

ADVENTURERS ABOUT TOWN

Every game needs NPCs. Within these pages you'll find 28 detailed NPCs ready to drop into your campaign. While designed for the Duchy of Ashlar and the city of Languard, they can, with minimal effort, be converted to virtually any game. This is a Patreon-exclusive product. Only members of Raging Swan Press's Patreon campaign get this product.

CREDITS

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Welcome to another Patreon exclusive—*Adventurers About Town*. I hope you find it useful and that you can use the adventurers herein to add depth and flavour to your campaign. The adventurers detailed herein are all designed with Languard and Gloamhold in mind, but should be easily modified to appear in virtually any campaign setting.

(And—as an aside—all the adventurers detailed herein will eventually appear in the Languard hardback book I am plotting for a future release).

Now you might be wondering how I decided on the race and class mix of the adventurers herein. Languard (and the

Duchy of Ashlar) are human-centric and thus humans predominate there. Additionally, I've deliberately stayed away from strange and/or outlandish races and class combinations. I firmly believe that when everyone is special, no one is special. As the PCs are the stars of the show it seemed sensible to highlight and strengthen that aspect of the campaign by sticking with "vanilla" race and class combinations. That doesn't mean the folk within are boring (hopefully)—far from it. NPCs are rarely truly memorable because of their basic

stats and abilities. (Who ever said, "Hey—do you remember that time we met Reiju the fighter/cleric/wizard?") It's their personalities, background and how they act that stick in players' minds. Sometimes we get lost in the excitement of new options and min/maxing and forget what truly makes gaming exciting and memorable.

THANK YOU

Thank you for your epic support. Raging Swan's Patreon campaign enables us to do incredible things and I'm tremendously grateful you choose to be a part of it.

The NPCs herein provide you with the tools to bring them to life quickly and easily in your players' mind. However you use these NPCs, I hope this book makes running your campaign easier and less stressful. Good luck!

If you've got a questions, comments or suggestions about Raging Swan Press, drop me a line at creighton@ragingswan.com.



ADVENTURER SUMMARY

#	NAME & BASIC DETAILS	SUMMARY
1	Auku Hopea N middle-aged male human wizard 4	Auku broods over his failure to entice anyone to accompany him to the Shoalstone, wherein might lie the secrets of those who built the Twilight City.
2	Auni Kalpio NE old female human rogue 5	Auni longs to gaze upon the Twilight City's shrouded precincts one more time, and she doesn't care whose bloody corpses she must climb over to get there.
3	Vilppu Raita LN middle-aged male human cleric (Conn) 2	Vilppu drinks heavily most days—usually for pleasure, but more recently to mask his worries—and still clings to his belief in the Father.
4	Issu Miela NG male human wizard 1	Issu parades himself about town wearing tight-fitting garb—for the ladies.
5	Kivutar Lempiä LG female human cleric (Darlen) 4	Kivutar struggles to be taken seriously because of her beauty.
6	Emilia Kaukiainen CG female half-elf fighter 2	Emilia eschews an adventurer's garb when in Languard instead preferring the anonymity and freedom of plain, nondescript dress.
7	Kalle Antero LE male human fighter 3	Kalle fumes at the disaster that was his last adventure.
8	Lyyti Jurva N female human wizard 1	Lyyti cares really only for knowledge, and is somewhat baffled by the intricacies of social interaction.
9	Sohvi Niera NG female human ranger 3	Sohvi stalks the streets looking for the idiots who lured her young son, Jussi, away to a life of danger and adventure.
10	Esko Lemmikki CE old male human wizard 4	Esko delved too deeply into certain ancient, blasphemous tomes describing the Twilight City's hideous, ancient past.
11	Marke Äiniö NE female human rogue 2	Marke acts tough but is really frightened most of the time.
12	Tuomo Kalpio LG old male human paladin 4	Tuomo dreams of one more glorious adventure and a glorious death battling evil.
13	Antero Ihalempi CN male human fighter 3	Antero dreams of a wife and family but is too wild and unpredictable to settle down.
14	Dulannis Nunirae CG male elf fighter 1/wizard 1	Dulannis purports to believe his beloved stuffed blue lizard is a slumbering god in disguise.
15	Arvkin Glitterheart CE male halfling rogue 2	Arvkin smiles constantly, as if enjoying some private joke; in reality, he is planning—hypothetically—how to murder almost everyone he meets.
16	Falgar Glanhak LG male dwarf fighter 6	Falgar searches for his brother—Bolthen—missing these last six months.
17	Roylla Hairyfoot CG female halfling fighter 2/rogue 2	Roylla cheerfully embraces the adventuring life and uses her small stature to lure larger enemies and rivals into a false sense of security.
18	Magdaleena Himottu LE female human fighter 3	Magdaleena exults in the frenzy of battle, the clash of arms and the screams of the wounded and dying.
19	Rister Hämäläinen CE male human rogue 2	Rister irritates most people he meets with his coarse, suggestive language and obvious predilection for personal gain at the expense of others.
20	Eleonora Keiho LN female human cleric 1 (Conn)	Eleonora serves as a healer and apothecary when she is not furthering her patron's word.
21	Krister Miemo CN old male human fighter 4	Krister lives in the past and constantly reminisces about the “good old days”.
22	Dorotea Himottu LE female human rogue 3	Dorotea plans to establish her own thieves' guild and to rule the city's underworld in her vice-like grip.
23	Kalervo Arpia CN male human wizard 3	Kalervo runs from a nameless doom unleashed by his master, Aatto Himottu.

