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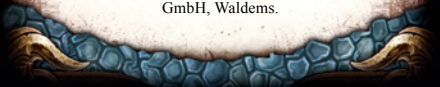
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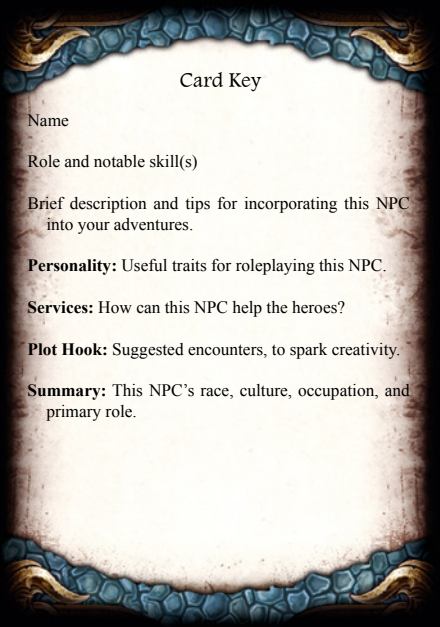
NPC Card Set 1:

Travel & Trade

This deluxe illustrated card set presents 53 non-player characters (NPCs), ready for immediate use in your adventures or as inspirations for your own scenarios. Each card lists that NPC's important stats and motivations and provides valuable roleplaying hints and plot hooks. To help bring your game to life, these cards focus on NPC personalities, not combat. We think you'll find this set a welcome addition to your GM toolbox.

To use the Aventurian NPC Card Set, simply shuffle the deck and draw as many cards as desired. Use cards to spice up an encounter, or draw (or select) a card when you need an NPC quickly, such as when the heroes unexpectedly decide to visit a blacksmith or local magistrate. Adventure awaits!





Card Key

Name

Role and notable skill(s)

Brief description and tips for incorporating this NPC into your adventures.

Personality: Useful traits for roleplaying this NPC.

Services: How can this NPC help the heroes?

Plot Hook: Suggested encounters, to spark creativity.

Summary: This NPC's race, culture, occupation, and primary role.

Oldewin

Beggar and Veteran



Talkative old charmer, *Myths & Legends* 9
(10/10/14)

Former pikeman who fought at the Ogre Wall with Emperor Haal's army, long ago. Tries to impress women with his war stories. Sorely misses *the good old days*. Skilled in presenting his war injury as worse than it is.

Personality: Charming, Patriotic, Cautious

Services: Area knowledge, stories about the past

Plot Hook: Oldewin recovered a fallen knight's sword at the Ogre Wall. He asks the heroes to return the heirloom to the knight's family.

Summary: Human, Middenrealm, beggar, information



Illustration:
Anna Steinbauer

Dirion

Garethian Errand Boy



Intelligent know-it-all, *Streetwise* 8 (14/14/11),
Area Knowledge

Postman and newsie for the *Aventurian Herald*.
Greatly enjoys visiting a Nandus School.

Compulsion to correct every little mistake others
make. Has few friends, and his peers avoid him.

Personality: Smart, Adventurous, Dreamer

Services: Area Knowledge, errands, spying

Plot Hook: Dirion wants to apprentice himself to Liva
the Scribe, but his chances don't look good because
someone just stole the book he was delivering to
her.

Summary: Human, Middenrealm, errand boy, information



Illustration:
Anna Steinbauer

Ugo ter Vreiden

Mayor of a Small Town



Anxious ruler, *Persuasion* 11 (9/13/14)

Basks in the privileges and authority of his position. Often found in his favorite cellar tavern enjoying beer and a pipe. Suspicious of strangers, but prefers hiring heroes to keep his town safe.

Personality: Good-natured, Traditional, Cautious

Services: Preparation of documents

Plot Hook: Ugo asks the heroes to find a smugglers' lair hidden near town. The smugglers' leader is Ugo's former merchant partner.

Summary: Human, Horasian Empire, merchant, employer



Illustration:
Anja di Paolo

Lucardo
Vergilio of the Mountain
Experienced White Mage



Quirky champion of Good, *Armatrutz* 14 (15/14/13), *Ignifaxius* 16 (15/15/13)

Disenchanted with the failures of his guild's leaders, he now tries to fight evil single-handedly. Likes to teach his years of experience with combat magic to young, dedicated mages.

