



FITZHYWEL'S FANTASTICAL PARAPHERNALIA



TOWNSFOLK AND VILLAGERS



NPC - Name

NPC Race, NPC Job

'This is something they might say. It's to help with personality/speech style and flavour.'

Role-playing Hints

These are a collection of simple physical & vocal mannerisms that you can adopt to help bring this character to life.

Personality

This is a list of personality traits that define the character's interactions, to help you with how they may respond to a given situation.

About

This is a few short details about the character on a deeper level: their personal history, motivations, and/or current status.

Hooks

These are the seeds of adventure. Some are simple, others, the start of larger things. Let them kick-start your ideas.



Elf, Merchant <i>'It ain't the cheapest, but I threw in the polish on the apples at cost, can't do fairer than that.'</i> Role-playing Hints Why smile, side tilt to head. Delivers 'pithy', barely relevant adages. Talks fast. Personality Self-serving con artist. Let the buyer beware. A deal's a deal. Everyone cheats and they are in it to win. About Has been at the merchant game a long time. Blames others for lack of success. Only cares for one person, themselves. Hooks Received a cursed, stolen, religious statue. Wants rival driven out, plant these rats. Sold spoiled food, made folk sick.	Elf, Merchant <i>'It ain't the cheapest, but I threw in the polish on the apples at cost, can't do fairer than that.'</i> Role-playing Hints Why smile, side tilt to head. Delivers 'pithy', barely relevant adages. Talks fast. Personality Self-serving con artist. Let the buyer beware. A deal's a deal. Everyone cheats and they are in it to win. About Has been at the merchant game a long time. Blames others for lack of success. Only cares for one person, themselves. Hooks Received a cursed, stolen, religious statue. Wants rival driven out, plant these rats. Sold spoiled food, made folk sick.
Dwarf, Priest <i>'Why am I ploughing a field? My faith is strong but not so strong that my god will do it for me.'</i> Role-playing Hints Squint one eye, speak out of side of mouth. Punctuate conversation with attentive grunts. Work while talking. Personality Down to earth, stoic and practical. A man of faith, but understands that you have to do the work yourself. About Found faith while young, lived devoutly since. Lives by example. Helpful and compassionate. Is well liked and respected. Hooks Had a prophetic dream: a darkness in the hills. Someone tithed a mysterious gemstone. Church building needs restoration.	Dwarf, Priest <i>'Why am I ploughing a field? My faith is strong but not so strong that my god will do it for me.'</i> Role-playing Hints Squint one eye, speak out of side of mouth. Punctuate conversation with attentive grunts. Work while talking. Personality Down to earth, stoic and practical. A man of faith, but understands that you have to do the work yourself. About Found faith while young, lived devoutly since. Lives by example. Helpful and compassionate. Is well liked and respected. Hooks Had a prophetic dream: a darkness in the hills. Someone tithed a mysterious gemstone. Church building needs restoration.
Half Orc, Innkeeper <i>'If you've the money, I've the ale. If not, may I interest you in the door?'</i> Role-playing Hints Tilt head down, but keep eye contact. Wipe down bar. Laugh loud and gruff. Personality Good natured and of generous spirit. Has little time for selfish people. Loathes racists to the point of violence. About Child of two adventurers. Used inheritance to open his bar. Is a philanthropist, gives money and time. Hooks Parents sent him a gift... an enchanted tooth. An orphan child he looks after is missing. Let's build a community barn.	Half Orc, Innkeeper <i>'If you've the money, I've the ale. If not, may I interest you in the door?'</i> Role-playing Hints Tilt head down, but keep eye contact. Wipe down bar. Laugh loud and gruff. Personality Good natured and of generous spirit. Has little time for selfish people. Loathes racists to the point of violence. About Child of two adventurers. Used inheritance to open his bar. Is a philanthropist, gives money and time. Hooks Parents sent him a gift... an enchanted tooth. An orphan child he looks after is missing. Let's build a community barn.
Human, Farmer <i>'Tiss gods truth. Grew this whole field with seed from just one plant. The Yebhorn Yesterday.'</i> Role-playing Hints Fakes a wide-eyed innocent look. Cracks a smile when caught out. Large gestures. Tap nose conspiratorially. Personality Good natured smart arse. Constantly tells tall tales for a laugh. Gently ribs people, especially high status folk. About Farmer born and raised. Almost lost everything a few years ago to blight. Has a 'smile in the face of adversity' outlook. Hooks Sold a magic bean to a guilible kid as a joke. Grew a potato that resembles a local god. Sheep have gone missing, no blood.	Human, Farmer <i>'Tiss gods truth. Grew this whole field with seed from just one plant. The Yebhorn Yesterday.'</i> Role-playing Hints Fakes a wide-eyed innocent look. Cracks a smile when caught out. Large gestures. Tap nose conspiratorially. Personality Good natured smart arse. Constantly tells tall tales for a laugh. Gently ribs people, especially high status folk. About Farmer born and raised. Almost lost everything a few years ago to blight. Has a 'smile in the face of adversity' outlook. Hooks Sold a magic bean to a guilible kid as a joke. Grew a potato that resembles a local god. Sheep have gone missing, no blood.
Gnome, Server <i>'It cracks at me, moans. So I clean up after them. But the trees are old and so am I. Patience.'</i> Role-playing Hints Head down, no eye contact except side eye. Won't speak unless spoken to. Mutters rapid fire nonsense under her breath. Personality On the surface is meek, subservient, if eccentric. Is dark, calculating and deeply disturbed. Will one day take a life, or more. About Once a free spirit who set out to see the world. Witnessing an abyssal horror broke their mind. Now working, surviving, waiting. Hooks Can she be helped or is the wait finally over? In her room there is a seed, watered with her blood. It's growing. It's hungry.	Gnome, Server <i>'It cracks at me, moans. So I clean up after them. But the trees are old and so am I. Patience.'</i> Role-playing Hints Head down, no eye contact except side eye. Won't speak unless spoken to. Mutters rapid fire nonsense under her breath. Personality On the surface is meek, subservient, if eccentric. Is dark, calculating and deeply disturbed. Will one day take a life, or more. About Once a free spirit who set out to see the world. Witnessing an abyssal horror broke their mind. Now working, surviving, waiting. Hooks Can she be helped or is the wait finally over? In her room there is a seed, watered with her blood. It's growing. It's hungry.
Halfling, Innkeeper <i>'Oh dear, there is nothing a hot roast and spiced potatoes can't cure... except maybeague.'</i> Role-playing Hints Broad friendly smile. Familiar language and affectionate pet names. Exaggerated nods/head shakes. Personality Parental to the point of being patronising. Believes in folk remedies over magic. Deeply conservative, doesn't like change. About Generally a good person, but quite judgemental. Lost her husband and child in a religious war. Convinced she knows best. Hooks Find the lost remains of her husband and child. Farmers aren't giving the Fey their due. Is out of secret spice!	Halfling, Innkeeper <i>'Oh dear, there is nothing a hot roast and spiced potatoes can't cure... except maybeague.'</i> Role-playing Hints Broad friendly smile. Familiar language and affectionate pet names. Exaggerated nods/head shakes. Personality Parental to the point of being patronising. Believes in folk remedies over magic. Deeply conservative, doesn't like change. About Generally a good person, but quite judgemental. Lost her husband and child in a religious war. Convinced she knows best. Hooks Find the lost remains of her husband and child. Farmers aren't giving the Fey their due. Is out of secret spice!