#	NAME & BASIC DETAILS	SUMMARY
24	Akviliina Päiviä NE middle-aged female human cleric (Brael) 2	Akviliina welcomes her dark lord's embrace without qualm or qualification—it is all she has known for almost her entire life.
25	Marjaana Ikitiera N middle-aged female human druid (the Mother) 4	Marjaana appears as an ordinary, matronly woman but near-boundless lust lurks in her breast.
26	Tilda Kaukiainen N middle-aged female human ranger 6	Tilda rarely compromises on her own goals, but happily aids others if doing so suits her.
27	Tova Nurthen LN female dwarf rogue 3	Tova seeks wealth so she might help her kindred—scions of fallen Vongyth—reclaim their home.
28	Nikoteemus Rauma NG middle-aged male human fighter 2	Nikoteemus nurses a badly oft-strained back and incessantly plots a new career—as a provider of mercenaries and as an introducer of like-minded parties.

ADVENTURERS BY ALIGNMENT

Lawful Good: Kivutar Lempiä, Tuomo Kalpio, Falgar Glanhak

Chaotic Good: Emilia Kaukiainen, Dulannis Nunirae, Roylla Hairyfoot

Neutral Good: Issu Miela, Sohvi Niera, Nikoteemus Rauma

Neutral: Auku Hopea, Lyyti Jurva, Marjaana Ikitiera, Tilda Kaukiainen

Lawful Neutral: Vilppu Raita, Eleonora Keiho, Tova Nurthen

Chaotic Neutral: Antero Ihalempi, Krister Miemo, Kalervo Arpia

Neutral Evil: Auni Kalpio, Marke Äiniö, Akviliina Päiviä

Chaotic Evil: Esko Lemmikki, Arvkin Glitterheart, Rister Hämäläinen

Lawful Evil: Kalle Antero, Magdaleena Himottu, Dorotea Himottu

4th-level: Auku Hopea, Kivutar Lempiä, Esko Lemmikki, Tuomo Kalpio, Roylla Hairyfoot, Krister Miemo, Marjaana Ikitiera

5th-level: Auni Kalpio

6th-level: Falgar Glanhak, Tilda Kaukiainen

ADVENTURERS BY CLASS

Cleric: Vilppu Raita, Kivutar Lempiä, Eleonora Keiho, Akviliina Päiviä

Druid: Marjaana Ikitiera

Fighter: Emilia Kaukiainen, Kalle Antero, Antero Ihalempi, Falgar Glanhak, Magdaleena Himottu, Krister Miemo, Nikoteemus Rauma

Multi-Classed: Dulannis Nunirae, Roylla Hairyfoot

Paladin: Tuomo Kalpio

Ranger: Sohvi Niera, Tilda Kaukiainen

Rogue: Auni Kalpio, Marke Äiniö, Arvkin Glitterheart, Rister Hämäläinen, Dorotea Himottu, Tova Nurthen

Wizard: Auku Hopea, Issu Miela, Lyyti Jurva, Esko Lemmikki, Kalervo Arpia

ADVENTURERS BY LEVEL

1st-level: Issu Miela, Lyyti Jurva, Eleonora Keiho

2nd-level: Vilppu Raita, Emilia Kaukiainen, Marke Äiniö, Dulannis Nunirae, Arvkin Glitterheart, Rister Hämäläinen, Akviliina Päiviä, Nikoteemus Rauma

3rd-level: Kalle Antero, Sohvi Niera, Antero Ihalempi, Magdaleena Himottu, Dorotea Himottu, Kalervo Arpia, Tova Nurthen



ADVENTURERS ABOUT TOWN

1: AUKU HOPEA

Tall and thin with long straggly greying hair, and a similarly greying drooping moustache, a look of sorrow dominates this middle-aged man's face.

Auku Hopea (N middle-aged male human wizard 4) broods over his failure to entice anyone to accompany him to the Shoalstone, wherein might lie the secrets of those who built the Twilight City. He is obsessed with the mysteries of that crumbled ruin and feels compelled to explore its mysteries.