Personality: Upstanding, Sarcastic, Paranoid

Services: Teaches combat magic, magical combat support

Plot Hook: Test of courage: To prove themselves, the heroes must spend a night in an isolated ruin, where Lucardo secretly observes their choices.

Summary: Human, Middenrealm, combat mage, employer, teacher



Illustration:
Ben Maier

Damara as'Najaras

Aranian Caravan Merchant



Decadent business woman, *Commerce* 13
(13/14/13)

Founded her foreign trade business with her inheritance, combining her dream of traveling with her profession. Likes to invite handsome men to her tent to share an excellent meal and talk about local culture.

Personality: Playful, Curious, Vengeful

Services: Procurement and sales of exotic luxury goods

Plot Hook: A handsome mercenary named Ulfric has angered Damara. The heroes should teach him a lesson. Creativity required, as violence is not an option.

Summary: Human, Arania, merchant, employer



Illustration:
Ben Maier

Eomar Plattner

Middenrealmish Armorer



Detail-oriented craftsman, *Metalworking* 14
(12/14/16)

Well-groomed professional. Prefers working for nobles. Tidy showroom displays suits of polished armor. Asks few questions and sticks to the point.

Personality: Dark sense of humor, Taciturn, Fastidious

Services: Metal armor, precise custom tailoring

Plot Hook: A female knight came to town wearing one of Eomar's suits of armor, and while she fits the armor, she is not the woman whose measurements he used. A fraud?

Summary: Human, Middenrealm, blacksmith, trade



Illustration:
Ben Maier

Hexander Arsago

Horasian Pastry Chef



Respected artist, *Prepare Food* 15 (16/13/13)

Wealthy spokesman of the bakers' guild. Owns a large bakery that employs six journeymen. When in public, he dresses in luxurious clothing that emphasizes his position. Enjoys giving small treats to children.

Personality: Good-natured, Proud, Impatient

Services: Connection with the town's leaders, sale of baked goods

Plot Hook: A little girl whom Hexander liked has disappeared, but nobody seems to care or even to remember her.

Summary: Human, Horasian Empire, craftsman, information



Illustration:
Anja di Paolo

Tsabella Vestigo

Horasian Sculptor



Talented artist, *Earthencraft* 17 (14/14/13),
Sculptor

Finds inspiration in beautiful physiques. Frequents cafés, and enjoys musing about shape and symmetry for hours. Loves carving statues of famous heroes and is willing to offer heroes a good price.

Personality: Talkative, Loves Coffee, Forgetful

Services: Creation of sculptures

Plot Hook: Tsabella carved a bust of a heroic mercenary leader who then vanished without paying. Creditors are looking for him. This could get ugly...

Summary: Human, Horasian Empire, artist



Illustration:
Luisa Preißler

Adario Casarez

Jungle-savvy Questador



Hardened treasure hunter, *Perception* 15
(12/15/15), Jungle Knowledge

Excellent sense for traps and other dangers. Makes grim jokes about the deaths of former companions. His life's goal is to find the legendary city of Zul'Marald, where he hopes to obtain riches and the secret to eternal youth.

Personality: Calm, Addicted to Cheriaca, Superstitious

Services: Assistance with jungle expeditions, sells treasure maps

Plot Hook: Adario broke his leg and now his main rival will likely beat him to the location of a prized artifact, as marked on his map.

Summary: Human, Southern Aventuria, explorer, assistance, enemy



Illustration:
Anja di Paolo

Kusmara Della Trezzi

Horasian Spy



Scheming poisoner, *Alchemy* 9 (13/11/13),
Etiquette 12 (11/13/14)

Member of a secret society. Associates with diplomats by pretending to be a naive, simple girl who loves powerful men. Knows how to use poison to kill or extract secrets, as needed.

Personality: Trusts nobody, Cold-blooded, Loves Roses

Services: Sale of information and poison

Plot Hook: A rival stole her latest assignment out from under her. To get even, Kusmara tells the heroes the name of the target.

Summary: Human, Horasian Empire, assassin, information, enemy



Illustration:
Nele Klumpe

Boronya Vascagni

Old Almadan Shepherdess



Pleasant elderly woman, *Animal Lore* 12 (14/14/13), *Myths & Legends* 10 (12/12/12), Cultivated Land Knowledge

Knows each of her hundred sheep by sight. Names her animals after historical emperors of the Middenrealm, whom she can recite chronologically. A grandchild sometimes helps her tend the flock, and she enjoys telling her relatives stories and secrets of the region.