 Brea 'Stone' May Human, Militia Captain <i>'If it bleeds you can kill it? *Snort* Sure you can... Just get behind me kid!'</i> Role-playing Hints Clench your jaw and squint a bit. Scratch at numerous scars. Spit sporadically. Personality Has seen a lot, there is little that phases them. Practical, knows when to fight/when to run. Lacks compassion, 'tough love' type. About Ex-farmer who took up arms against an orc raid. Has since faced threats from goblins to bears. Hard as nails. Trains others to fight. Hooks Saw the ghost of one of her former cadets. Has a wound that will not heal, cursed? Found troll spoor near town. 	 Hannier North Human, Mayor <i>This is a fine place. These are good people. I count myself lucky to lead them. More chicken?'</i> Role-playing Hints Speak in short, to the point sentences. Tilt head back when thinking/considering. Mirror all gestures with opposite hand. Personality No nonsense person. Dislikes aggrandisement. Can be inflexible in matters of law. About Started out as a fabric merchant. Brought to light previous mayors corruption. Has been elected mayor for the last 15 years. Hooks Previous mayor is back, could mean trouble. The town drunk is damaging property. Reports of voices in the town well. 	 Nero Human, Priest <i>The ocean depths contains things, shapeless & evil. They seek to fly the soul as well as the flesh.'</i> Role-playing Hints Thousand-yard stare. Shudder/shiver as if cold. Touch object around you to ground yourself. Personality Intense and haunted. A good person, but a little paranoid. Is on a mission to save people. About A former sailor whose ship sank, all hands lost. He saw... horrors in the water. Now fears the sea. He became a priest and moved inland. Hooks Has a shell, in it you can hear the sea calling you. Something followed him, it's in the lake. Knows the location of buried gold. 	 Terrihan Loxx Dark Elf, Blacksmith <i>'Yes, I'm a dark elf. No, I'm not going to eat your babies. No, you can't buy me a drink. Repairs?'</i> Role-playing Hints Shield your eyes from light sources and wince. Blink a lot at people (trying to focus). Yawn intermittently if it's daytime. Personality Possessed of a dry wit. Has the courage of her convictions. Wants an honest life on the surface world. About First born of a noble house. Could not accept the evil her race perpetrated. Fled to the surface for a better life. Hooks Her clockwork spider has been roaming at night. Someone nailed a goats head to her door. A dark elf is sent to retrieve her. 	 Carimon Entworth Human, Mayor <i>'If you have something of value to add, then do so. If you've nothing, kindly shut your mouth.'</i> Role-playing Hints Impatient sighs delivered through teeth. Keep doing paperwork while talking (busy). Personality Workaholic, competent but micromanaging. Does not suffer fools gladly. Law, order, and rules are good for everyone. About Lost an eye leading militia against goblins. Has brought economic prosperity to the town. Is not well liked, but is respected. Hooks The local Priest is protesting her 'harshness'. Received an anonymous death threat. Found a cap, blood red, by the road. 	 Philip Stenner Gnome, Tailor <i>'Sit still! It's just like hemming a dress. But if you wiggle, it will heal all wonky.'</i> Role-playing Hints Talk in quick but very short sound bites. Tap out rhythms on surfaces when not talking. Bite the inside of your cheek when thinking. Personality Happy, kind, and a little hyper. Takes great pleasure in his work. Is always on the lookout for fantastic stories. About Uses his job to make contacts and conversation. Has seen war and death and can deal with it. Can patch up people as well as clothes. Hooks Has heard about a lake with immovable water. Owlbear hide... how good would that be? Overheard talk of an illicit affair. 	 Karr Thar'g Half Orc, Militia <i>'Some people think my race makes me angry, violent, even dangerous... They are correct.'</i> Role-playing Hints Raise top lip into a sneer almost all the time. Slow, deep inhales. Quick exhales. Smash fist on table. Act out. Personality Is physically disciplined but quick to anger. Believes themselves to be superior. Believes in the rule of law. About Was a child bully. Once went too far and really hurt someone. Joined militia to keep themselves in check. Hooks A limping stranger is in town seeking revenge. She is using excessive force on a minor felon. Will wrestle for a cash wager. 	 Mahell Smith Human, Unemployed <i>'It chatters, rapping gently on the door, oh yes. But who let it in, answer me that, who? WHO?'</i> Role-playing Hints Never make direct eye contact. Dart eyes around as if following an imaginary fly. Rub and pull at the back of your head. Personality A manic fast-talker. Has no malicious intent. Can be hurtful due to lack of awareness. About Once the village priest, honest and diligent. Read a book that broke their sanity. Now a flighty, vague mess. Hooks Known to blurt out secrets about the townsfolk. Buried the book that broke them in a grave. Can see invisible 'people' in town. 
