

## NPC BOOKLET BY RUSS MORRISSEY & BRIAN CASEY. NPC IDEAS PROVIDED BY KICKSTARTER BACKERS.

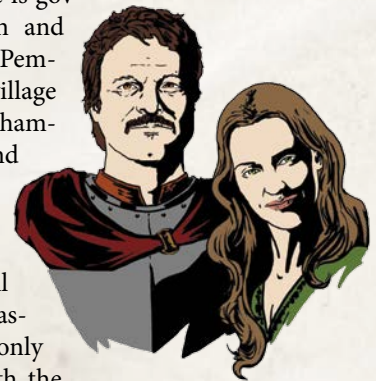
LORD & LADY PEMBERTON  
BRAND TOREK  
THREE-FINGERED JAKE  
UGG  
KALLE SIRKESALO  
PENNER  
THE MORTIMER BROTHERS  
ARIADNE  
MEREDITH JONES  
GAVIN MORRIGAN  
WILLEM VON NEDERVEEN  
AUS  
STEFAN OAKFELL  
NAID  
REG BAKERSON  
HORATION DENHEW  
YARA BLOODCLAW  
KITSTER BARTLEBY  
MYLANI AZALATHELLON  
ANDREW NEMETH  
KARATILANA TORIN  
SARAZ BINT FARAD BINT AQUILAH  
FREY AEVAL  
ROBERT MACBAIN  
TEMPRUS CLOTHBINDER  
RORUS KLAIN  
MOSSAD  
EMERY SHIER  
ALBERT WRIGHT  
ARIEL  
PRIRKKA STRONGFIST  
DONALD MORRISON  
HEINRICH KLEBS  
JUIDE "BLACK HAND" AVERAUH  
OLD JOVAN  
TAMAS AGRENS  
JOHN TULWORTH  
MALLORY JACKDAW  
STEDD GRIMWOLD  
STEFFEN THE BAKER  
JOHN-FRANCIS RAINWEAVER  
LOGAN BROKENBARREL  
JAHMUS "JAYEL" LAEKIN  
TRILLIAN BRICKLEBOTTOM

## THE PEOPLE OF HOLDENSHIRE

This NPC booklet is designed to help you keep track of all the NPCs in Holdenshire (both Hengistbury and Thornbury). Not all NPCs are plot-critical, but the area is designed to work as a "sandbox" style setting; for this reason plot hooks and suggestions have been liberally sprinkled throughout the following descriptions in addition to the ones in the main adventure.

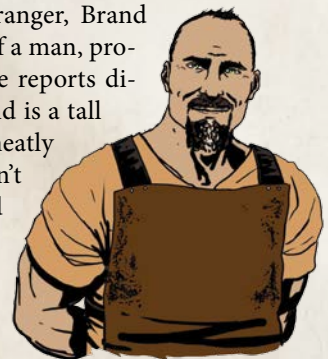
### LORD & LADY PEMBERTON

The County of Holdenshire is governed by Lord Pemberton and his lady-wife, Lady Sybill Pemberton, and contains the village of Hengistbury and the hamlet of Thornbury. Lord and Lady Pemberton reside in Hengistbury Keep, on a small hill overlooking Hengistbury. Lady Sybill Pemberton is a cleric of Erastil, and volunteers in the only temple in Hengistbury, with the aid of Ariel and Prirkka. Each year, Lady Sybill organizes the Autumn Harvest Fair. Lord and Lady Pemberton also own Hengistbury's Bleeding Heart Tavern and have an unusual arrangement for running it. Between the Tavern, the Harvest Fair and several other local programs, they do much to ensure the communities in their care remain healthy, happy and prosperous. News of local problems and impending danger have made the Lord and Lady anxious about the fate of Holdenshire and they are most anxious to receive help in getting things back to normal. It may be that they will reward a group of adventurers well for helping out.



### BRAND TOREK

The county is patrolled by a ranger, Brand Torek, a large, easygoing bear of a man, proficient in hammer and bow. He reports directly to Lord Pemberton. Brand is a tall man with broad shoulders, a neatly trimmed beard which doesn't hide his square jaw. A retired adventurer, he still keeps his old armor and massive war-hammer hanging on the wall of his cabin-cum-office in Hengistbury. Brand is serious about his job and is rarely found in his office as he spends much of his time patrolling the villages and roads. He dotes on his niece, Ariadne and would hate to see any harm befall her. His official title is "Sheriff" and he is occasionally assisted by Yara Bloodclaw and Jayel.