Personality: Helpful, Curious, Lonely

Services: Local knowledge

Plot Hook: One of Boronya's grandchildren disappeared after she told him a story about the nymph in a nearby lake.

Summary: Human, Almada, shepherdess, information



Illustration:
Anja di Paolo

Alfrid Gabeler

Nostrian Dike Builder



Freedom-loving kook, *Fishing* 9 (12/13/14)

Proud about his family's yeoman status, awarded to his grandfather for building the dike that made this part of the coast arable. Views the sea as a wild opponent that constantly challenges him. Speaks a hard-to-understand dialect.

Personality: Stubborn, Solitary, Good-natured

Services: Accommodation, equipment repair

Plot Hook: After a storm, Alfrid saved a pretty woman who washed up on shore without her memories. He hates her annoying voice, but she refuses to leave.

Summary: Human, Nostria, dike builder



Illustration:
Nele Klumpe

Alara Trutz of Ogre's Reach

Middenrealmish Lady-in-waiting



Bored schemer, *Fast-Talk* 12 (13/14/13), *Etiquette* 13 (15/14/13)

Thrills at playing both ends against the middle, but only gets involved in plots by chance. Hates her home province and suffers when she isn't scheming. Likes toying with newcomers at court.

Personality: Sneaky, Irritable, Loves Hunting

Services: Access to High Society

Plot Hook: Alara secretly plays matchmaker between a hero and a Lady who is already engaged.

Summary: Human, Middenrealm, courtier, information



Illustration:
Karin Wittig

Lagrim
son of Himbi
Diamond Dwarf Prospector



Obsessive gold miner, Mountain Knowledge

Driven by greed ever since he stumbled upon a rich vein of gold in his youth. Excellent grasp of the geology of mountains. When he thinks gold ore is near, he begins digging like a madman.

Personality: Greedy, Companionable, Loves Extravagant Hats

Services: Mountain/mine guide

Plot Hook: While digging, Langrim finds an old mine that still contains plenty of riches but strangely has no other exit to the surface...

Summary: Dwarf, diamond dwarf, prospector, assistance



Illustration:
Marc Bornhöft

Rovena Loudbeer

Seductive Serving Wench



Attractive servant, *Seduction* 8 (12/13/13)

Flirts with guests while hinting that much more could happen, but her real motivation is to earn larger tips, which she saves for a grand wedding for her and her fiancé.

Personality: Playful, Faithful, Frugal

Services: Food service

Plot Hook: Her fiancé disappears one morning along with all her gold. Is he a cad, or did the witch from the nearby forest cast a spell on him? Has his father learned of their engagement?

Summary: Human, Middenrealm, innkeeper, trade



Illustration:
Julia Metzger

Travinka

Young Bornian Serf



Naive farmer's daughter, *Animal Lore* 7
(10/10/13)

Has never left her parents' farm, and would love to see more of the world. She secretly learned to ride using the family's plow horse, but she fears incurring the bronnjar's rage and won't even visit the farm next door without permission.

Personality: Fearful, Naive, Loves animals

Services: Assistance, caring for animals

Plot Hook: Old Walja's potions can help treat the bronnjar's illness. Travinka is the only serf who can ride for help, but the bronnjar would never approve.

Summary: Human, Bornland, peasant



Illustration:
Julia Metzger

Wulflind Asleifsdottir

Thorwalian Tattoo Artist



Eager artist, *Artistic Ability* 12 (11/15/15),
Tattooist

Works out of a small shed near the harbor. She approaches attractive heroes and offers to make them look even better. Not opposed to brief romantic flings. Competent tattooist, but her designs lack imagination.

Personality: Loud, Perfectionist, Dislikes Alcohol

Services: Tattoos, rumors from afar

Plot Hook: An important Horasian seeks reparations from Wulflind. Apparently, she gave him a tattoo while he was drunk.

Summary: Human, Thorwal, artist, information



Illustration:
Elif Siebenpfeiffer

Pavla Bagoltin

Norbard Zibilja



Wise matriarch, *Empathy* 14 (14/15/14)

Always keeps her family's interests at heart. Tests strangers by staring at them intently. If she believes her guests are honest, she welcomes them warmly with a laugh and freely offers her advice.

Personality: Caring, Cautious, Pessimistic

Services: Advice

Plot Hook: Two of Pavla's relatives get arrested by the local bailiff for brawling. The bailiff hates travelers and won't release them.

