villager, militia HD1; AC7; hp5; dmg1d6; SaveF1; studded leather, spear, horn

Villager, constable F1; AC6; hp7; dmg1d6; SaveF1; scale mail, staff, whistle, manacles

Villager, mayor HD1d6; AC9; hp5; dmg1d6; SaveF1; fancy clothes, rapier, bottle of rotgut

Villager, healer C5; AC8; hp30; dmg1d6; SaveC5; robes, staff, spells: *cure light wounds(2), purify food and drink, bless, know alignment, cure disease*

Villager, elder HD1d4; AC9; hp3; dmg1d6; SaveC1; robe, staff, book of lineages

Waitress HD1d6; AC9; hp3; dmg1d3; SaveF1; platter, apron, goblets

Warrior, desert, common HD1d6; AC7; hp4; dmg1d6; SaveF1; leather, shield, scimitar

Warrior, desert, mounted HD1; AC7; hp5; dmg1d6; SaveF1; leather, shield, lance, dagger

Warrior, desert, captain F4; AC5; hp21; dmg1d8; SaveF4; scale, shield, turban-helm, scimitar

Warrior, desert, priest C5; AC5; hp20; dmg1d6+1; Save C5; scale, shield, turban-helm, sandstone holy symbol, mace; Spells: *command, light, create water, hold person, silence 15' radius, cause disease*.

Warrior, chaotic, common HD1; AC6; hp6; dmg1d8; SaveF1; black scale mail, glaive

Warrior, chaotic, sergeant F3; AC4; hp16; dmg1d8; SaveF3; black chain, shield, longsword



Warrior, chaotic, priest C5; AC5; hp19; dmg1d6+1; SaveC5; black chain, +1 staff; Spells *cause light wounds, cause fear, darkness, hold person, know alignment, animate dead*.

Warrior, chaotic, mage MU7; AC6; hp20; dmg1d4; SaveMU7; black and red robes, steel skullcap, wand of fear, poisoned dagger, bracers AC6; Spells *magic missile, burning hands, shield, spider climb, stinking cloud, invisibility, ESP, lightning bolt, slow, dimension door*.

Warrior, plains, common HD1d6; AC7; hp3; dmg1d6; SaveF1; spear, leather, horse

Warrior, plains, captain F5; AC4; hp29; dmg1d8; SaveF5; chain, shield, lance, horse

Warrior, plains, archer HD1d6; AC8; hp4; dmg1d6; SaveF1; padded armor, shortbow, dagger, horse

Wench HD1d4; AC9; hp3; dmg1d3; SaveF1; apron, tray, bosom, tankard

Quick NPC Personalities (d6)

1-3 Table 1

4-6 Table 2

Table 1 (d100)

- 1.adaptable
- 2.adorable
- 3.agreeable
- 4.alert
- 5.alluring
- 6.ambitious
- 7.amused
- 8.boundless
- 9.brave
- 10.bright
- 11.calm
- 12.capable
- 13.charming
- 14.cheerful
- 15.coherent
- 16.comfortable
- 17.confident
- 18.cooperative
- 19.courageous
- 20.credible
- 21.cultured
- 22.dashing
- 23.dazzling
- 24.debonair
- 25.decisive
- 26.decorous
- 27.delightful
- 28.detailed
- 29.determined
- 30.fabulous
- 31.fair
- 32.faithful
- 33.fantastic
- 34.fearless
- 35.fine
- 36.frank
- 37.friendly
- 38.funny
- 39.generous
- 40.gentle
- 41.glorious

42.good
43.happy
44.harmonious
45.helpful
46.hilarious
47.honorable
48.impartial
49.industrious
50.instinctive
51.jolly
52.joyous
53.kind
54.kind-hearted
55.knowledgeable
56.level
57.likeable
58.lively
59.lovely
60.loving
61.punctual
62.quiet
63.receptive
64.reflective
65.relieved
66.resolute
67.responsible
68.rhetorical
69.righteous
70.romantic
71.sedate
72.seemly
73.selective
74.self-assured
75.sensitive
76.shrewd
78.silly
79.sincere
80.skilful
81.smiling
82.splendid
83.steadfast
84.stimulating
85.successful
86.succinct
87.talented
88.thoughtful

- 89.thrifty
- 90.tough
- 91.unbiased
- 92.unusual
- 93.upbeat
- 94.vigorous
- 95.vivacious
- 96.willing
- 97.wise
- 98.witty
- 99.zany
- 100.zealous

Table 2 (d100)

- 1.abrasive
- 2.abrupt
- 3.abusive
- 4.afraid
- 5.aloof
- 6.ambiguous
- 7.angry
- 8.annoyed
- 9.anxious
- 10.arrogant
- 11.ashamed
- 12.awful
- 13.belligerent
- 14.bewildered
- 15.boorish
- 16.bored
- 17.callous
- 18.careless
- 19.clumsy
- 20.combative
- 21.confused
- 22.cowardly
- 23.crazy
- 24.creepy
- 25.cruel
- 26.cynical
- 27.dangerous
- 28.deceitful
- 29.defeated
- 30.defective
- 31.defiant
- 32.demonic

33.depressed
34.deranged
35.disagreeable
36.disillusioned
37.disturbed
38.domineering
39.draconian
40.embarrassed
41.envious
42.erratic
43.evasive
44.evil
45.faded
46.fanatical
47.fierce
48.filthy
49.finicky
50.flashy
51.flippant
52.foolish
53.forgetful
54.frantic
55.fretful
56.frightened
57.furtive
58.greedy
59.grieving
60.grouchy
61.gruesome
62.grumpy
63.guarded
64.gullible
65.helpless
66.hesitant
67.homeless
68.horrible
69.hungry
70.ignorant
71.ill
72.irresolute
73.jealous
74.jittery
75.lacking
76.lazy
77.lonely
78.malicious

79.materialistic
80.mean
81.mysterious
82.naive
83.nasty
84.naughty
85.nervous
86.noisy
87.obnoxious
88.outrageous
89.panicky
90.pathetic
91.possessive
92.quarrelsome
93.repulsive
94.venomous
95.volatile
96.voracious
97.vulgar
98.weak
99.wicked
100.worried