Personality: Dour, and a pessimist, Auku feels fated to never reach the Twilight City. Virtually everyone lets Auku down eventually—he believes—and he has trouble forming meaningful relations as a consequence. Despite—or perhaps because of—that he has an iron will and stubbornly plods on.

Mannerisms: Sighing deeply and often, Auku can suck the life and energy out of almost any social situation.

Hook: Auku approaches the PCs and makes a half-hearted attempt to talk them into accompanying him to the Shoalstone to “unlock the eldritch, sanity-blasting secrets lying within.” He is unsurprised if they decline his offer.

2: AUNI KALPIO

Short and tubby this old woman has a shock of pure white hair and a timeworn, tired expression. She wears grey and red voluminous robes.

Auni Kalpio (NE old female human rogue 5) longs to gaze upon the Twilight City's shrouded precincts one more time, and she doesn't care whose bloody corpses she must climb over to get there. A keen artist, she has worked on a variety of landscape pictures depicting various locales within the city; all are dark and gloomy pieces.

Personality: Warped and twisted by a lifetime of struggle, toil and encroaching madness Auni has become obsessed with the Twilight City. Auni has few friends because she doesn't really see relationships as valuable; this attitude shows through in her interactions with others.

Mannerisms: Spasm of coughing often interrupt Auni's speech. She radiates ill health coupled with an iron will to endure.

Hook: Auni was last in the Twilight City a decade ago. She tells all who will listen that during the delve she was forced to hide a treasure too bulky to bring forth. She tries to recruit the PC for an expedition by promising them a share of the hoard.

3: VILPPU RAITA

Balding with short-cut hair and a cheery look on his flabby, ruby face this man wears work-stained leathers. Deep wrinkles surround his red-rimmed eyes.

Vilppu Raita (LN middle-aged male human cleric [Conn] 2) drinks heavily most days—usually for pleasure, but more recently to mask

his worries—and still clings to his belief in the Father. He travelled extensively in his youth but had grown indolent while serving at the Father's Hall. In recent months, his spells have begun to fail—not all the time, but enough to concern him.

Personality: Worried about what his failure to cast some spells means, and suspecting he has fallen into the Father's disfavour, Vilppu is desperate for a means of atonement. However, he loves wine and women and is shrewd and charismatic enough to get both. Thus his weaknesses distract and bedevil him.

Mannerisms: Perpetually dreaming of his next jack of wine, Vilppu is always licking his lips.

Hook: Vilppu has decided the best way to regain the Father's favour is to champion the rule of law. He has heard of bandits lurking in the hills to the east and want help bringing them to justice.

4: ISSU MIELA

Wearing a ridiculously over-sized hat festooned with bright feathers, this young man cuts a dashing figure. A wide belt—heavy with pouches—accents his slender build.

Issu Miela (NG male human wizard 1) parades himself about town wearing tight-fitting garb—for the ladies. A dashing chap with much potential for wizardry, he is overly preoccupied with carousing and is ever in search of the next debauch. He's done a bit of adventuring but views it only as a means to an end—securing more gold for his life of revelry and fun.

Personality: Despite being in his hormone's thrall, Issu is a genuinely nice man who is ever searching for his next partner. There is no malice in him, but he is easily distracted. (This is mainly why he is not a more accomplished wizard).

Mannerisms: Issu unconsciously strikes poses designed to accent his figure and general appearance.

Hook: Issu takes a fancy to a female member of the party and introduces himself in an overly flowery and courteous fashion. Clutching a bottle of wine and two glasses, he suggests the two of them get to know each other “much better”.

5: KIVUTAR LEMPIÄ

An enigmatic smile caresses this beautiful woman's face. She has immaculately combed pale brown hair and wears a gold necklace set with three large orbs.

Kivutar Lempiä (LG female human cleric [Darlen] 4) struggles to be taken seriously because of her beauty. She was orphaned and then abused in her early years, and dreams of setting up an orphanage to save as many children as possible from such a fate. Her last group broke up over an argument about treasure distribution—Kivutar wanted to use most of the funds to set up an orphanage while the others did not.

Personality: As brave as any other adventurer Kivutar greatly desires to do Darlen's work. She hates evil and sees its sinister,

malign presence everywhere. She loathes those who abuse the helpless and the weak.

Mannerisms: Her golden necklace was her mother's, and she always wears it. When nervous or distressed, she touches one of the orbs and whispers a brief prayer to her patron.

Hook: Kivutar has heard of the party's exploits and wants to learn more about them. She approaches them, to see if they are the kind of people with whom she would like to associate. She is upfront about her desire to set up an orphanage.

6: EMILIA KAUKIAINEN

Straight long black hair and a wan, drawn complexion mark this tall half-elf out from the crowd. She wears a plain, dirty white robe cinched at the waist with a thin, black belt.