Summary: Human, Norbard, Zibilja, information



Illustration:
Luisa Preißler

Ardis Ui Eryn

Ship's Captain from
the Seven Wind Coast



Unlucky daredevil, *Sailing* 11 (12/14/14), Ocean Knowledge

Recently lost his ship, and currently seeking a new vessel for his crew. Would accept work as a merchant, but prefers to explore. Loves to explain how his merchant crew defeated a band of pirates.

Personality: Enterprising, Drunkard, Restless

Services: Sea travel, advice on nautical matters

Plot Hook: An explorer hired him to guide a new expedition, but she has disappeared.

Summary: Human, Middenrealm, seafarer, trade



Illustration:
Nikolai Ostertag

Waidard Stippenbrink

Town Treasurer



Aged scholar, *Math* 15 (16/16/9)

Town council member. Unpopular for thinking he's better than other burghers, but valued for his skill with numbers. Mentions often that he taught at a university before ending up in the provinces.

Personality: Haughty, Inattentive, Loves Wine

Services: Advice on nearly any academic topic

Plot Hook: Homesickness leads him to overspend on wine from the capital. To fund this vice, he embezzles money from construction projects.

Summary: Human, Middenrealm, scholar, information



Illustration:
Nathaniel Park

Nurhan Winefield

Body Servant and Maid



Ambitious servant, *Etiquette* 12 (13/13/12), Body
Servant

This former captive of a robber gang now faithfully serves the woman who rescued her, but dreams of becoming a warrior. She hopes an opportunity to prove her courage will convince her mistress to send her to a warriors' academy.

Personality: Loyal, Daydreamer, Ambitious

Services: Source of contact with her mistress

Plot Hook: Nurhan recognizes one of the robbers who held her captive. To prove her valor, she wants to arrest him single-handedly. However, he has a new gang, so she'll need some discreet help.

Summary: Human, Middenrealm, servant, assistance



Illustration:
Elif Siebenpfeiffer

Elaisha Saba Belizath

Aranian Harani



Decadent noble, *Gambling* 10 (12/12/12)

Her mother died when she was young, and she has since squandered her inheritance by gambling on cart races. She takes frequent lovers, but rarely keeps one around for more than a few weeks.

Personality: Generous, Impatient, Hates Cats

Services: None

Plot Hook: Elaisha bought her favorite race horse, but it has since stopped winning. Its half elven trainer was the source of its winning streak, but if he can't be bought, she will kill the horse.

Summary: Human, Arania, noble, employer



Illustration:
Verena Biskup

Malepartus of Blackfir

Middenrealmish Baron



Stern ruler, *Intimidation* 10 (15/12/13), *Riding* 12 (11/14/13)

Rules his barony with an iron fist. Conservative, wealthy, and connected to like-minded aristocrats. Convinced of the superiority of his station by the grace of Praios. Freely uses the heroes to achieve his goals, but doesn't countenance their interference in his policies.

Personality: Pious, Merciless, Loves Riding

Services: Contacts with conservative circles of nobles

Plot Hook: The baron's best breeding stallion stops producing foals. Someone blames a local witch for the misfortune but they have no proof.

Summary: Human, Middenrealm, noble, employer



Illustration:
Elif Siebenpfeiffer

Ingrala Applestalk

Hill Dwarf Market Vendor



Coveted beauty, *Commerce* 9 (13/13/13)

Sells produce cultivated by her family. Always surrounded by dwarven suitors. She finds their attentions embarrassing and must constantly fend them off. When they become especially pushy, she pelts them with rotten fruit.

Personality: Pragmatic, Tidy, Irascible

Services: Information about dwarven culture, sells harvests

Plot Hook: Ingrala refuses all suitors because she is secretly in love with a human named Alraika, the daughter of a Blessed One of Peraine.

Summary: Dwarf, hill dwarf, merchant, trade



Illustration:
Verena Biskup

Zahina

Tulamydian Student of Magic



Clumsy misfit, *Magical Lore* 7 (13/13/12)

Compensates for her below-average magical skill by studying hard. Impressive theoretical knowledge for someone her age. She often botches practical exercises, causing trouble for her and others.

Personality: Studious, Clumsy, No Sense of Direction

Services: Access to a mages' academy

Plot Hook: Zahina's latest blunder conjures up a swarm of minor spirits that causes chaos. They must be stopped before something terrible happens.