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 Heldra Shore Human, Innkeeper Role-playing Hints Talkative and boisterous. Lean in as if to whisper but talk very loudly. Clap people on the back, spilling their drinks. Personality Good to the very core. Willing to lay down their life to protect others. Loves telling tales, mainly how she got her scar. About Inn was recently gifted to her by its owner. She saved his children in a goblin raid. An act that almost cost her own life. Hooks The goblin still lives and wants to finish the job! The scar pains her, maybe a rare ointment? The former heir wants the inn. 	 Dohranne Taine Elven, Jeweller Role-playing Hints Move hands in fluid, smooth, constant motions. Speaks in fast, amiable banter. Breathe deep, head back as if smelling the air. Personality Projects a facade: friendly, personable, caring. At heart, a deeply evil servant of the old ones. Seeks to corrupt and taint those around her. About Has heard the voices of the 'old ones' since birth. They compel her to corrupt those around her. Every item she makes works their will. Hooks A travelling merchant is missing, killed by her. She's sold many 'protective' amulets in town. Something is starting to manifest. 	 Kaharan Fashe Half Elf, Merchant Role-playing Hints Be chatty, lots of 'ummmms' and 'oh yes?' Sporadically trail off and go quiet. Stare into the mid distance, then snap back. Personality A caring healer through natural medicines. Making coin through their sale, even better! Friends and family are very important to her. About In her youth was a medic during a great war. Took those skills and expanded on them. Sells herbs with the 'how to' added for free. Hooks A distant farm needs medicine for a sick child. A soldier arrived, telling lies about the war. Someone has been poisoned! 	 Annwhie Thistle Human, Cook Role-playing Hints Act a little distracted, lost in thought. Count on your fingers, write lists. Tap on the table while thinking. Personality Orders, lists and recipes are her life. Make a plan, follow it. Nothing can go wrong. Really dislikes being out of her home or element. About Grew up an orphan in the kitchens of a keep. Food is a comfort and a creative release. Lost a job to a rival cook, never again! Hooks Needs a rare ingredient to spice a perfect dish. Her rival is in town, time for a bake off! More to life than this? Adventure? 	 Gregor Klint Human, Unemployed Role-playing Hints Make your eyes as wide as possible. Have a broad, innocent smile. Run one sentence into another. Personality Innocent child, the world is filled with wonders. Can be mischievous but never malicious. Mind tends to drift from topic to topic. About Local child, lives on the edge of the village. Wants to be a grand adventurer one day. That, or a Dragon! Hooks Found a pool of water which casts no reflection. Will follow (sneak) players into danger. Is friends with a local tree (a Dryad). 	 Katthan - The Shade Human, Mayor Role-playing Hints Wry, corner of mouth smile. Distractedly finger trace arcane sigils on surfaces. Draw weapon fast if given provocation. Personality Good natured and comradely. Blunt of speech, no airs and graces. Deadly and direct if town is endangered. About Ex-adventurer. Struck it rich early in their life. Founded this settlement. Is generally well liked. Hooks A farmer was murdered, players are suspects. The gallows tree is invading peoples dreams. Unknowingly has a Lich phylactery. 	 Lilliana Stillhart Human, Priest Role-playing Hints Talk in a calm, sing-song way. Half close your eyes. Gently sway to music only you can hear. Personality Has a calm acceptance of the 'natural order'. She can seem cold and callous. Yet she cares deeply for all things. About Grew up a wild child alone in the woods. Her experiences led her to a druidic faith. Now helps farms keep balance with nature. Hooks Wants the skin of a slain bear, to calm its spirit. Some of the villagers are growing bark skin. Can become possessed by nature! 	 Gorehang Crace Dwarf, Farmer Role-playing Hints Curl lip into a judgemental sneer. Look people up & down appraisingly. Clear throat loudly before speaking. Personality Is fair to a fault. Will only help people if it's worth his while. Tends to lack compassion empathy. About Born into a farming family. His fathers generosity almost lost them the farm. Never again, not now he's in charge! Hooks He 'knows' one of his workers is slacking off! His destitute father has returned... changed. A charity needs donations of grain. 