## THREE-FINGERED JAKE

Three-Fingered Jake is an itinerant bard who wanders through every few weeks performing in exchange for food or coin. Most news of the wider world comes from his visits to town. He can usually be found performing in the Bleeding Heart Tavern (originally called the Beaming Hearth until the Mortimer Brothers vandalized the pub's sign). Jake knows many rumors, particularly regarding a certain sword and scabbard.



## UGG

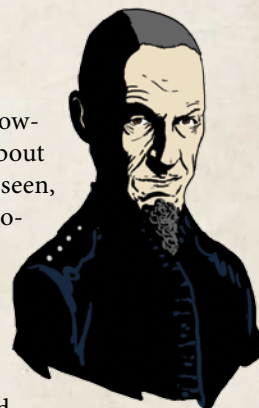
Ugg is a small hill giant who was befriended by the village children some years ago. Ugg is not his real name, but he is affectionately called such as he clumsily yet cheerfully assists with manual labor around town. Ugg is a kindhearted soul and



dislikes seeing others mistreated, particularly if the reason for doing so stems from prejudice against those who are 'different'. Ugg speaks both common and giant, but relies mostly on common while working in the village. Occasionally, when working alone, he can be heard to sign some quite interesting songs in giant. His best friends in Hengistbury are the Mortimer Brothers.

## KALLE SIRKESALO

The wizard Kalle Sirkesalo lives in a tower located on an island in the river about five miles downstream. He is rarely seen, but his henchman Hunch-backed Roland (who is neither hunchbacked, nor is he named Roland) is seen in Hengistbury most weeks purchasing supplies. Kalle is a black mage who is often in need of rare ingredients. Roland can sometimes be found in the company of Freya Aeval, the pixie, as they head into the Weirwood. Kalle often supplies the Veterinarian Albert Wright with certain potions and medicines he needs for his job. No one is really quite sure what else might be going on at the tower.



## PENNER

Penner is a halfling pig farmer with an affinity for pirate history and memorabilia. He likes to spend some evenings at the Bleeding Heart Tavern in the company of other locals. His interest in pirates may give him a unique perspective on some of the local goings on. His farms proximity to the Weirwood may give him insight there as well.



## UGG

### UGG

CR 7 (XP 3,200)

CG Large humanoid (giant)

**Init** -1; **Senses** low-light vision; Perception +6

### DEFENSE

**AC** 21, touch 8, flat-footed 21 (+4 armor, -1 Dex, +9 natural, -1 size)

**hp** 85 (10d8+40)

**Fort** +11, **Ref** +2, **Will** +3

**Defensive Abilities** rock catching

### OFFENSE

**Speed** 40 ft. (30 ft. in armor)

**Melee** 2 slams +13 (1d8+7)

**Ranged** rock +6 (1d8+10)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** rock throwing (120 ft.)

### STATISTICS

**Str** 25, **Dex** 8, **Con** 19, **Int** 6, **Wis** 10, **Cha** 7

**Base Atk** +7; **CMB** +15; **CMD** 24

**Feats** Cleave, Intimidating Prowess, Power Attack

**Skills** Climb +10, Intimidate +12, Perception +6

**Languages** Giant, Common

## THE MORTIMER BROTHERS

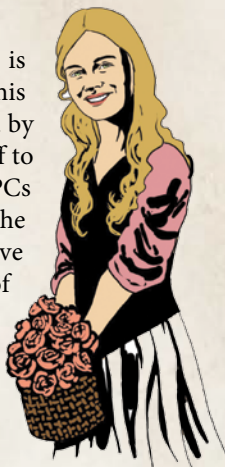
The Mortimer Brothers fancy themselves a "thieves guild," but in reality the three young orphans, Gord, Beej and Poke, operate more as paid gossips. They spend a lot of time with Ugg, who is very protective of them. They often find themselves in minor trouble, but may overreach their grasp in the near future. Gord is in love with Ariadne and will soon come of age; he may find himself making a decision that is at once noble and a little foolish, but in the long run may see him become the apple of someone's eye.





