

Mercenaries

This sheet contains several mercenaries available for hire.

The Haverd Brothers – Six brothers from the low country forests, they have taken to the mercenary path together. Parlaying their skills as woodsmen, these men are experts at tracking and capturing people and creatures. Each is a skilled Bowman as well being handy with a spear or sword. They are selective in what jobs they will hire themselves out on, frequently having to turn down kidnapping requests for example.

Ordrun Grey – A former knight, he had his spurs taken from him by his lord for his excessive brutality. Though he lacks the title, he still very much boasts the skills of a knight, as well as having all the requisite gear. Grey doesn't care how vile a task, so long as the gold is commiserate to the risk. Known to some as the Butcher of Ferrance, he sometimes can be found in the company of a half dozen men-at-arms that owe allegiance to his late mother's family.

Evelyn Farstride – Evelyn has long been one of the most in demand caravan guards. With her twin scimitars she has held off many a bandit raid, and her expansive knowledge of the regions trade routes has more than earned her keep. She's growing older now, but shows no signs of slowing down. Over the years she has left a number of her children with innkeepers, always making a point to visit them whenever she can.

Knotch – Knotch is a crossbowman of some renown. A massive man, almost seven feet tall, he carries a crossbow so large that most can hardly lift it. Each bolt is almost a small spear in size, and is capable of punching through several suits of armor at a time. The son of peasants who were killed as an example against those who short the tax man, he offers reduced rates to take down knights and nobility. This has led to

him having a bounty on his head in certain realms, but even in those lands the peasantry will go to great lengths to help hide him from the authorities.

Big Thom – Thom is a big man, almost as broad as he is tall, and he's tall indeed. In spite of his brutish appearance he's actually quick with a laugh and always good tempered. When he was younger he acted as a bouncer for a number of bars and inns, but as he grew tougher and more skilled with his club, he took to the mercenary lifestyle. More risk, but better pay. He typically hires himself out as a caravan guard or bodyguard, but he can be convinced to protect most anything if the price is right, and it doesn't involve too much running.

Mother Brune – A former paladin of travel, Mother Brune has guarded the roadways for decades. She's older now, and unable to keep up with the rigorous demands of being a paladin, but she's still a handy person with a sword and shield yet. She hires herself out, partly to feed herself and repair her gear, but the bulk she sends back to the temple of her former order.

The Merry Widows – Twin sisters Lara and Lira killed their husbands rather than remain married to them. They have left the lands where they could be held as criminals, and found their way into lives as mercenaries. Each carries a nine foot spear that they are singularly lethal with. They care little for the task they are hired to do, so long as they get paid.

Hawk – A barbarian from the outlands, he is a skilled fighter and passable rogue if needed. Stealthy when called for, a whirlwind of broadsword when desired, Hawk is a city fighter beyond compare. He refuses to leave the city in fact, having fallen in love with its many distractions. A passable gambler and cheat, he makes due at the card table between jobs. Not very discriminating as to the source of the jobs either, as he's not *that* good of a gambler.