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♀ Kroaa-Ghalup Dragon Folk, Priest <i>'Gods cannot always aid mortals directly. That is why it falls to us to help where we can.'</i> Role-playing Hints Blink very slowly and deliberately. Stop/start head movements, smooth transitions. Speak with a rasping dry quality. Personality Solemn, serious and attentive. Will put themselves in danger to protect people. Has the courage of her convictions. About Was given over to the church as a child. Grew up with a solid faith and conviction. Believes in the spirit, not the letter of her faith. Hooks Local widow needs help, but too proud to ask. Had a prophetic dream about the PCs (hint). Has received a threatening letter.	♂ Skirin 'Sparky' Frake Dragon Folk, Militia <i>'...and then I says to him, the clown can stay, but the hobgoblin in the gorilla suit has to go! Haha!'</i> Role-playing Hints Speak unnecessarily loud at all times. Slap people on the back. Always be ready to laugh heartily. Personality Enjoys good food, drink, and company. Believes in hard work and helping people. Has zero guile, or subtlety. About Always been a well liked part of the community. Has a history of helping and supporting others. Has known tragedy, but remains unbowed. Hooks Wants assistance with playing matchmaker. Needs help, to drink this wine that is! People want to make him Mayor.	♂ Derifin Lockcock Elf, Jeweller <i>'Sorry, I'll be with you in a second... So, Mrs Grose said that halflings been all up in her apples!'</i> Role-playing Hints Squint at and scrutinise people. Click your tongue when thinking. Speak quietly, go louder/higher when excited. Personality One day at a time, take life as it comes. Can be a bit obsessive and mono-focused. Is fair minded both in morality and trade. About Travelled far picking up the secrets of the trade. Loves and takes pride in their work. The town gossip, can't really keep a secret. Hooks A rival jeweller claims his technique was stolen! Wants a lock of dryad hair for a necklace. A gemstone is speaking to him.	♂ Bennon Ghallo Human, Mayor <i>'A unicorn with an extra horn, it's so rare. How could I say no, it'll put us on the map!'</i> Role-playing Hints Place 2 fingers against your temple and tap. Smile broadly and honestly at interesting ideas. When others talk, respond with 'great, fantastic!' Personality Is a very happy and upbeat person. Is deeply interested in trade. Gets excited by inventions and bold plans. About Has lived a life of civil service. Is focused on town prosperity. Is fooled by 'get rich quick' type schemes. Hooks Commissioned a wondrous steam carousel. Bought a 2 horned unicorn, wants a refund! Help! Bandits are stifling trade.	♂ Stonesinger NayHin Dwarf, Smith <i>'Mountains groan not under the weight of aeons, but mourn the impermanence of mortal life.'</i> Role-playing Hints Cover your eyes with both hands when you first meet people. Breathe deeply and slowly. Speak slowly and very deliberately. Personality Seems emotionless, but it's just muted reactions. Sees the world in terms of the 'big picture'. Crafting stone and metal is their life. About Off putting, distant person with a strange gift. Can literally talk to stone, last living Stonesinger. No one's ever been comfortable around them. Hooks We can't mine north, the rocks hold horrors. That stone around your neck has a story. The mountain is screaming!	♂ Nohlm 'The Oak' Human, Militia <i>'The world is filled with dangers. Sometimes it takes violence to protect people from violence.'</i> Role-playing Hints Close a book, hold it in your hands while talking. Lace your speech with complex words. Let your emotions show, no subterfuge. Personality Calm, thoughtful and kind. Enjoys simple pleasures, spring air, bird calls. Pragmatic, some things just need to be done. About An orphan raised by forest gnomes. Understands someone must provide protection. Delights in the wonders of the natural world. Hooks Lost a clockwork beetle, a childhood memento. Someone needs to deal with the local drunk. A rabid unicorn must be put down.	♂ Lenna Kain Halfling, Tailor <i>'And just pin it here. Oh sorry did I stick you? ...with every drop he comes closer, closer now...'</i> Role-playing Hints Smile wide, expose teeth, let it linger too long. Mutter under your breath in repetitious patterns. Twitch around as if you can hear something. Personality Psychopath dedicated to a dark purpose. Convinced you are the chosen one. Smart enough to hide your convictions, if poorly. About Your family have been tailors for generations. The floor of your cellar ruptured and unearthed an unholy carcass. You are now its servant. Hooks A child saw what's in your cellar, silence them! You need kobold blood... for a dye. He's awake.	♂ Krith 'Bane' Turrigan Demon-kin, Farmer <i>'She walks amongst us her blood red tide is nigh... Just kidding! Can I interest you in some corn?'</i> Role-playing Hints Have a sly, corner of the mouth, half smile. Crack your knuckles and stretch sore muscles. Often use an obviously sarcastic tone. Personality A wholesome and generous person. Plays up the 'devil child' bit, for a laugh. Is quite artistic. Can often be found painting. About Was abandoned and never knew her parents. A widow adopted her and left her the farm. 'Bane' is a childhood insult she keeps ironically. Hooks The south field is being torn up by something. Her biological mother is looking for her. Her dog went suddenly blind.