Summary: Human, Lands of the Tulamydes, mage, information



Illustration:
Nadine Schäkel

Qitana Soleado

Hazaqi



Mesmerizing Zahori dancer, *Dance* 12 (12/13/15),
Pickpocket 8 (11/13/15)

Captivates audiences with her famously wild dances. Attracts admirers with her emotionally charged performances. If earnings seem too light, she is not above stealing their purses.

Personality: Emotional, Disorganized, Direct

Services: Dance performances, contacts with Zahori families

Plot Hook: Qitana is hunted by two men: the treasurer's son, who wishes to propose to her, and the grocer, from whom she has stolen.

Summary: Human, Zahori, enchanting dancer, information

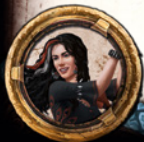


Illustration:
Michael Witmann

Augusto Nobelza

Al'Anfan Black Mage



Free-thinking scholar, *Magical Lore* 13 (15/15/14), *Analys* 10 (15/15/14), *Invocatio Minor* and *Maior* 15 (15/12/13)

Luminary in dangerous and forbidden disciplines of magic, such as demonology. Convinced of his own mental superiority. He believes that people reject his research because they are small-minded.

Personality: Arrogant, Intelligent, Tactless

Services: Reports and analyses of dangerous or forbidden lore

Plot Hook: He demands a used hangman's noose as payment for services.

Summary: Human, Southern Aventurian, mage, information



Illustration:
Nathaniel Park

Alrik Bringall

Koshan Peddler



Talkative peddler, *Commerce* 9 (12/14/13),
Streetwise 11 (12/14/13)

Wanders from village to village with his goods, though he is more interested in gathering and spreading rumors than in selling his wares. He is more willing to barter if offered an exciting or scandalous piece of knowledge.

Personality: Curious, Manic, Student of Beer

Services: Sale of simple gear, source of much information from rumors

Plot Hook: Alrik has a quandary. A brewing storm is threatening to close one mountain pass, while the only other pass runs next to a haunted toll house.

Summary: Human, Middenrealm, merchant, information, trade



Illustration:
Annalena Weber

Phexija Zorgani

Aranian Blessed One of Phex



Humorous priestess, *Streetwise* 13 (12/14/13),
Gambling 8 (12/12/14)

Jovial Blessed One of Phex. Laughs often and well, especially over spectacular blunders. Advises both honest businessmen and thieves alike. Issues prophecies based on gambles.

Personality: Reserved, Careless, Dog-lover

Services: Collector of information, contacts with criminal underworld

Plot Hook: A burglar saw a faceless statue in a secret room while robbing a merchant's home, and warned Phexija. Does the merchant worship the Nameless One?

Summary: Human, Arania, Blessed One, assistance



Illustration:
Verena Biskup

Eldariel Mistlight

Elven Herb Gatherer



Shy and exotic herbalist, *Plant Lore* 14 (12/14/12), *Survival* 10 (11/15/12), Forest Knowledge

Gathers herbs mainly for her tribe, but occasionally takes herbs to human markets to exchange for other goods. Keeps her distance from humans and is always ready to withdraw quickly.

Personality: Cautious, Thorough, Loves Good Food

Services: herb seller, forest guide

Plot Hook: Eldariel's daughter, who loves good food and is not as shy, is smitten with the young village cook. Like all parents, even elves mistrust their children's behavior.

Summary: Elf, wood elf, wyldranner, trade



Illustration:
Christina Kraus

Cobaltosh
son of Ferolax
Ore Dwarf Tunneler



Traditionally stubborn dwarf, *Orienting* 11
(14/14/14), Cave Knowledge

Worked for over a hundred years as a miner in his family's mine. He knows every nook and cranny and would never think of leaving the family business. The mine was founded by his great-great-grandfather.

Personality: Inflexible, Tidy, Enjoys Singing

Services: Cave/Mine guide

Plot Hook: The heroes need to get somewhere, fast.

Cobaltosh knows a shortcut beneath the mountain.

Summary: Dwarf, ore dwarf, mercenary, help



Illustration:
Nathaniel Park

Matissa Beebalm

Toad Witch and Healer



Helpful herbalist, *Treat Disease* 13 (12/14/11),
Treat Wounds 9 (13/14/14), *Balsam Salabunde*
10 (12/14/14)

Respected villager who helps the sick and injured,
free of charge. Lives openly as a witch. Reacts
slowly when thinking, answering questions after
a long delay.

Personality: Selfless, Vain, Sluggish

Services: Healing wounds and diseases

Plot Hook: A healing mage comes to the village to
study Matissa's magic. Initially the two don't get
along because he thinks she is only acting slow to
mock him.

