

C001

Maynard the Barbarian

Fighter +3
30 Health

Picture this... a burly barbarian with assorted fur clothing and big hands. He is peering quizzically into a bulging pouch

Maynard hails from the frozen Northlands. His favorite sport is picking up Goblins and using them as weapons against their comrades. He also enjoys collecting small pebbles and sorting them according to size and flavor, and has been known to engage in frenzied pebble-trading with passing Orcs who usually have no idea what is happening

Roll Persuasion for his fee
5 or lower - 25 CP
6 or higher - 18 CP

C002

Togar the Orc

Fighter +3
28 Health

Picture this... an intimidating Orcish fighter with a menacing War Hammer

Togar likes to spend time at the Fighting Guild and playing board games with Lugnus and the others - because the little pieces are fun to move around and pretend with Oh. Something to be aware of... Togar has a reputation for getting carried away during a fight. It might be best to keep your distance when he starts swinging that hammer around or saying, "ME CRUSH YOU!!"

Roll Persuasion for his fee
4 or lower - 30 CP
5 or higher - 25 CP

C003

Ninja

Fighter +4
34 Health

Picture this... it's a Ninja

You are caught in the steady gaze of a shadowy figure with no name or history and speaks only in whispers. It is curious (if a bit unsettling) that this warrior assassin has chosen to make his or her presence known to you. There is sure to be a reason for this but it would seem that is not for you to know. Maybe it has something to do with your mission. Or, maybe it concerns the hidden secret of another party member

Roll Persuasion to negotiate a fee
11 or lower - 39 CP
12 or higher - 5 CP

C004

Arvatheryn the Ranger

Fighter +3
17 Health

Picture this... an experienced female Elf with worn leather armor and a bow slung across her back. She's carrying a Quarter Staff and small pouch. Peeking out of the pouch is a young raccoon that appears to be delicately munching on a cookie

Arvatheryn is a master tracker and woodsman, who prefers to keep company with those who've proven their worth, though she might be persuaded to join you

Rank of 1 to 37 - 33 CP
Rank of 38 to 67 - 24 CP
Rank of 68 or higher - 17 CP
Persuasion 10 or higher - 12 CP

C005

Harik the Space Marine

Fighter +3
32 Health

Picture this... an imposing figure, hulking and muscular. He sports a mohawk, futuristic armor, an otherworldly assault rifle and impressive facial scar

If your quest calls for kicking butt and taking names you've come to the right place. Harik has done his share of time in the uncharted frontiers of space, fighting "BUGS" so hideous they are the stuff of "your worst nightmare" and led by a queen so vicious he's not at liberty to talk about it

Persuasion 5 or lower - 33 CP
Persuasion 6 or higher - 25 CP

C006

Mysterious Nomadic Warrior

Fighter +3
25 Health

Picture this... an imposing, though somewhat subdued figure. The intricately woven folds and fabric of his clothing is that of a desert dweller from a distant land

Apparently this traveler doesn't speak the local dialect. Some believe him a secret emissary on a mission of utmost importance. Others have whispered that his family was lost at sea, himself the only survivor (and why he never speaks). Whatever the truth, you sense that his past is filled with tragedy

Using slight nods & gestures you deduce that his services will cost you 30 Copper Pieces

C007

Ah-Nomi the Adventurer

Fighter +3
20 Health

Picture this... a capable female Kha-jarhi whose calm confidence belays a rare quality of both character and fighting prowess

Ah-Nomi was just a kit when Orcish thugs ran off with her beloved pet, a baby Swamp Rat. Her family never knew she had sneaked out that same night to track them down, only that both were safe and snug in her bed by morning. From then on they knew she was special. Indeed, Ah-Nomi's finely-honed abilities have become almost legendary

Roll Persuasion for her fee
8 or lower - 28 CP
9 or higher - 17 CP

C008

Reym, the Last Paladin

Fighter +3
37 Health

Picture this... a Malornian Knight with impressively worn armor. From the expression in her eyes you can see she carries a heavy unspoken burden