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 Ha Leahaton Megoes  Halfing, Blacksmith <i>'Oh aye, Dwarves craft the best? Sure, if your idea of intricate is a club. For fine stuff, see a halfing!'</i> Role-playing Hints Polish an apple on your jacket while you talk. Start every statement with 'Oh aye...' Give people a cheeky wink and a smile. Personality If it's worth doing, it's worth doing well. Always willing to lend a hand. Diplomatic and charismatic. About Farming family, but drawn to the art of smithing. Can't resist adding artistic flourishes in his work. Is generous and quite charitable. Hooks Play matchmaker and deliver this iron rose? A gold ingot was stolen from his workshop. He has a secret kobold apprentice.	 Ha Leahaton Megoes  Halfing, Blacksmith <i>'Oh aye, Dwarves craft the best? Sure, if your idea of intricate is a club. For fine stuff, see a halfing!'</i> Role-playing Hints Polish an apple on your jacket while you talk. Start every statement with 'Oh aye...' Give people a cheeky wink and a smile. Personality If it's worth doing, it's worth doing well. Always willing to lend a hand. Diplomatic and charismatic. About Farming family, but drawn to the art of smithing. Can't resist adding artistic flourishes in his work. Is generous and quite charitable. Hooks Play matchmaker and deliver this iron rose? A gold ingot was stolen from his workshop. He has a secret kobold apprentice.
 Hu Zentar 'Shaggy' Miat  Human, Server <i>'You came from that far away? Did you see the troll of Grimfang? It's on my map here, see?'</i> Role-playing Hints Wipe down tables, clean mugs and glasses. Smile and nod earnestly. Scratch at beard, find things in there. Personality A simple, but honest, hard working person. Bubbly & enthusiastic, likes meeting new folk. Curious about the world, but intimidated by it. About Grew up in the village, has never travelled. Has been working at the inn for years. Loves it. Has no time for selfish or cruel people. Hooks Is 'The Innocent' that can stop an apocalypse. Overheard someone planning an ambush. Collects maps, some are old & rare.	 Hu Zentar 'Shaggy' Miat  Human, Server <i>'You came from that far away? Did you see the troll of Grimfang? It's on my map here, see?'</i> Role-playing Hints Wipe down tables, clean mugs and glasses. Smile and nod earnestly. Scratch at beard, find things in there. Personality A simple, but honest, hard working person. Bubbly & enthusiastic, likes meeting new folk. Curious about the world, but intimidated by it. About Grew up in the village, has never travelled. Has been working at the inn for years. Loves it. Has no time for selfish or cruel people. Hooks Is 'The Innocent' that can stop an apocalypse. Overheard someone planning an ambush. Collects maps, some are old & rare.
 DK Mordai Kabot  Demon-kin, Innkeeper <i>'Welcome to the Broken Cup. Don't let the horns throw you. Only danger here is eating too much!'</i> Role-playing Hints Have a broad smile, and an easy laugh. Wink, slap people on the back, be genial. Compliment folk, be interested in their stories. Personality Cold and calculating. Constantly evaluating people, risk/reward. Utterly selfish & convinced the world owes him. About Chased from his home town as a 'devil child'. Acquired an inn through blackmail & threat. Uses the inn as a way to evaluate targets. Hooks Slow poisons people & arranges for an ambush. Basement contains bones of lone victims. A ghost haunts the private room.	 DK Mordai Kabot  Demon-kin, Innkeeper <i>'Welcome to the Broken Cup. Don't let the horns throw you. Only danger here is eating too much!'</i> Role-playing Hints Have a broad smile, and an easy laugh. Wink, slap people on the back, be genial. Compliment folk, be interested in their stories. Personality Cold and calculating. Constantly evaluating people, risk/reward. Utterly selfish & convinced the world owes him. About Chased from his home town as a 'devil child'. Acquired an inn through blackmail & threat. Uses the inn as a way to evaluate targets. Hooks Slow poisons people & arranges for an ambush. Basement contains bones of lone victims. A ghost haunts the private room.