Summary: Human, Middenrealm, witch, trade



Illustration:
Ben Maier

Hjalda Brandasdottir

Thorwalian Skald



Traditional storyteller, *Myths & Legends* 12 (14/14/12), *History* 14 (14/14/12)

Views herself as more of a keeper of history and culture rather than as an entertainer. Lives by the *old ways* and encourages her audience to do the same. Her strong distrust of her hetman often shows through in her stories.

Personality: Stubborn, Educated, Caring

Services: Knowledge of Thorwal history and culture

Plot Hook: Hjalda's criticism of her hetman led to an argument with her instrument maker, who then broke her instrument.

Summary: Human, Thorwal, skald, information



Illustration:
Elif Siebenpfeiffer

Brano Bosvani

Innkeeper at a Dockside Pub



Hatchet man, *Feat of Strength* 11 (14/16/16),
Intimidation 8 (13/12/10)

Former marine with a thundering voice. Innkeeper with strong connections to the criminal underworld. Leads a gang of racketeers and thugs. Forcibly ejects violent miscreants from his pub.

Personality: Reliable, Orderly, Undiplomatic

Services: Contacts with sailors and rogues, provides hired muscle

Plot Hook: Brano's thugs overreact and nearly kill another innkeeper. Time to reign them in....

Summary: Human, Middenrealm, innkeeper, antagonist



Illustration:
Isabeau Backhaus

Concabella

Entertainer, Juggler



Accomplished performer, *Gaukelei* 13 (12/14/15),
Pickpocket 10 (13/15/15)

Enhances her stage performances with pyrotechnics. Friendly rivalry with other jugglers regarding who can juggle the most knives. Brags that she can always switch to burgling the wealthy if her performances stop earning money.

Personality: Careless, Ambitious, Loves Sweets

Services: Performance

Plot Hook: Danger! A pyrotechnic mishap threatens the audience (and the town).

Summary: Human, Almada, entertainer, information



Illustration:
Anja di Paolo

Boronian Korninger

Gravedigger



Creepy wanderer, *Treat Soul* 9 (15/11/13)

Lay preacher of the Church of Boron. Travels from village to village performing burials. Enthralled by death since childhood, he now speaks of death as a wondrous adventure. Skilled in soothing the fear and sorrow associated with death.

Personality: Quiet, No Sense of Humor, Bad With Names

Services: Burials

Plot Hook: A ghoul begins plaguing the area and fear grows. Boronian calms the villagers and identifies which graves the monster is likely to defile next.

Summary: Human, Middenrealm, day laborer, assistance



Illustration:
Elif Siebenpfeiffer

Berku of Villikauka

Nivese Scout



Young but experienced wilderness guide, *Orienteering* 8 (13/15/15), *Survival* 10 (13/13/13), Ice Knowledge

Began scouting for his family as a youth when his father passed away. Fears a mistake will endanger his family. When not otherwise occupied, he works as a guide for trustworthy strangers.

Personality: Eager, Overwhelmed, Fascinated by Magic
Services: Guide in the North

Plot Hook: Berku disappears, leaving behind only some traces of blood and wolf fur. Was he attacked by wolves, or might he be a werewolf?

Summary: Human, Nivese, hunter, assistance



Illustration:
Luisa Preißler

Rogosha Starhail

Hill Dwarf Blessed One of Travia



Heart and soul of the village, *Prepare Food* 14 (14/12/12), *Treat Soul* 8 (15/13/13)

Loves to cook (and eat). Mothers everyone but can be quite pushy. She has been brewing beer for many years but her experiments sometimes create batches that are hard to keep down.

Personality: Caring, Optimistic, Loves Harmony

Services: Housekeeping, pastoral care

Plot Hook: A baron orders Rogosha to cook for his big celebration, but she doesn't want to abandon her parishioners for even one day, let alone a week.

Summary: Dwarf, hill dwarf, Blessed One, trade



Illustration:
Nathaniel Park

Ijad al'Alam

Therbunite Healer



Researcher/medicus, *Treat Poison* 10 (11/15/13),
Treat Disease 13 (11/13/13), *Treat Wounds* 8
(15/13/13)

Studies diseases and poisons. Asks many questions of his patients and takes copious notes. Oddly, he feels lost outside of town and often requires help collecting herbs in the forest.