It's a tragic tale rarely told by traveling Bards, how the once great Paladin Order was wiped out... completely (or so they had thought). Reym is already on a very specific, if solemn quest of her own and tends to be selective about whom she travels with

Rank of 1 to 9 - No Deal
Rank of 10 to 52 - 38 CP
Rank of 53 or higher - 27 CP

<p style="text-align: right;">C009</p> <h2 style="text-align: center;">Charles the Brave</h2> <p style="text-align: center;">Fighter +3 28 Health</p> <p><i>Picture this... no helmet, worn, scarred and battle-weary attire. And yet there's a friendly and gentle disposition about him</i></p> <p>Charles is practically a living legend. But he isn't known to boast about his famous adventures. In fact, what is lesser known is that he volunteers at the orphanage, organizing activities, workshops and field trips up to the City in order that some of the children might find a home and family</p> <p style="text-align: center;">Rank of 1 to 9 - 34 CP Rank of 10 to 33 - 28 CP Rank of 34 or higher - 23 CP</p>	<p style="text-align: right;">C010</p> <h2 style="text-align: center;">Ishnell the Warrior</h2> <p style="text-align: center;">Fighter +3 30 Health</p> <p><i>Picture this... a spear wielding Malornian with a calm confident look about him</i></p> <p>Ishnell's friendship with Ah-Nomi and Arvatheryn goes way back to a time of play and innocence. The year his family moved away was a sad time for all of them. Ishnell grew up and wandered, and discovered much about himself. He prefers to travel alone or with his closest friends but may offer his skill and experience... for the right price</p> <p style="text-align: center;">Roll Persuasion for his fee 7 or lower - 30 CP 8 or higher - 19 CP</p>	<p style="text-align: right;">C011</p> <h2 style="text-align: center;">Lugnus the Dwarf</h2> <p style="text-align: center;">Fighter +3 33 Health</p> <p><i>Picture this... a Burly Dwarf with a large battle axe, a bag of dice on his belt and a nifty board game tucked under his arm</i></p> <p>Lugnus is an experienced fighter who has taken down more than his share of baddies. He also happens to be one of the founding members of the local board games club. If you're ever in a game with him and Pennyblum as partners watch out. A great companion all around if you can afford him</p> <p style="text-align: center;">Roll Persuasion for his fee 10 or lower - 35 CP 11 or higher - 23 CP</p>	<p style="text-align: right;">C012</p> <h2 style="text-align: center;">Phinneaus the Monk</h2> <p style="text-align: center;">Fighter +3 22 Health</p> <p><i>Picture this... a mostly bald Human with a hooded robe and a slightly odd nose. The hood is pulled back at the moment</i></p> <p>Phinneaus belongs to the secretive Order of Polka-polka-fu, an elite chapter of the Toasty Bagel Delivery Guild. Their motto is, "You order, we deliver fresh (or else)." Their fighting style incorporates some pretty spiffy dance moves and musical overtones... Oh, and the bagels usually get there on time</p> <p style="text-align: center;">Roll Persuasion for his fee 7 or lower - 27 CP 8 or higher - 18 CP</p>
<p style="text-align: right;">C013</p> <h2 style="text-align: center;">Lance the Debonair</h2> <p style="text-align: center;">Fighter +3 20 Health</p> <p><i>Picture this... a proud, handsome Knight with a lovely hairdo. He's holding up a hand mirror and practicing his dashing smile when along comes a group of giggling youngsters to beg for his autograph. He carries a decorative longsword along with several copies of his latest memoir, "My Life as a Dashing Hero, Volume 2"</i></p> <p>Lance spends most of his time down at the Fighter's Fighting Guild basking in the attention of his adoring fans</p> <p style="text-align: center;">If your character is female - 9 CP If your character is male - 32 CP</p>	<p style="text-align: right;">C014</p> <h2 style="text-align: center;">Halig the Loyal Fighter</h2> <p style="text-align: center;">Fighter +2 25 Health</p> <p><i>Picture this... a bumpy bald-headed fighter with one eye that turns slightly inward and a conspicuously missing front tooth</i></p> <p>Early into the conversation it dawns on you that this jolly fellow probably took one too many blows to the noggin. He speaks mostly nonsense but does so with great enthusiasm. Yes, just about everyone knows Halig. They say he once befriended an Elite Orcish Warrior, who was subsequently banished from his clan and now wanders the forest caring for injured animals</p> <p style="text-align: center;">Halig will gladly join this noble adventure for 11 Copper Pieces</p>	<p style="text-align: right;">C015</p> <h2 style="text-align: center;">Plucky Whiskers</h2> <p style="text-align: center;">Agility +2 23 Health</p> <p><i>Picture this... an eccentric old Kha_jathi with the most unusual attire. Most folks can't seem to make out whether he's a crusty old pirate or a quirky old vagrant. Perhaps he's both. Or neither?</i></p> <p>From what you can gather there's more to this intriguing character than meets the eye. As you ponder whether to negotiate an arrangement you get the sense that he is sizing up your party and its mission</p> <p style="text-align: center;">Roll Persuasion for his fee 6 or lower - 26 CP 7-10 persuasion - 19 CP 11 or higher - 8 CP</p>	<p style="text-align: right;">C016</p> <h2 style="text-align: center;">UHF55</h2> <p style="text-align: center;">Fighter +2 27 Health</p> <p><i>Picture this... a skinny, beat-up robot with a strange rifle slung across his shoulder. You can't help noticing as the twitchy robot approaches some of the tavern patrons are shaking their head in your direction as if to say, "Don't do it! You'll regret it!"</i></p> <p>UHF55's snarkiness and dry wit are outweighed only by his ego. While he claims to be an infamous outlaw wanted on several planets you suspect he's something more like a few wires short of a full circuit</p> <p style="text-align: center;">Roll Persuasion for his fee 5 or lower - 28 CP 6 or higher - 20 CP</p>