 HE Ixlow Tarr  Half Elf, Farmer <i>'Ever looked at a bug and wondered what little buggy thoughts it thinks in its little buggy head?'</i> Role-playing Hints Narrow one eye and examine things intensely. Use pithy sayings and colloquialisms. Often speak in conspiratorial whispers. Personality Of keen wit and friendly disposition. Loves a good, non-adversarial debate. Intensely curious about the living world. About Owens a large farm and is quite prosperous. Catalogues and studies all the life in the area. Owns a collection of natural wonders. Hooks Has a living stone scarab that's started singing. Wants to study, not harm, a local owlbear. One of his study papers is missing!	 HE Ixlow Tarr  Half Elf, Farmer <i>'Ever looked at a bug and wondered what little buggy thoughts it thinks in its little buggy head?'</i> Role-playing Hints Narrow one eye and examine things intensely. Use pithy sayings and colloquialisms. Often speak in conspiratorial whispers. Personality Of keen wit and friendly disposition. Loves a good, non-adversarial debate. Intensely curious about the living world. About Owens a large farm and is quite prosperous. Catalogues and studies all the life in the area. Owns a collection of natural wonders. Hooks Has a living stone scarab that's started singing. Wants to study, not harm, a local owlbear. One of his study papers is missing!
 Hu Nake 'Earbite' Kris  Human, Militia <i>'Adventurers? Pfft! It's just a another name for a band of unemployed, homeless troublemakers.'</i> Role-playing Hints Intense unblinking stare. Clench jaw when people are flippant. Speak in gravely short statements. Personality Believes that rules are there to make society safe. Hates even minor infractions, it's the principal! Is quite callous, often blind, or suffering. About Grew up with incredibly strict (abusive) parents. Decided to better the world by fighting for it. Lost part of his ear duelling an orc raider. Hooks There's a scarecrow killing folk, help him end it. He put a starving man in stocks for food theft. He is close to breaking point.	 Hu Nake 'Earbite' Kris  Human, Militia <i>'Adventurers? Pfft! It's just a another name for a band of unemployed, homeless troublemakers.'</i> Role-playing Hints Intense unblinking stare. Clench jaw when people are flippant. Speak in gravely short statements. Personality Believes that rules are there to make society safe. Hates even minor infractions, it's the principal! Is quite callous, often blind, or suffering. About Grew up with incredibly strict (abusive) parents. Decided to better the world by fighting for it. Lost part of his ear duelling an orc raider. Hooks There's a scarecrow killing folk, help him end it. He put a starving man in stocks for food theft. He is close to breaking point.
 Hu Mahagret Delour  Human, Unemployed <i>'Do you hear me sister? Can you feel it? The heat, the blood pounding in your veins? Run with me!'</i> Role-playing Hints Speak in a worn, croaky, tired voice. Pat down and smooth your clothes. Lightly sniff the air (not aware of doing this). Personality A kind soul, with a streak of black humour. Always looks for the best in people. Prone to fatalism and deep depression. About Was a farmer, but lost the farm to a blight. Now begs for coin and does odd jobs. Is a werewolf, but doesn't know it. Hooks There is still some coin buried at her old farm. Last night, someone's throat was torn out! She overheard an unearthly poem.	 Hu Mahagret Delour  Human, Unemployed <i>'Do you hear me sister? Can you feel it? The heat, the blood pounding in your veins? Run with me!'</i> Role-playing Hints Speak in a worn, croaky, tired voice. Pat down and smooth your clothes. Lightly sniff the air (not aware of doing this). Personality A kind soul, with a streak of black humour. Always looks for the best in people. Prone to fatalism and deep depression. About Was a farmer, but lost the farm to a blight. Now begs for coin and does odd jobs. Is a werewolf, but doesn't know it. Hooks There is still some coin buried at her old farm. Last night, someone's throat was torn out! She overheard an unearthly poem.
 Hu Hiasha Kinmark  Human, Unemployed <i>'You're really tall, and dressed in metal! Could I have a metal pants too? So shiny!'</i> Role-playing Hints Tilt head down a little and look around shyly. Pull at people's clothes to get their attention. Offer people dusty, hard candy or bits of pastry. Personality Generous, innocent child. Doesn't really trust strangers. Can be a little shy. About Only child to farmer parents. Really loves blue things. Has the best collection of fancy rocks. Hooks Would really like an extra fancy, pretty rock. Somehow knows an ancient, dead language. Overheard a plot involving poison.	 Hu Hiasha Kinmark  Human, Unemployed <i>'You're really tall, and dressed in metal! Could I have a metal pants too? So shiny!'</i> Role-playing Hints Tilt head down a little and look around shyly. Pull at people's clothes to get their attention. Offer people dusty, hard candy or bits of pastry. Personality Generous, innocent child. Doesn't really trust strangers. Can be a little shy. About Only child to farmer parents. Really loves blue things. Has the best collection of fancy rocks. Hooks Would really like an extra fancy, pretty rock. Somehow knows an ancient, dead language. Overheard a plot involving poison.