Emilia Kaukiainen (CG female half-elf fighter 2) eschews an adventurer's garb when in Languard instead preferring the anonymity and freedom of plain, nondescript dress. Emilia relaxes "hard"—sometimes for days at a time—and is well-known in Low City's many inns and taverns. She has a prodigious appetite for drink, song and dance.

Personality: Brave and straightforward, Emilia is also a carefree soul giving to following her whims. She is a good person, nevertheless, and her adventures often centre around helping others. Raised by her human father, she has little affinity to elvish things and is no more at home in the woods than an ordinary towns person.

Mannerisms: Emilia laughs loud and laughs often. Friendly and welcoming she is a tactile person.

Hook: A tipsy Emilia is accosted by a local ruffian intent on easy prey; he gets a surprise, however, when she unceremoniously knocks him on his arse in full sight of the party. As he scrambles away, he vows revenge.

7: KALLE ANTERO

This red-haired man sports the beginnings of a beard. He wears his coat's collar up around his neck—almost hiding a series of livid, purple bruises about this throat

Kalle Antero (LE male human fighter 3) fumes at the disaster that was his last adventure. Half his party died, and he was almost strangled to death by a foul aberration with long tentacle-like arms. Kalle is not happy.

Personality: Disciplined—except in battle when he becomes a whirling demon of destruction—Kalle is outwardly a composed, together fellow. His discipline, however, hides a roiling anger—anger he barely keeps in check. Kalle doesn't suffer fools lightly and sees failure as weakness. He loves sailing and fishing—he finds peace on the ocean waves—and want to buy his own boat.

Mannerisms: Kalle grinds his teeth when angry or frustrated.

Hook: Kalle is angry and looking for a way to blow off steam. He's looking for a fight—or a group of adventurers who want to add an angry, homicidal maniac to their party at short notice.

8: LYYTI JURVA

Clad in fine clothes, embroidered with esoteric symbols about the sleeves and hem, this bookish-looking, blond-haired, blue-eyed woman seems oblivious to the world around her.

Lyyti Jurva (N female human wizard 1) cares really only for knowledge, and is somewhat baffled by the intricacies of social interaction. Lost in her own thoughts most of the time she is often unaware of the world around her.

Personality: Lyyti is pleasant, if a little distant. She loves books and reading and goes to great lengths to increase her knowledge. She fantasises about become a wise and learned sage and being the one heroes come to when they need help deciphering an ancient script, interpreting a cryptic prophecy or solving a tricky riddle.

Mannerisms: Lyyti blinks often and quickly. She is not particularly talkative and is a little shy; she rarely makes eye contact.

Hook: Lyyti comes from a well-off family and knows little of the desperation of the poor and downtrodden. The PCs encounter her standing in the street lost in a parchment she is reading. Nearby, several street toughs watch her with the intensity of mountain lions stalking their prey.

9: SOHVI NIERA

Leading a sleek, rangy wolfhound on a short leash this athletic and muscular woman looks every inch the warrior. Thick muscles and a pantherish stride to her step mark her as a predator. Her grey-green eyes seem to miss nothing.

Sohvi Niera (NG female human ranger 3) stalks the streets looking for the idiots who lured her young son, Jussi, away to a life of danger and adventure. She knows he was seen in the city a week ago, but does not know where the group—the Company of the Golden Lion—are now.

Personality: Direct and to the point, Sohvi has no time to waste. She is brave and fierce in battle or if angered. She loves nature and hates the city. Consumed with worry for her son—she well knows how dangerous adventuring is—she thinks of little else.

Mannerisms: Sohvi flares are nostrils when angry and has a direct, almost confrontational, stare.

Hook: Sohvi approaches the PCs and asks for word of her son. She is clearly both angry with him and desperate for news. If they have any morsel or nugget of information, she interrogates them mercilessly for any details they may have forgotten.

10: ESKO LEMMIKKI

With grey, sickly skin and a scraggly beard that nearly covers several angry-looking pustules, this near-bald man appears decidedly unwell.

Esko Lemmikki (CE old male human wizard 4) delved too deeply into certain ancient, blasphemous tomes describing the Twilight City's hideous, ancient past. What he read awoke an atavistic lust to harness the elder power yet lurking in the ruin.

Personality: Reticent—partly because he wants to keep his knowledge to himself and partly because he dares not speak what he knows—Esko totters about the city obsessively hunting for other objects and manuscripts pertaining to the “Ancient Days of Dark Glory,” as he calls them.

Mannerisms: Esko’s pustules irritate him—they itch horribly—and he is always scratching them; often, they burst at inopportune moments.

Hook: Esko has heard the party possess a certain object which he desires greatly. He is not an idiot—force will likely fail—and so first offers to buy them for a fair price. If this fails, he might hire street toughs or thieves to retrieve that which he desires. (Of course, the PCs might not actually possess the item—this could be a case of mistaken identity.)