C017

Palonia the Commoner

Fighter +2
10 Health

Picture a small, upper middle-aged Hauflin who has a motherly look about her, simple clothes and carries a tattered old broom

Those who've known Palonia describe her as a kind soul, the sort of person who's there with a bowl of soup when you're sick or a kind word when you're feeling down. Palonia has spent most of her years cleaning the homes of privileged Nobles and chasing off pesky, pie-nabbing Goblins with her broom. She's a most excellent cook who tends not to take kindly to shenanigans

Palonia will join you for 10 CP

C018

Foster the Part-Time Fighter

Fighter +2
16 Health

Picture this... well, he's got the look of a fighter with bits of armor (that sort of thing). Oh, and overtop his adventuring attire is a bona fide waiter's apron

Foster spends most of his time down at the Fighter's Fighting Guild... waiting tables.

He dreams of one day becoming a true adventurer just like you and, he really wants to join up with this noble quest only his shift starts at "eight" and, "...is there any way he could be back by then?"

Foster will gladly try join you, if he can, for 14 Copper Pieces

C019

Indigo the Swashbuckler

Fighter +3
20 Health

Picture this... his attire is a sort of variation of a Musketeer outfit while the most distinguishing features are his ornate fencing sabre, his dark, shoulder-length hair and handsome mustache

A Master Swordsman and a true Gentleman, Indigo travels only with those worthy of his company. Once you've earned his trust his loyalty and his sword are yours

Roll Persuasion for his fee
7 or lower - 30 CP
8 to 10 - 14 CP
11 or higher - 4 CP

C020

Phife the Magic Dragon

All Damage is Reduced by 5
3 Health

Picture this... a gentle cartoon dragon that no one else seems to notice but you

This very unique Dragon does only what he always has done for those in need, he'll protect you (but he doesn't fight). Phife is an easy traveling companion as he appears only to those whom he chooses. Since most are incapable of seeing or hearing him they will probably think him a figment of your imagination. Oh, concerning the Fighter's Guild, he will get you back from Washout Lane but he doesn't go into the fighting pit