Ha Rodan 'Cuss' Burusa Halfing, Militia <i>'Take your 'sir' 'n put it where the sun don't shine. If that's a problem, I got a boot here that can help.'</i> Role-playing Hints Talk loudly and bluntly. Scratch, burp, snuffle, spit. Pull out a whet stone and sharpen your spear. Personality Is a good person with a very rough exterior. Is out to prove himself and his race. Thinks manners are just another form of lie. About Joined militia to prove a human mayor wrong. Found he was quite good at it. Has seen battle. Is obsessed with fighting styles, military tactics. Hooks Militia leader is corrupt, help him expose them. He is looking for love, but doesn't know it. Town drunk wants revenge.	CF Kroshka 'The Vice' Catfolk, Innkeeper <i>'Food, drink, something mind expanding? Pick thy poison. Just not harkroot, that's actual poison.'</i> Role-playing Hints Call everyone 'friend'. Smoke odd smelling pipe constantly. Occasionally zone out, thousand yard stare. Personality Gregarious, friendly and quite hedonistic. Always looking for new experiences. Is not big on personal accountability. About Is all about fine food, fine wine, fine substances! Is infamous for their 'altered state' evenings. Their illicit trade is overt, guards are paid off. Hooks Local clergy is on a crusade against them, again! A bad drug trip leads to a prophetic vision. Green slime snuff... really?
Hu Trillis Hadric Human, Maid <i>'Adventurers! Tell me if you would, did you always know you would be that, or did you fall into it?'</i> Role-playing Hints Respectfully address people, always courteous. Work while you talk, wipe tables, clean mugs. In quiet moments, drift off in your head. Personality A happy and uncynical person. Is genuine, honest, and forthright. A bit of a dreamer. About An abandoned orphan, she grew up in town. Works several jobs to save for an education. Believes she is marked for greatness. Hooks Got angry and a table caught fire (Wild magic). Her mother, an evil mage, is looking for her. She is after educational books.	Hu Pah'marra Hest Human, Blacksmith <i>'A hook, a clasp, a piton. This is my life. Yet, it is a good one. Isn't it? Who would trade for it?'</i> Role-playing Hints Smile/laugh at inappropriate times. Make eye contact, do not break. Scratch at face till bleeding, notice, then stop. Personality Emotional reactions lag, watches others first. Always hungry, and impatient. Alien, inhuman, unknowable motives. About Was a humble and well liked blacksmith. Is now a possessed vessel for an ancient evil. Is adjusting to this body, this time period. Hooks Local pets have been going missing (eaten). Knows deep and ancient lore/rituals. Can he be saved?
Hu Ehvan Rizon Human, Merchant <i>'But it was Tenuum the Corpulent who let a goblin trader open a shop in... oh when was that... 871?'</i> Role-playing Hints Read a book, don't look up, just grunt answers. If forced to interact, sigh, make a big deal of it. Become animated if people mention history. Personality Would rather be in a book, than the present. Is polite but distracted, and far from warm. Is excited and interested on topics of history. About A history buff, collects books and maps. Runs a goods store, but would rather study. Fancies himself quite the scholar. Hooks This town was founded to summon a demon! Local kid stole a book to torment him. Will pay good money for old texts.	Dw Sunvara Rubin Dwarf, Merchant <i>'That item's from a race of aquatic bears. Turns red around lies. Red now is it? How confusing! Ha!'</i> Role-playing Hints Broad smile, a little suggestive, wink overtly. Rub the palm of your hand with other thumb. Sneeze deliberately loudly in tense moments. Personality Direct and to the point, no embellishment. Does big business over a drink and a good meal. Fair, but understands the value of her goods. About Used to be the first mate on an explorer ship. Travelled far and made contacts in distant lands. Now trades in rare goods and rarer information. Hooks Has a map, with an island that fades in and out. Need rare info or items? She has it/can get it. A contact has gone missing.
El Jarreth Udoh Elf, Merchant <i>'Food is just food, spices are what make it a feast, and at these prices even you can be a king.'</i> Role-playing Hints Light smile, small nods as people talk. Feather touch surfaces as he moves around. Slow, measured, and considered conversation. Personality Calm. Little agitates or excites him. Enjoys simple pleasures, rich tea, fine food. Is a bit of a puzzle solver, likes the challenge. About Was born blind. Runs a shop selling spices and teas. Has lived long and is content. Hooks Collect package for him from the underdark. Snatches food from PC, it's been poisoned... Slavers are after him for his talents.	Dw Fennhal Uust Dwarf, Innkeeper <i>'It's not what you think! I mean... mmmmm ketchup testing. Don't want give people bad condiments.'</i> Role-playing Hints Pick at your teeth, look guilty if noticed. Stare overly long at people's necks. Sigh loudly in the presence of joy. Personality Used to be chatty and warm, now timid. Hungry all the time, it colours her thoughts. To fight it or despair, she is a no is a no is a knife edge. About The inn was her dream... now not so sure. Is a new vampire, scared and alone. Has given into her hunger, but doesn't want to. Hooks Body of a traveller was found in a shallow grave. She is after holy water, as much as possible. Can she be helped?