## ARIADNE

Ariadne is Brand Torek's niece. She is probably the most important NPC in this adventure, for it is she who is captured by the kobolds in Thornbury and taken off to the dragon's lair, and it is she who the PCs will be charged with rescuing. Gord, the oldest of the Mortimer Brothers, is in love with Ariadne; sadly, she is not aware of this. She can often be located in and around Brand's house, but does make the occasional foray to the riverbanks to pick flowers. Messages for Brand can be reliably left with her should the need arise.



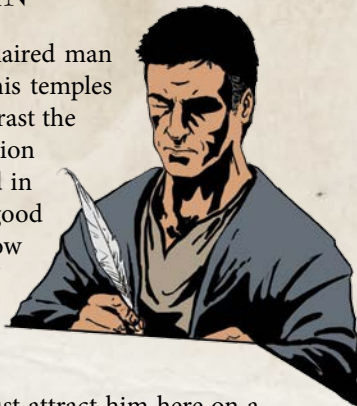
## MEREDITH JONES

Meredith Jones is a young serious girl in her early 20s. She is stern looking, and doesn't quite know what to do in her life. Right now, she's working in the Bleeding Heart Tavern as a barmaid, but she knows for sure that she is meant for greater things. She is the only permanent employee of the tavern and therefore knows how things work better than most. It may be that she secretly admires someone in the town, but if so, she has kept it a well guarded secret.



## GAVIN MORRIGAN

Gavin Morrigan is a dark haired man with a dusting of silver at his temples which seems almost to contrast the spark of youthful determination in his eyes. Often engrossed in writing, he is clearly in good shape. No one seems to know why he spends so much of his free time at the Bleeding Heart, nor what it is he is writing exactly. Surely something, or someone, must attract him here on a regular basis. What could it be?



## WILLEM VON NEDERVEEN

Willem Von Nederveen is a traveling merchant from the trading company Samuel and Sons in Northminster. He is helpful to those who are friendly to him. Willem was sent to Hengistbury to figure out why the company is losing money there, which may lead him to ask the PCs for help if he thinks they are trustworthy enough. The com-



## GORD MORTIMER

**HUMAN ROGUE 1**

**CR 1/2 (XP 200)**

N Medium humanoid

**Init** +3; **Senses** Perception +3

### DEFENSE

**AC** 14, touch 12, flat-footed 12 (+1 armor, +3 Dex)

**hp** 5 (1d8+1)

**Fort** +1, **Ref** +5, **Will** -1

### OFFENSE

**Speed** 30 ft.

**Melee** sap +0 (1d6 nonlethal)

**Ranged** dart +3 (1d4)

**Special Attacks** sneak attack +1d6

### STATISTICS

**Str** 10, **Dex** 17, **Con** 12, **Int** 13, **Wis** 8, **Cha** 14

**Base Atk** +0; **CMB** +0; **CMD** 13 **Feats** Deft Hands, Skill Focus (Sleight of Hand)

**Skills** Acrobatics +7, Appraise +5, Bluff +6, Disable Device +9, Disguise +8, Escape Artist +7, Knowledge (local) +5, Perception +3 (+4 to find traps), Sense Motive +3, Sleight of Hand +12, Stealth +7

**Languages** Common, Halfling

**Special Qualities** trapfinding +1

**Combat Gear** bag of caltrops; **Other Gear** padded armor, darts (4), sap, disguise kit, thieves' tools

pany does a brisk business buying up local materials and goods while selling finished products back to the residents. There really isn't any reason for them to be losing so much money. Or is there?

## AUS

Aus is a young kid, annoying and always trying to scurry around and get the latest rumors in an effort to impress the older Mortimer Brothers. In particular, he is interested in rumors of the dragon in the East, and carries a stuffed dragon toy. He cheers for the dragon and pranks those who show interest in slaying it. He has collected a lot of dragon trivia in his 8 short years.

Some of it is even accurate, though no one is really sure about which bits have just been made up or confused with the real ones. Still, he constantly tries to find more and this may prove beneficial for the Party.





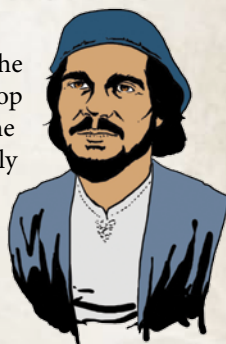
## STEFAN OAKFELL

Stefan Oakfell is a woodsman and hunter. Softly spoken, rugged and lean, he is approaching his late 40s. Stefan has a haunted look in his eyes, a look which suggests he may have seen—or indeed, done—terrible things. Stefan is a solitary character who does not seek the company of others. He may, if he can be convinced to share it, have news of strange goings on in the Queenswood. He certainly seems to spend the majority of his time in and around its environs.