11: MARKE ÄINIÖ

As skinny as a waif this young woman has a child’s frame. Blond hair surmounts her cheery, smiling face. She wears a commoner’s street clothes.

Marke Äiniö (NE female human rogue 2) acts tough but is really frightened most of the time. A small-time pickpocket and cutpurse, Marke hangs around other adventurers but isn’t brave enough to join an expedition out of the city. Her knowledge of the alleys and lanes of the Shambles and Fishshambles is almost unparalleled.

Personality: Selfish, and out only for herself, Marke’s early years have proved to her she can only rely on herself. She lusts after wealth and comfort but isn’t brave enough to seize most opportunities. Although a coward, she has killed before—normally when a drunken mark awakens from his slumber to discover her robbing him. She doesn’t like killing but will do so again if she must.

Mannerisms: Marke makes herself as small and non-threatening as possible in most social situations.

Hook: Marke follows the PCs on their latest carouse; if a chance presents itself she tries to steal one of their money pouches. If caught, she acts the helpless waif and flees as quickly as possible.

12: TUOMO KALPIO

Intricate tattoos cover this man’s calves. With a thick, grey beard and straggly, unkempt hair he is dishevelled, but intelligence shines in his blue-grey eyes.

Tuomo Kalpio (LG old male human paladin 4) dreams of one more glorious adventure and a glorious death battling evil. An adventurer, holy warrior and wandering preacher, Tuomo has travelled extensively but has come home, ostensibly to retire. However, the mysteries of Gloamhold, and the evil lurking within, yet call to him.

Personality: A stereotypical holy warrior, Tuomo is kind, just and patient. An implacable foe of evil, his dreams make him reckless, and his companions could find themselves in danger trying to save the hoary old warrior.

Mannerisms: Tuomo frequently uses his once strong hands to comb his hair—to no discernible effect.

Hook: If the party includes any Darlen worshippers—preferably clerics or paladins—Tuomo approaches them and offers his services. Anyone of the faith has heard of him—he has served the church for almost five decades. If the PCs are not Darlen worshippers, he merely joins them for a drink and quickly falls to reminiscing about old times.

13: ANTERO IHALEMPI

Face pockmarked with acne, and with short cropped black hair, this slender man looks both ill and menacing at the same time.

Antero Ihalempi (CN male human fighter 3) dreams of a wife and family but is too wild and unpredictable to settle down. (At least, he hasn’t found anyone willing to put up with him yet). Seemingly ill, but actually in fine fettle, Antero is an accomplished swordsman who favours speed over brute strength.

Personality: With a quick temper, and quicker sword arm, Antero is a hothead given to acting before thinking. He loves music and is an accomplished dancer. A native of the city, Antero has a reputation as a fighting man and often accompanies adventuring party on their expeditions. He rarely stays with one party for long. Antero rarely plans anything—preferring to deal with situations as they present themselves.

Mannerisms: Rarely still, nervous energy consumes Antero. He is often tapping or fondling his sword’sommel.

Hook: Antero is running out of money and needs to replenish his purse. Initially, he offers to school an interested PC in fencing but could join the party for an adventure or two.

14: DULANNIS NUNIRAE

Blond haired and blue-eyed, this tall, thin elf wears studded leather armour and a slender longsword on his left hip. He cradles a stuffed blue lizard against his chest.

Dulannis Nunirae (CG male elf fighter 1/wizard 1) purports to believe his beloved stuffed blue lizard is a slumbering god in disguise. Needless to say, most people think the elf is mad. Others declare it is all a trick—although none profess to know why he would pretend so.

Personality: Wild and unpredictable, Dulannis is brave and watches out for his companions. However, he is slightly crazed—his strange belief in the lumbering divinity within his stuff blue lizard means many adventurers give the young elf a wide berth. Dulannis is fun-loving and enjoys a good fight.

Mannerisms: Dulannis strokes his stuffed lizard and often has conversations with what is—essentially—a battered child’s toy.

Hook: Dulannis approaches the party to tell them about his divine patron. Perceptive PCs may notice he doesn’t really believe what he is saying—what his game is, though, is anyone’s guess. A fellow elf might get him to confide what he is up to—trying to get as many stupid, short-lived humans to believe in his made-up patron as possible.

15: ARVKIN GLITTERHEART

Dark curly hair frames this dusty halfling's handsome face. A smile plays over the man's lips as if he is enjoying some private joke.

Arvkin Glitterheart (CE male halfling rogue 2) smiles constantly, as if enjoying some private joke; in reality, he is planning—hypothetically—how to murder almost everyone he meets. He is not (yet) a practising homicidal maniac as such, but merely enjoys thinking about murder and death.