Melcor Donnakino Human, Farmer <i>'Melon seeds that's the key holy water to stave off rot but then Monday that's tomorrow yikes.'</i> Role-playing Hints - Talk very fast with run on sentences. - Pick seeds and plant matter off people. - Rub eyes, yawn, but no time for rest! Personality - A charitable soul, wants to feed the world. - Hyperactive and can become easily flustered. - Often forgets to think things through. About - Runs a farm known for its 'unusual' crops. - Always experimenting with magic hybrids. - Her farmhouse is a giant mushroom. Hooks - Pests in the south field are growing giant. - A sentient bush is plotting against her. - Her hybrid melon floated away. 	Willer 'Sigil' Karpon Human, Town Crier <i>'Gods aren't inherently moral, but they use their values as its measure, damning many innocents.'</i> Role-playing Hints - Serene, with a quiet, understanding smile. - Hands together, fingertips just under chin. - Close eyes, breathe deep while thinking. Personality - Thoughtful and deeply philosophical. - Believes all paths and lives have value. - Prone to introspection, depression. About - Was once a devout priest of considerable power. - Decided faith shouldn't be the arbiter of good. - Now lives a simple life of service. Hooks - His blood cures disease, he doesn't know it. - He's having nightmares of killing someone. - A disguised angel is seeking him. 	Lenner Ray Human, Stable Hand <i>'Here, *sigh* let me help. Wouldn't want you slipping. Break your neck that way. *chuckles*'</i> Role-playing Hints - Sneer almost perpetually. - When slighted, mutter 'That's going on the list'. - Look daggers at people, until noticed. Personality - Petty, and evil to his core. - Risk adverse and currently powerless. - Sadistic, and not great at hiding it. About - Was a powerful cult leader, now undercover. - Seeking the Goreshen mage that stole his power. - Keeps a tally of those who've 'wronged' him. Hooks - He know things, dark things, he shouldn't. - Vandalism/petty crime has gone up recently. - Cook saw him 'talking' to shadows. 	Remero Lake Human, Cleaner <i>'Sorry, gave you a fright did I? Happens all the time, I walk very quietly. Maybe I should whistle.'</i> Role-playing Hints - Chat in a matter-of-fact, casual way. - Scratch at wounds as if mildly irritating. - Lean in conspiratorially when gossiping. Personality - Gossips constantly, but all info is 50 years old. - Fastidious to a fault. - If pushed about his death, screams in rage. About - Bound to the Inn. - Doesn't know he is dead. Forgets if told. - Appears, cleans rooms, vanishes. Hooks - Mayor wants him exorcised, but should they? - Knows there are bones (not his) in the wall. - His murderer still lives in town. 
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