Phife will join you for 20 CP

C021

Sheriff Jake

Fighter +2
20 Health

Picture this... a sure enough Cowboy from the old west, with a sheriff badge and a holstered six shooter. He's a polite and amiable fellow and says things like, "It was a rootin' tootin' hoedown cowpoke"

Sheriff Jake talks enthusiastically about rounding up them outlaws, rescuing ladies in distress and then riding off into the sunset, and might be willing to take you on as his new sidekick, "Hey Howdy Hey pardner"

Roll Persuasion for his fee
4 or lower - 20 CP
5 or higher - 16 CP

C022

Ferdinand the Traveler

Fighter +2
10 Health

Picture this... a tall dapper chap decked out in elaborate steampunk attire. He wears a monocle, a dandy pocket watch and carries a complex rifle with a super nifty scope that makes little whizzing sounds whenever he adjusts focus

Ferdinand is looking to track down spare parts for his broken 'Time Machine' and figures this little excursion may just lead to their whereabouts. He makes an offer

If your Character (or your other companion) is a Treasure Hunter he will join you for 10 Copper Pieces
Otherwise it's 17 Copper Pieces

C023

Selfie the Treacherous Fairy

Agility +3
0 Health

Picture this... a contemptuous fairy

Greed and envy compelled Selfie to betray her own kind, but the plan backfired and now they hunt her even to this day. She shrugs it off as if to suggest the lot of them are boring and unworthy. It would seem that vengeance is her newest vice. She will tag along, for a price of course. Just don't expect her to absorb any damage on your account. No one is that special. Oh, and one other small thing love, it'll cost an additional Copper Piece each time you call upon her

Her fee is your current Rank minus persuasion, or make it 60 even

C024

Madelyn the Protector

Agility +2
26 Health

Picture this... she is contemplative and distant and won't abide foolishness

Some say she used to hire out as an assassin in the underworld, one of the best in the trade. Whoever she was forever changed after an encounter with a wise dragon rumored to live in a deep undersea cavern. Madelyn dismisses such nonsensical drivel, insisting only on her sworn duty as guardian and protector, for those who take up a noble cause. She might willing to join you but the look in her eyes affirms there will be no compromise on this point, "I will not fight"

Persuasion 8 or lower - 27 CP
Persuasion 9 or higher - 20 CP

C025

Leeroy the Blunderer

Fighter +1
21 Health

Picture a young and awkward Malornian with thick-rimmed glasses and an eager expression. To put it mildly, he can hardly believe you're actually talking to him

Ah poor Leeroy. He has only ever wanted two things in life, to win the Tetricube championship and to take part in a real bona fide adventure! This clumsy would-be is rather quite famous for his tendency to charge blindly into just about anything

Leeroy really wants to be part of your adventure and will gladly join you for 3 Copper Pieces

C026

Gnuk the Intern

Fighter +1
6 Health

Picture a sorry looking Goblin with a wooden sword and a silly set of armor

Somewhere along the way Gnuk got it in his head that if he joined up with adventures and became a famous Hero he could become ruler over the whole kingdom, and then he could have all the free cupcakes he wanted. Well he does seem eager to do pretty much whatever you ask him to. Perhaps you can use him to distract something dangerous

Gnuk will join you for 3 Copper Pieces

(oh please oh please)

C027

Murray the Undead Fighter

Fighter +1
5 Health

Picture this... his armor is worn out beyond all hope and there are bugs and worms crawling about him. It's a pitiful sight

Murray gets nostalgic about his days in the Old Ruins and how intruders would reduce him to a heap and then the goblins would have to come along and put him back together. He fights at a snail's pace, makes a lot of strange gurgling noises and smells like a rotting pile of garbage... but you won't find another companion at this bargain price

Murray seems to enjoy your company and will gladly join you Free of Charge

C028

Wallsie the Geek

Fighter +1
5 Health

Picture a stereotypical geek with funny glasses, button-up shirt, handy-dandy pocket protector and old school PDA

Wallsie wields a custom made laser sword he built in his parent's basement. The only problem is it tends to short circuit at the most inopportune moments