Personality: Arvkin has a massive chip on his shoulder about his height. He is not stupid enough to fight everyone who makes a height-related joke, but he does revel in having his revenge—poisoning his tormenter's drinks, stealing a prized possession and so on. Arvkin is brave and fights well in battle, but is more than happy to sacrifice others to attain his goals—wealth and comfort for himself.

Mannerisms: Abused and beaten repeatedly as a child, Arvkin is never without his favoured weapon—a much-used handaxe—for personal defence. His hand is ever caressing its well-worn haft.

Hook: A perceptive PC noticed Arvkin slip something—a natural laxative purchased from a local apothecary—into someone else's drink. If challenged, he claims the whole thing is a “hilarious” practical joke but notes the PC for later reprisal.

16: FALGAR GLANHAK

Tall for a dwarf, and wearing a glimmering mail coat, this obvious warrior carries a large pick slung across his broad back. A frown mars the dwarf's face and his glimmering black eyes rove about the area missing nothing.

Falgar Glanhak (LG male dwarf fighter 6) searches for his brother—Bolthen—missing these last six months. The last word of Bolthen came in a hastily penned missive speaking of a great discovery “across the water”. Falgar has now been in the city for three weeks and has precious little to show for it, and is growing frustrated.

Personality: Normally kind and generous, Falgar is growing frustrated with his search. He does not like the stink, or the huge crowds, of a human city. He relishes a good fight and is a devout follower of the dwarven battle god.

Mannerisms: Falgar tugs at his beard when angry—which is often these days—and often frowns.

Hook: Falgar approaches the party and asks if they know of, or have any news about, his brother. No matter their answer he interrogates the party about recent rumours of discoveries “across the water” and missing adventuring parties. Disturbingly, he has recently begun to suffer nightmares in which he is horribly burnt by raging fires. He worries his night terrors might be a portent.

17: ROYLLA HAIRYFOOT

Small and lithe, this halfling woman moved with grace and certitude. Four wickedly slender daggers hang from her belt, and two more jut from the tops of her leather boots.

Roylla Hairyfoot (CG female halfling fighter 2/rogue 2) cheerfully embraces the adventuring life and uses her small stature to lure

larger enemies and rivals into a false sense of security. Deadly with the daggers she always carries, Roylla is graceful, swift and merciless in battle.

Personality: Brave, and determined to see much of the world, adventuring perfectly suits Roylla. She loves being the centre of attention and is supremely confident. As a thief she is almost a complete failure; as an acrobatic fighter, she is deadly.

Mannerisms: When bored, Roylla takes out a dagger and does flare tricks to distract herself (and to “accidentally” impress those around her).

Hook: Roylla challenges another adventurer to a dagger-juggling competition. Her blinding speed and obvious skill quickly draw a crowd; if the competition takes place outside, before showing off her skills, she coats the daggers in oil and sets them alight for a truly eye-catching display.

18: MAGDALEENA HIMOTTU

A faded patchwork of scars decorates this muscular woman's forearms and lower legs. Her long black hair—tied up in a ponytail—dangles halfway down her back.

Magdaleena Himottu (LE female human fighter 3) exults in the frenzy of battle, the clash of arms and the screams of the wounded and dying. She has been a warrior since she reached majority and knows no other life. She has served as a mercenary and bodyguard; she currently wanders the land as an adventurer.

Personality: Strong-willed and disciplined, Magdaleena is perceptive and a shrewd judge of character. In battle, she is merciless and seemingly knows no fear. She has never encountered a physical challenge she could not overcome. Magdaleena is not overtly evil, but she is uncaring and self-centred. Once given, her word is her bond, which has made her an in-demand bodyguard in the past.

Mannerisms: Magdaleena has a harsh, discordant laugh. It is the last thing scores of enemies have heard. After battle, she makes sure all her fallen enemies are dead.

Hook: Magdaleena craves adventure and excitement and approaches the party to see if they require an extra warrior.

19: RISTER HÄMÄLÄINEN

Black, curly hair frames this man's wan, oval face. He wears shabby, black leathers and carries a short sword at his hip.

Rister Hämäläinen (CE male human rogue 2) irritates most people he meets with his coarse, suggestive language and obvious predilection for personal gain at the expense of others.

Personality: Odious, self-centred and violent, Rister is also lonely. After five years of petty thefts, muggings and the occasional murder, he is beginning to wonder if there is something more to life. Rister stands at a crossroads: he can turn to the light and reform his character or plunge into darkness. Much depends on who he next latches onto for Rister is an impressionable chap.

Mannerisms: Rister leers at almost every woman he meets, in a desperate attempt to prove his manhood (and subconsciously to provide himself with a reason why the women reject him).

Hook: Rejected again by another object of his affections, Rister strikes up a conversation with a male PC about life's unfairness. If not immediately rejected, he comes to believe the PC is his friend and repeatedly seeks him out.