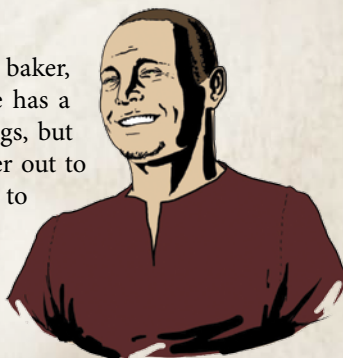
## NAZID

Nazid of the Adashim family from the Ben-Yumo clan. He has a little spice shop called The Spice of Life from which he sells spices to the locals and particularly Lord and Lady Pemberton. About once a year or so a foreign gentlemen shows up to conduct business with Nazid. He's probably just bringing in fresh spices, right? It's probably just one of Nazid's relatives. There couldn't possibly be anything illegal going on here, could there?



## REG BAKERSON

Reg Bakerson is Thornbury's baker, and a friendly sort to all. He has a habit of saying awkward things, but he's well meaning and is never out to do anyone harm. Reg likes to drink when he's not working, and becomes rather boisterous after a few drinks. Generally Reg is looked on affectionately by the townsfolk, although thought of as a bit odd. He tends to think of the Pub 'n' Grub as his home away from home and gets worried if trouble starts there. A night of too much drinking means the fresh bread in Thornbury will be delayed the next morning.



## HORATIO DENHEW

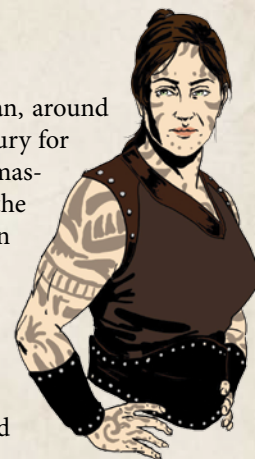
Horatio Denhew owns Thornbury's tavern, Denhew's Pub 'n' Grub. He hopes to one day open a second branch in Hengistbury, although the Bleeding Heart's popularity keeps him from doing this. When not in the kitchen, he likes to mingle with his patrons, loving to hear their tales. If asked why



he doesn't adventure himself, he replies, "I nearly kill meself in me own kitchen eery day; I wouldn't last more'n a week crawlin' through dungeons. Lemme refill yer ale."

## YARA BLOODCLAW

Yara Bloodclaw is a tall tattooed woman, around 35 years old. She has lived in Hengistbury for about 6 years, now working as a beemaster. A capable warrior, she reinforces the guards of Hengistbury and is never seen without her two warhammers. If asked about her past she mentions only that she was raised in a cold mountain range in a land far away. She says little and never drinks alcohol. This makes her especially reliable if trouble should crop up late at night.



## KITSTER "KIT" BARTLEBY

Kitster "Kit" Bartleby is a charismatic criminal. He is a fence, dealing with stolen property. It is Kit who persuaded John Tulworth to steal from Samuel & Sons. Kit must have some reason for targeting Samuel & Sons beyond just money—he has, after all, taken a very big risk in such a small community. Who does he sell to and why? And what are they doing with the goods?



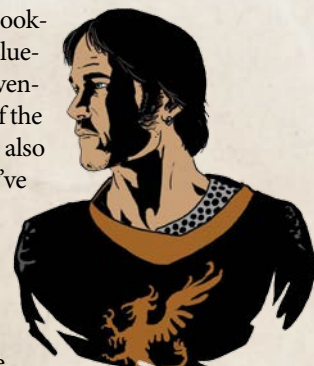
## MYLANI AZALATHELLON

Mylani Azalathellon is a teenaged half-elf with a fascination with the law. She always carries two small books with her: a book of common laws, and a notebook that she uses to record any transgressions of the law that she witnesses. Enthusiastic, Brand finds her tiresome—but maybe she's on to something. Perhaps she's unwittingly seen something important and written it down in her little book. Or maybe she's just a nosy busybody with a score to settle.



## ANDREW NEMETH

Andrew Nemeth is a wandering rogue, looking for a successful adventurer named "Blue-stone." Why? Probably because the adventurer owes him some money. He is part of the troublesome adventuring group which also includes Mossad and Old Jovan. They've been wandering around the area causing trouble for the residents with their questions and prying. Andrew is the de facto leader of the group.