**If your character is female - 2 CP
If your character is male - 8 CP**

If your character likes to build models, study obscure languages, collect Fighter's Guild trading cards or use walkie-talkies then he will gladly tag along for free in order so you and he can exchange the latest video game strategies

C029

Evelyn Witherspry

Artiste de Magique
3 Spells (19 Health)

Picture this... she has an impressive air about her making it difficult to place an age on such a young face. Her attire is equally fashionable and professorly. Meanwhile, her students have a running pool on what she carries in that courier bag of hers

Evelyn is an Adjunct Professor at RPG University with a past that is shrouded in mystery. She writes in her journal often and has a special knack for solving puzzles

**Roll Persuasion for her fee
9 or lower - 34 CP
10 or higher - 23 CP**

C030

Meldryn the Wizard

Learned Scholar of the Magic Arts
3 Spells (13 Health)

Picture this... an older and disheveled character with blue-ish garb and a pointy wizard hat. He carries a gnarled old staff

Meldryn confides that he has been investigating strange happenings at the University, that may point to a conspiracy, an unsolved riddle and something long ago foretold but never spoken of. As for the current session, he proudly boasts that only 3 students have turned into frogs this term

**Roll Persuasion for his fee
5 or lower - 29 CP
6 or higher - 19 CP**

C031

Sorscha the Cleric

Cryptologist of the Magic Arts
2 Spells (24 Health)

Picture this... she somehow has the look of both a fighter and a magic user, with a kind of beauty and strength not easy to define. Her armor faintly glows a different color depending on the light. It is quite clear that she's well-traveled and experienced

Sorscha was once a member of the King's Elite Royal Guard in a time long since past. She prefers to travel with those worthy of her company, but might be persuaded

**Rank of 1 to 24 - 37 CP
Rank of 25 or higher - 28 CP
Persuasion of 9 or higher - 21 CP**

C032

Chloe the College Student

Basic Magic User
1 Spell (6 Health)

She's carrying a wand and backpack adorned with various buttons, and tends to check her cell phone mid-sentence

Chloe attends RPG University's School of Magic. She bubbles with enthusiasm and asks a lot of questions... umm, constantly. By the end of the conversation you have learned the names of both her favorite and least favorite professors, last two-and-a-half boyfriends, along with the latest, "Omigosh like that party was so lame only it was so cool you know what I mean!?"