20: ELEONORA KEIHO

Short, but with long blond hair, this freckled woman wears a tight-fitting coat under which lurk several bulges—perhaps hidden pouches—around her waist.

Eleonora Keiho (LN female human cleric 1 [Conn]) serves as a healer and apothecary when she is not furthering her patron's word. She does not adventure for wealth or glory, but rather to help the common folk.

Personality: Demure and shy, Eleonora finds it difficult to strike up conversations with strangers. This leads her to come across as direct and even slightly rude as she dives into the meat of the matter without any preliminary social niceties. In her spare time, she enjoys reading and is a keen ornithologist; she is never without her sketchbook which contains many beautiful pictures of a staggering variety of birds.

Mannerisms: Softly spoken and demure Eleonora is a quiet, unassuming woman.

Hook: Eleonora has resolved to do something about a horrible disease said to be savaging a nearby village and needs help. If the PCs have a good reputation, she approaches them for assistance. If they are unable to help, she instead asks for a donation to fund her works.

21: KRISTER MIEMO

This balding, white-haired man sports an impressive paunch and walks with a pronounced limp.

Krister Miemo (CN old male human fighter 4) lives in the past and constantly reminisces about the "good old days". In his mind, he might be old, but he can still keep up with today's new crop of adventurers. This is far from the case, and Krister suffers from an impressive dose of self-delusion.

Personality: Krister has strong opinions on a wide range of subjects. An inveterate meddler, he likes to "help" other warriors by pointing out mistakes in their technique or how they carry their equipment. Baffled when people reject his advice or tell him to mind his own business, he is growing grumpy in his old age. More than anything, Krister wants to stay relevant, and be respected for his vast experience and wisdom. Sadly, he has neither.

Mannerisms: Slightly deaf, Krister leans toward whoever he is talking with; "huh?" and "what?" punctuate most conversations with the old warrior.

Hook: Krister singles out one of the party's warriors and explains how his sword hangs from his belt "all wrong". If allowed, he makes minor-imperceptible-changes to the weapon's scabbard.

22: DOROTEA HIMOTTU

The sides of her head shaved, this stocky woman wears her remaining hair in an ornately tied topknot. Her sleeveless top reveals tattoos writhing up both arms.

Dorotea Himottu (LE female human rogue 3) plans to establish her own thieves' guild and to rule the city's underworld in her vice-like grip. Charismatic and a capable footpad she is slowly gaining recognition among like-minded individuals who seek her out if a job is likely to require violence.

Personality: With a natural propensity for violence and a certain lack of subtlety, Dorotea is not destined to realise her dream. Restless, and growing increasingly dissatisfied with the small amounts of coin garnered from muggings and the like, she is ready to take greater risks.

Mannerisms: Dorotea favours a shillelagh of polished oak for her work; she loves her cudgel—she stole it from her first victim—and is often polishing and re-varnishing the weapon.

Hook: Dorotea is not an idiot; she knows many adventuring parties won't look favourably upon a mugger joining their ranks; thus, she masquerades as a poor, inexperienced warrior.

23: KALERVO ARPIA

This slender man sports a thick beard and short, greasy hair tied back in a small topknot. He wears a tightly-fitted leather jacket bedecked with geometric patterns.

Kalervo Arpia (CN male human wizard 3) runs from a nameless doom unleashed by his master, Aatto Himottu. Kalervo stole a certain book from Aatto—a member of the Sagacious Masters of the Eldritch Nexus and desperately needs to get lost (and as far away as possible from his master).

Personality: Kalervo stole a spellbook from his master on whim—the accumulation of personal power is one of Kalervo's main goals in life (mainly so he can do whatever he wants, and no one will dare to stop him). Kalervo likes drink, but has begun to experiment with various drugs to help keep the terror at bay that threaten to overwhelm his sanity.

Mannerisms: Clearly jumpy, Kalervo takes great care to stay in the light; he avoids areas of dim light and shadow like the plague.

Hook: Kalervo is desperate to escape the city and will join any adventuring party that will take him. The PCs observe him in a tavern taproom going from table to table looking for companions. Perceptive PCs notice the wizard is clearly scared—he keeps looking over his shoulder and shadows seem to hold a special terror for him.

24: AKVILIINA PÄIVIÄ

Walking with studied nonchalance, this middle-aged woman saunters along with a look of unruffled calm on her face. She is immaculately turned out with well-combed dark brown hair.

Akviliina Päiviä (NE middle-aged female human cleric [Braul] 2) welcomes her dark lord's embrace without qualm or qualification—it is all she has known for almost her entire life. Mercilessly bullied

during her childhood by her overbearing older sister, Akviliina turned to Braal's worship to survive.

