

# Characters

A pair of characters for Mike's Labyrinth Lord game.

## Daumantas' Character



Name: Orpse Uter  
 Class: Fighter/Cleric  
 Level: 1 EXP: 0 Deity: Dumathoin  
 Alignment: Lawful  
 Race: Dwarf  
 Sex: Male  
 Age:

### Attributes

- Str 10
- Dex 15 (AC mod -1 MAM +1, OIM +1)
- Con 19 (+3 (Cleric)/+4 (Fighter) / +1 Poison save / 100% Survive resurrection / 99% Survive transformative shock)
- Int 13 (+1 Language)
- Wis 12 (Save 0, 5% Spell Failure, 0 Addition spells)
- Cha 10 (0 Reaction adjustment / 4 Max Retainers / 7 Retainer Morale)

HP: 8.5

AC: 2

Secondary Skill: Huntsman

### Saving Throws

Save Type	Save Value
Breath Attacks	15
Poison or Death	11

Save Type	Save Value
Petrify or Paralyze	14
Wands	12
Spells/Spell-like Devices	15

## Spells Memorized

- Command

## Stuff

# NPCs

## Current Party Retainers

Name	Type	Race	HP	Sex	Weapon	Armor	Alignment	Background	Possessions & Knowledge	Notable Features	EXP
Dermox	Man-at-Arms	Human	3	M	Club, Dagger	Leather & Shield	Law	Vendetta: Kill all Orcs!	Nothing	None	0
Undeu	Torch-Bearer	Human	4	M	Dagger	None	Law	Vendetta: Kill all Orcs!	History of local dwarven kingdom	None	0
Gulwin	Torch-Bearer	Human	3	M	Dagger	None	Neutral	Peasant	Parchment (2 sheets)	None	0
Dog 1	Pet	Guard Dog	9	M	Bite 1d4	AC 7 (Hide)	Neutral (Loyal to Gareth)	Raised in a Kennel at Praefecture	None	None	NA
Dog 2	Pet	Guard Dog	2	M	Bite 1d4	AC 7 (Hide)	Neutral (Loyal to Gareth)	Raised in a Kennel at Praefecture	None	None	NA
Dog 3	Pet	Guard Dog	3	M	Bite 1d4	AC 7 (Hide)	Neutral (Loyal to Gareth)	Raised in a Kennel at Praefecture	None	None	NA
Dog 4	Pet	Guard Dog	6	M	Bite 1d4	AC 7 (Hide)	Neutral (Loyal to Gareth)	Raised in a Kennel at Praefecture	None	None	NA
Squeak	Pet	Giant Shrew	8	M	Bite 1d6, Bite 1d6	AC 4 (Hide and Dex mod)	Neutral (Loyal to Gareth)	Summoned by spell	None	None	NA
Whiskers	Pet	Giant Shrew	4	M	Bite 1d6, Bite 1d6	AC 4 (Hide and Dex mod)	Neutral (Loyal to Gareth)	Summoned by spell	None	None	NA

## Rules for Hiring Retainers

The table below gives the rules for hiring various classes of NPCs.

Type	Availability	Level/Class	Pay and Shares	Experience	Loyalty	Primarily Run By*	Notes
Full Non-Player Character	GM Choice (sometimes per scenario)	Yes	Negotiated individually, but likely to include shares	Full Share	Completely independent	GM	Details on NPCs will vary considerably
Henchman	Rare	Yes	None, other than support	Half Share	Very loyal, as a general rule	Player	Players cannot obtain Henchmen that are higher level
Man-at-Arms Hireling	Common	No	1 GP per day, or will accept (often fractional) shares	Half Share	By morale	Player	These brave 0 Level hirelings will fight
Other Hireling	Very Common	No	5 SP per day, or will accept (often fractional) shares	Half Share	By morale, but low if forced to fight	Player	Torch Bearers, Porters, etc, willing to go into dungeons
Mercenaries	Common	No	Varies	None	Varies	Player	These hired warriors do not adventure, but are primarily hired in units to guard places
Specialists	Varies	No	Varies	None	Usually unimportant	GM	see the book for the various sorts of Specialists that are available

\*The GM will take control of any NPC that they feel the need to play (such as ones that fail a morale check), even ones primarily controlled by the player.

Hiring retainers will usually come down to a reaction roll. This roll can be modified by +/-1 if the offer is exceptionally generous or stingy.

## Other NPCs

- Bellara the half-elven barmaid from the village of Keravil.

## EXP and Lewt

### EXP

#### Monster EXP

- Barbarians 42
- Giant Rats 24
- Kotarr 5

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