Chloe will join you for 10 CP

<p style="text-align: right;">C033</p> <h2 style="text-align: center;">Percy the Hamster</h2> <p style="text-align: center;">Thief 5 Health</p> <p><i>Picture this... a cute hamster with a tiny little lock-picking kit strapped to his back</i></p> <p>While he may look like nothing more than an ordinary Hamster, Percy is actually a rare Miniature Giant Space Hamster with a special knack for thievery. Sometimes, down at the tavern, a blubbering fool will mistake him for a common rodent and then they will have to find out what miniature giant space hamsters are capable of...</p> <p>Percy hands you a small scrap of paper indicating his fee of 23 Copper Pieces</p>	<p style="text-align: right;">C034</p> <h2 style="text-align: center;">Zak the Thief</h2> <p style="text-align: center;">Thief 17 Health</p> <p><i>Picture a futuristic thief with cool hair, cybernetic implants, a wiz-bang laptop and a trench coat overtop a spiffy outfit</i></p> <p>Not only is Zak a master thief, but he can hack into a Level 4 Encrypted Neural Net computer in less that 60 seconds... ...should you happen to run across one. Curiously, he seems interested to know whether your mission is going to advance his knowledge of a possible rift in the space time continuum</p> <p>Roll Persuasion for his fee 6 or lower - 27 CP 7 or higher - 16 CP</p>	<p style="text-align: right;">C035</p> <h2 style="text-align: center;">Deirdre Merrytiptree</h2> <p style="text-align: center;">Thief 12 Health</p> <p><i>Picture a lively female Haufflin who is hip to the latest in fashion and costume wear</i></p> <p>Deirdre dropped out of her Magic studies to attend Bard college, where she learned to combine two of her most favorite things, performance art and slight of hand. She can often be seen putting on one of her dramatic shows (or pilfering the patrons) during Performance Night at Wayfarer's Rest. Miiight want to check your coin purse again</p> <p>Roll Persuasion for her fee 9 or lower - 25 CP 10 or higher - 10 CP</p>	<p style="text-align: right;">C036</p> <h2 style="text-align: center;">Filamos the Poet</h2> <p style="text-align: center;">Negotiator +2 14 Health</p> <p><i>Picture this... a pensive soul, eccentric in appearance and demeanor</i></p> <p>He has been on journeys across the Great Ocean and written moving poems filled with true stories of danger, romance, tragedies and inspiring tales of life at sea. The published works of Filamos the Poet are well known throughout the land, for few can string together words with such feeling. His masterful prose speaks of people and places from common life to grand adventures</p> <p>Roll Persuasion for his fee 5 or lower - 19 CP 6 or higher - 12 CP</p>
<p style="text-align: right;">C037</p> <h2 style="text-align: center;">Izeldamae</h2> <p style="text-align: center;">Negotiator +2 15 Health</p> <p><i>Picture this... her flamboyant, gypsy-like appearance is a fitting compliment to the gift of song and rhyme. A capybara is attached to a small pull-cart light enough to carry a few instruments and other supplies</i></p> <p>In addition to weaving tales of romance and mystery Izeldamae loves to negotiate</p> <p>For example, she will join you for 5 CP if you have Charisma, or 14 CP if you don't. But, if you can make a Persuasion roll of 10 or higher she will write a ballad in your honor and join you for free. "Otherwise we settle on 20 Copper Pieces as a sporting gesture"</p>	<p style="text-align: right;">C038</p> <h2 style="text-align: center;">Professor Hodges</h2> <p style="text-align: center;">Negotiator +3 16 Health</p> <p><i>Picture this... a professorly beaver with round spectacles and Victorian attire</i></p> <p>Professor Hodges heads the Political Politics Department at RPG University and enjoys putting his theories to work. He also enjoys lecturing at campfire time and will sometimes get so carried away that he begins handing out research assignments. It's usually best not to interrupt him when he gets going on the topic of Carpe diem</p> <p>Roll Persuasion for his fee 5 or lower - 24 CP 6 or higher - 17 CP</p>	<p style="text-align: right;">C039</p> <h2 style="text-align: center;">Ahlandra the Elf</h2> <p style="text-align: center;">Negotiator +3 14 Health</p> <p><i>Picture a tall and stunningly beautiful elf. Her attire varies depending on the occasion (or her mood) but then it may all be a part of her elaborate method and subtle technique</i></p> <p>Formerly an emissary of a far off kingdom Ahlandra specializes in the ancient art of negotiation. There are few that can match her cunning and persuasion, and fewer still who aren't awed by her beauty. They say she was once a famous songstress and to this day receives formal requests to perform</p> <p>Roll Persuasion for her fee 8 or lower - 30 CP 9 or higher - 10 CP</p>	<p style="text-align: right;">C040</p> <h2 style="text-align: center;">Clive the Diplomat</h2> <p style="text-align: center;">Negotiator +3 23 Health</p> <p><i>Picture this... an older, unpretentious, well dressed and rotund Dwarvish gentleman</i></p> <p>People who think they understand Dwarves are usually thrown for a loop when they meet Clive who, like so many females of his kind, is much sharper than appearance would suggest. Clive once worked in the service of the King himself. Now retired he offers his services to those in need and able to afford his skill & experience</p> <p>Roll Persuasion for his fee 7 or lower - 26 CP 8 or higher - 20 CP</p>

C041

Pobbington the Hauflin

Treasure Hunter
8 Health

Picture this... he's wearing gardening gloves, holding a shovel and has a basket of gnarled vegetables slung over his shoulder

Pobbington discovered the joy of Treasure Hunting one day while digging in his garden. Lo and behold he unearthed a magical chess piece, which led him to further adventures... like the time he stumbled through a hedge into the most magnificent (and orderly) garden ever laid eyes upon by a Hauflin explorer. They say the Royal Garden is still recovering from a mysterious intruder