Personality: Precise, Lacks Social Graces, Slightly Paranoid

Services: Diagnosis and treatment of diseases and poisons

Plot Hook: To make a tincture, Ijad needs poison from a rare frog, but this species' venom quickly grows inert when the frog is removed from its pond.

Summary: Human, Arania, healer, trade



Illustration:
Michael Witmann

Isilda Moorestone

Koshan Border Guard



Official surveyor, *Geography* 12 (12/12/13)

Travels the principality checking on the positions of border markers. Skilled at her task, but when royal funding runs low, her thoroughness tends to waver.

Personality: Gregarious, Shrewd, Teetotaler

Services: Information about regional geography

Plot Hook: Isilda spends an enjoyable evening talking with some travelers. In the morning, her maps are missing.

Summary: Human, Middenrealm, surveyor, assistance



Illustration:
Isabeau Backhaus

Josh Turniproot

Bornian Trapper



Grumpy old man, *Woodworking* 12 (13/11/15),
Mechanics 8 (13/13/13)

Lives alone in a log cabin in the wilderness. Craves companionship, but the villagers nearby fear him. Makes infrequent trips to town to sell pelts. Likes to tinker with new trap mechanisms.

Personality: Slow but Steady, Lonely, Full of Self-pity

Services: Sale of fur, setting traps

Plot Hook: A couple is worried about their son, whose fascination with complex traps led him to befriend Josh. They forbade any more visits, after which the boy disappeared.

Summary: Human, Bornland, hunter, trade



Illustration:
Luisa Preißler

Melcher Chaffinch

Town Crier



Dutiful employee, *Law 8* (13/13/11)

Announces the daily news word-for-word, but spends his evenings in the tavern indulging in rumors and wild speculation. He often provides legal advice to villagers.

Personality: Diligent, Incorruptible, Pessimistic

Services: Contact with his employers, legal advice

Plot Hook: Melcher becomes distracted after he secretly gains a new lover, and he accidentally advises the heroes to sign an agreement with a shady employer.

Summary: Human, Almada, scholar, information



Illustration:
Anja di Paolo

Efferdio Taldan

Middenrealmish

Blessed One of Efferd



Energetic preacher, *Persuasion* 9 (15/12/13),
Sailing 12 (12/14/12)

Travels along the Great River, preaching Efferd-pleasing behavior and teaching villagers how to calm the rage of the River Father. Intimate knowledge of the Great River.

Personality: Irascible, Fanatic, Stern, Passionate

Services: Information about the Great River

Plot Hook: Fairy mischief leads a boater into trouble, sparking a conflict between Efferd and the River Father. Efferdio's demeanor is scaring the fairies. He needs an intermediary.

Summary: Human, Middenrealm, Blessed One, information



Illustration:
Isabeau Backhaus

Horasianne Della Turani

Dilettante



Spoiled daughter of a noble house, *Intimidation* 8 (13/14/13), *Etiquette* 9 (11/14/13)

Quick to embark on all kinds of plans. Travels the world seeking adventure out of boredom. Barely familiar with the rapier, but carries one anyway for its intimidation value.

Personality: Spoiled, Fun-loving, Careless

Services: Access to High Society

Plot Hook: She would like to introduce the heroes at court, but first they must survive a duel. Can they soothe her bruised ego and defeat her champion?

Summary: Human, Horasian Empire, noble, assistance



Illustration:
Verena Biskup

Basilia Nivelar

Grey Analysis Mage



Overly-intellectual theoretician, *Magical Lore* 17 (14/14/13), *Analys* 15 (14/14/13), Analyst

To finance her research, she performs magical analysis for a fee. Has difficulty focusing when talking with strangers and tends to babble. Feels comfortable only at home. Leaves her house only in emergencies or when pursuing highly lucrative assignments.

Personality: Lazy, Unworldly, Emotional

Services: Analysis of spells and artifacts, advice on magical theory

Plot Hook: A foolish rival plays a joke on Basilia by giving her an illusion-generating artifact that causes her to misinterpret her analyses.

Summary: Human, Middenrealm, mage, trade



Illustration:
Michael Witmann

Selma
Woolweaver
Coach Driver



Boisterous entrepreneur, *Driving* 14 (14/13/13),
Geography 8 (11/11/13)

Enjoys racing her coach at breakneck speeds. Her employers forbade this practice, so she quit and started her own business. Brags that hers is the fastest transport between Gareth and Punin.

Personality: Daring, Cheeky, Views Her Horses as Tools

Services: Transport, communication, pathfinding

Plot Hook: Her former employer is not happy about the growing competition and hires someone to sabotage her coach.

