

Candidates

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| 1. a lazy bum | 16. a torch bearer |
| 2. a water carrier | 17. a porter |
| 3. a dreamer and a fool | 18. a runaway slave |
| 4. a poor shepherd | 19. a hateful hunter |
| 5. an apprentice to the kennel master | 20. an apprentice to the stable master |
| 6. a deserter, a former city guard (fighter) | 21. a grim, one-eyed body guard (fighter) |
| 7. a former river pirate (fighter) | 22. a former mercenary (fighter) |
| 8. a cheating charlatan (magic-user) | 23. a wandering scholar (magic-user) |
| 9. a pilgrim looking for lost shrines (magic-user) | 24. a wandering miracle healer (thief) |
| 10. a hungry thief trying to support a family | 25. a thief at odds with the local guild |
| 11. a tough dwarf, disciplined and taciturn | 26. a crazy tattooed dwarven rune warrior |
| 12. a halfling running away from debt | 27. a foolish halfling trying to imitate their uncle |
| 13. an elf looking for the meaning of life | 28. an elf unfit for elven society (why?) |
| 14. an elementalist unable to pay for tuition | 29. a lotus monk on a journey to their inner self |
| 15. a goblin faking to be a halfling (same stats) | 30. a monster from the surrounding wilderness (lizard, troll, or frogling) |

Monsters from the surrounding wilderness could be **Goblins** (like halflings); **Lizard People** (HD 2), leather, zweihänder, can swim; **Satyrs** (HD 2), leather, short bow and short sword; **Tengus** (HD 2, AC 9, 1W6), can fly, cannot wear armor; **Froglings** (HD 1), spear, cannot wear armor, can swim, double damage when jumping; **Minotaurs** (HD 2, AC 6, 1W6), double damage when charging; **Giant Apes** (HD 3, AC 8, 1W6/1W6), cannot wear armor; **Centaur**s (HD 3, AC 8, 1W6/1W6), cannot wear armor, double damage when charging, gallop at double speed; **Trolls** (HD 6+3, AC 4, 1W6/1W6/1W10), regenerates 3/round after 3 rounds.

HD: hit dice (1d8 hit points each)

AC: armor class

Porters and similar servants cannot and will not fight. In a pinch, they'll surrender immediately.

Use the following table to determine gender and age:

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|---|---------------|
| 1 | boy |
| 2 | girl |
| 3 | man |
| 4 | woman |
| 5 | elderly man |
| 6 | elderly woman |

Magic users and elves will have a spell book with a random [spell](#):

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|---|---------------|
| 1 | read magic |
| 2 | detect magic |
| 3 | light |
| 4 | charm person |
| 5 | magic missile |
| 6 | sleep |

Elementalists are magic users preferring spells using the four classic elements. You could use Gavin Norman's [spell list](#). Alternatively, you could use the elemental class described in Gavin's [Theorems & Thaumaturgy](#). If you don't like elementalists, the same book also has spells for **vivimancers**, **necromancers**, and **illusionists**. I also recommend Nathan E. Irving's [The Basic Illusionist](#).



Discovering and befriending intelligent humanoids will allow you to hire them and eventually to play them. The referee will propose appropriate monster classes when this comes up.