Persuasion 1 or higher - 9 CP

C042

Gorfblat

Treasure Hunter
10 Health

Picture this... a goofy little alien wearing a comic book style space suit (lifted straight from a 1950s Sci Fi B-Flick). He's holding an impressive ray gun made from a synthetic "space age" material called "plastic" that also makes a nifty "pew! pew!" sound whenever the trigger is pulled. And it lights up too

Gorfblat was sent here to conquer the planet, but once he discovered the endless joys of treasure hunting he sort of forgot why he came in the first place

Gorfblat will gladly join you for 8 Copper Pieces

C043

Thumbalina

Treasure Hunter
10 Health

Picture this... a young spectacled Hauflin with an eclectic assortment of gear and a copy of "Explorer's Journal, 5th Edition." Sitting next to her is a happy-go-lucky dog that appears just as eager to come along

Thumbalina dreams of one day meeting her childhood hero Nils Griffinshire. Inspired by the tales of the great explorer, she has dedicated her life to the pursuit of rare artifacts... as soon as she finishes university

**Roll Persuasion for her fee
5 or lower - 17 CP
6 or higher - 12 CP**

C044

Jacque the Mole

Treasure Hunter
14 Health

Picture this... a kind looking mole character with dirty clothes and a miner's cap

Jacque is top Artifact collector for the Museum up in the City (and takes kindly to those who pronounce his name correctly). You suspect there may be more than meets the eye with this intriguing character. While he doesn't usually join up with these distracting expeditions it so happens you're heading his way. Hm, that's interesting

**Roll Persuasion for his fee
6 or lower - 18 CP
7 or higher - 10 CP**

C045

Cosgrove

Treasure Hunter
17 Health

Picture a young Kha.jathi wearing a fedora. He's gathered a rather neat assortment of equipment and possesses a spark of enthusiasm that is almost contagious and yet, he's surprisingly knowledgeable

Cosgrove's adopted parents are successful Treasure Hunters in their own right. And now he seeks a truly mysterious artifact, the importance of which is unknown even to the learned curators of the Museum of Lost and Found Antiquities (up in the City)

**Roll Persuasion for his fee
7 or lower - 23 CP
8 or higher - 16 CP**

C046

Pippa and her pig

Treasure Hunter
20 Health

Picture this... a young Dwarf riding on a well fed pig that is keeping a watchful eye

Pippa never goes anywhere without her best friend in the world. And right now she is searching for her missing father, a famous artifact hunter. The pig Gertrude is not only a loyal companion but a fierce protector, with a finely tuned snout for sniffing out buried treasure and hidden artifacts. Pippa thinks you and she might be able to help one another. "And if we run into any of those nasty Orcs Gertrude can chase them down with one of her flying belly flops!"

40 CP by the time we part ways

C047

Klorluch (and Son)

Treasure Hunter
22 Health

Picture this... Klorluch is a scrawny old miserly looking Goblin, wearing a satchel full of scrolls. His "son" is a full-grown Orc with clothing that is quite apparently too small. The Orc has a timid demeanor and wields a shovel and some filthy crockery

When the infant appeared mysteriously at Klorluch's hovelstep one morning it proved a stroke of fate, for none had ever witnessed a Goblin so proficient at shoveling...or eating

**The duo will join you for
20 Copper Pieces**

Klorluch and his son count as one companion

C048

Charlotte de Pirate

Treasure Hunter
19 Health

Picture this... she's carrying a modified compass and Jules Verne-esque surveying tools, gives the appearance of one who doesn't trifle, and conveys an intelligence uncharacteristic of her pirate comrades

It is rumored that Charlotte's skill as a Treasure Hunter is so renowned that entire crews have dueled over her company. She is also thought to have ties to the King's Elite Royal Guard ...a rumor she quietly dismisses

**Roll Persuasion for her fee
9 or lower - 25 CP
10 or higher - 17 CP**