Personality: A loner, Akviliina does not associate with others of her religion as her worship of Braal is not the be-all and end-all of her life. She sees Braal as a protector and only invokes his powers when she is threatened. Thus far, her faith has not failed her. Meanwhile, Braal—ever patient—waits for Akviliina to sink deeper into his embrace.

Mannerisms: Rarely without a look of quiet calm on her face, Akviliina's emotions are seldom on show. Some find her unending calm disturbing.

Hook: Akviliina is lonely and looking for someone to share her life. She knows her faith is unorthodox and reviled by many people, but she sees Braal as a protector. If she strikes up a friendship with a PC, she slowly starts to preach her view. Those that cast her aside may discover her darker side.

25: MARJAANA IKITIERA

Slightly podgy with straw-coloured hair this woman wears voluminous brown robes and has a plain leather thong around her neck from which hangs the image of a moon replete with a smiling face.

Marjaana Ikitiera (N middle-aged female human druid [the Mother] 4) appears as an ordinary, matronly woman but near-boundless lust lurks in her breast. Marjaana is a willing participant in the Mother's frequent fertility rituals which are little more than outdoor orgies.

Personality: Pleasant, friendly and a good listener, Marjaana is a popular woman in good standing with the faithful. She is discrete and generous; she provides her services free to members of the faithful—unless a particular worshipper starts to take her for granted.

Mannerisms: Marjaana is a tactile person—she often touches those she is talking to, particularly when discussing matters of spiritual faith.

Hook: Marjaana is on the lookout for believers or potential converts to invite to the next ritual which will take place by the light of the next full moon at the Mother's Garden. She's also worried about a gang of bandits who are raiding the nearby countryside; she would happily accompany a band of adventurers intent on wiping them out.

26: TILDA KAUKIAINEN

Wearing a thick and heavy cloak edged with fur, this woman moves with swift surety and economy of action. Her skin is tanned and her face weather-beaten.

Tilda Kaukiainen (N middle-aged female human ranger 6) rarely compromises on her own goals, but happily aids others if doing so suits her. She loves nature but also loves being around people.

Personality: An enigmatic figure well used to long periods in the wilderness, Tilda looks forward to visiting towns and cities. Life in the wilderness can be lonely, and she enjoys catching up on recent news, visiting old comrades and so on. She loves songs and legends—and is quite knowledgeable on both subjects. She

makes great effort to seek out famed bards and other entertainers when she visits a settlement; if none are present, she might treat the locals to an impromptu rendition of a favourite song or legend (or two, once she gets going it's hard to get her to stop).

Mannerisms: Tilda speaks babbles, and sometimes her speech is all but intelligible.

Hook: Tilda has heard of the party and seeks them out; she wants to learn more about them and perhaps swap some stories and legends. If they are heading in the same direction as her, all the better.

27: TOVA NURTHEN

Short and stocky, this muscular dwarven woman wears serviceable leathers and carries a handaxe in her belt.

Tova Nurthen (LN female dwarf rogue 3) seeks wealth so she might help her kindred—scions of fallen Vongyth—reclaim their home. She is currently researching the legend of Delthur's Folly, in preparation for an expedition into the Mottled Spire when she has found a suitable band of companions.

Personality: Tova is not a thief; she is a professional adventurer skilled in defeating locks and finding traps; she gets angry if someone sullies her with a description such as "thief" or "rogue". Tova is dependable and unflappable. She is slow to speak but fast to act if the circumstances require. She enjoys wood carving, in her spare time.

Mannerisms: When bored, or to pass the time, Tova carves wood. She always has a few partially carved figurines, and a small knife, in her belt pouch.

Hook: After every successful adventure, Tova travels to Don Galir under the human village of Wellswood. If the PCs are heading in that direction, she asks to travel with them but does not confess to the small fortune in precious gems hidden in her pack.

28: NIKOTEEMUS RAUMA

Greying hair around his temples, deep frown lines and a grizzled appearance give this middle-aged man the demeanour of a hard life well lived.

Nikoteemus Rauma (NG middle-aged male human fighter 2) nurses a badly oft-strained back and incessantly plots a new career—as a provider of mercenaries and as an introducer of like-minded parties. Unfortunately, he is so busy plotting and planning he has precious little time for actually doing.

Personality: Friendly and talkative, Nikoteemus is seemingly always off elsewhere to meet someone. The very epitome of busy he is a good man and always makes time to help others. Growing weary of a life of toil and violence, Nikoteemus now dreams of a life wherein he can make a decent living helping others to become adventurers.

Mannerisms: Nikoteemus often clutches his back as it spasms. He also has a direct gaze and a deep, booming voice.

Hook: Nikoteemus doesn't know the PCs—so he introduces himself. Essentially, he is on a fact-finding mission to find out what they need and what they can offer. Once he knows them, he offers to introduce them to like-minded folk—for a small fee.

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