Summary: Human, Middenrealm, trade



Illustration:
Tobias Rhein

Wunnemar

Middenrealmish Pickpocket



Resourceful survivor, *Pickpocket* 12 (13/15/14),
Streetwise 9 (10/13/14)

Quick on his feet, always moving, and always looking for an escape route. Provides for himself and his younger siblings. Uses his siblings to distract victims.

Personality: Caring, Restless, Cautious

Services: Information about the city's secret places

Plot Hook: During a job gone wrong, his younger sister was arrested by a guard, but she never arrived at prison. She must be found and rescued.

Summary: Human, Middenrealm, rogue, information



Illustration:
Isabeau Backhaus

Ucurian of Adderwell

Legal Scholar of the Keeper's Order



Stuffy pedant, *History* 10 (14/14/12), *Law* 14 (14/14/12)

Very formal and aloof. Conservative legalist who argues in favor of the wording, not the intent, of the law. Complains about the decline of civilization. Hires honorable heroes to protect his clients.

Personality: Inflexible, Aloof, Good-Natured

Services: Legal advice, counsel

Plot Hook: While searching the town hall's cellar, Ucurian finds a record of an old law that can save his client. However, the record is a forgery.

Summary: Human, Middenrealm, scholar, employer



Illustration:
Michael Witmann

Oakwart of Realmsteps

Andergastan Forest Knight



Tough old soldier, *Warfare* 10 (15/10/14), *Riding* 10 (13/13/14)

Veteran of many battles. Accustomed to leadership. Expects strict obedience from everybody below his social station. Thinks that women are unsuitable as combatants. Complains that his wife gave him many daughters but not one son.

Personality: Thoughtful, Quick-tempered, Status-conscious

Services: Heraldry lore, warfare

Plot Hook: Oakwart seeks an heir. Since he couldn't sire one, an heir must come through marriage, so he offers to wed his daughters to worthy heroes.

Summary: Human, Andergast, knight, assistance



Illustration:
Nathaniel Park

Yerdawan of Khunchom

Tulamydian Storyteller



Captivating teller of old stories, *Myths & Legends*
14 (14/14/15)

Punctuates his storytelling with sweeping gestures. Proud that his stories are reports of factual events, not fairy tales. Encourages his listeners to investigate the mysteries behind old legends.

Personality: Captivating, Nostalgic, Loves Pastries

Services: Propagation of tales of heroic deeds, clues for solving old riddles

Plot Hook: He tells a story in which the heroes are the villains.

Summary: Human, Lands of the Tulamydes, bard, information



Illustration:
Marc Bornhöft

Raarf

Goblin Ratcatcher



Self-proclaimed king of the sewer, *Orienteering* 13 (11/14/14), *Pick Locks* 7 (14/14/14)

Accustomed to being ignored by humans. Uses his knowledge of sewers and cellars to access and inspect hidden places. Honestly surprised if addressed by humans.

Personality: Curious, Diligent, Courageous

Services: Access to locked places, information about the town's underground.

Plot Hook: Raarf found a robber's loot hidden in the sewers and kept it for himself.

Summary: Goblin, Bornland, day laborer, information



Illustration:
Luisa Preißler

Dilhabeth Zorgahani

Gray Mage and Stage Magician



Entertainer with aspirations, *Auris Illusionis* 13 (14/13/13), *Oculus Illusionis* 10 (14/13/13)

Guild mage from Zorgan who distinguishes herself by providing refined, sophisticated entertainment. Bases her performances on classical drama. Grows angry if called a charlatan.

Personality: Polite, Well Organized, Quickly Frustrated

Services: Illusion magic, illusion-based plays

Plot Hook: She is arguing with a charlatan who undercuts her prices and seems to follow her to every town.

Summary: Human, Arania, mage, trade



Illustration:
Michael Witmann

Nadia

Prostitute



Prostitute with many contacts, *Seduction* 11 (12/14/14), *Dancing* 7 (11/14/12)

Attracts customers with erotic dance or feigned coyness, as needed. Overhears rumors from her high-ranking clients. The mayor, one of her regulars, secretly watches over her.

Personality: Tantalizing, Sensitive, Suffers from Self-Doubt

Services: Services, information

Plot Hook: She wants money to open her own business, but secrets are all she has left to sell. One such secret concerns the mayor...

Summary: Human, Middenrealm, prostitute, information



Illustration:
Ben Maier