**GM's Note:** Stats for Andrew can be found in the **Monsters & NPCs** section.



## KARATILANA "TILA" TORIN

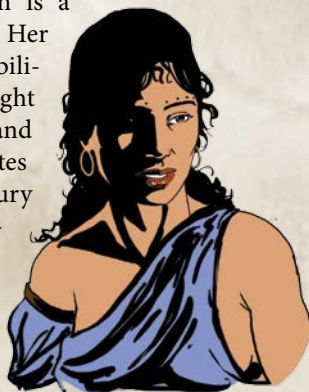
Karatilana "Tila" Torin is a "rogue economist", believing that redistribution of wealth is the key to economic success. She takes this belief very personally, handling much of this "redistribution" herself. The rest of the community simply regards her as a thief. This probably has everything to do with why she now finds herself in Brand's jail. How long she'll stay there is anyone's guess. If she does leave without permission, someone will probably have to fetch her back.



**GM's Note:** Stats for Tila can be found in the **Monsters & NPCs** section.

## SARAZ BINT FARAD BINT AQUILAH

Saraz bint Farad bint Aquilah is a psion from a far away land. Her dress is that of someone of nobility or great wealth, wearing bright colored silks. She is inquisitive and curious and makes extensive notes about everything in Hengistbury and the surrounding countryside. She is naive about local customs. She suspects that something odd is going on at one of the stores in Hengistbury. She *could* be right, but really needs to learn more. She may be connected to a band of local gypsies in some way, but who can tell for sure?



## FREYA AEVAL

Freya Aeval is tiny and adorable pixie girl with long braided red hair and blue eyes, with pink and black butterfly-like wings. She spends much of her time in the vicinity of the Bleeding Heart Tavern, although she can be a source of information about the Weirwood. She seems to be sweet on Hunch-backed Roland, though it isn't entirely certain that he returns the affection. They are often seen going into the Weirwood together, though.



## ROBERT MACBAIN

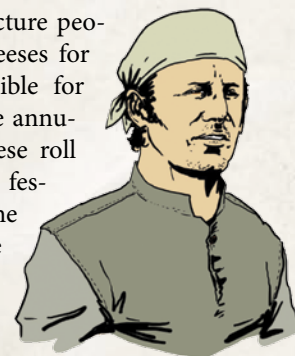
Robert MacBain is dark of hair and large of stature. Tall and well muscled from years working with his hands, Robert is generally thought of as kind and strong. He works stone

mined from the quarry for various uses around the county. Most of the homes in Hengistbury are starting to put in stone foundations and some of the larger buildings in the area are already converted. Probably no great secrets will be unearthed. Probably.



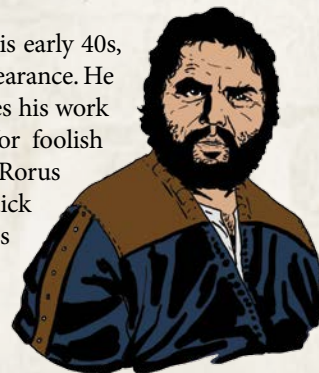
## TEMRUS CLOTHBINDER

Temrus Clothbinder is a cheese maker ("Clothbinder" coming from the cloth used to bind up cheese, as he loves to lecture people). Not only does he make cheeses for general use, he is also responsible for providing the cheeses used in the annual Autumn Harvest Festival cheese roll competition. Each cheese for the festival is wrapped in black and all the residents know not to touch those cheeses. This prevents tampering and might also have something to do with the Platinum piece hidden in at least one cheese as a prize. At least, they are supposed to be hidden in the cheeses. As far as everyone else knows, anyway.



## RORUS KLAIN

Rorus Klain is a large man in his early 40s, wide of girth and grizzled in appearance. He is a smith of great skill, and takes his work very seriously, with no time for foolish questions or irritating visitors. Rorus is quick to anger, but equally quick to forgive, and once he becomes a friend, he is fiercely loyal. His strong-willed wife, Yulana, is probably the only person in Hengistbury that Rorus fears. He often takes on large orders and has made arrangements with Thornbury's smith, Donald Morrison to cover his day-to-day work at these times.



## MOSSAD

Mossad is a tall dark haired warrior who uses a two-handed sword. He, along with Old Jovan and Andrew Nemeth, is part of a troublesome company of adventurers staying temporarily in Hengistbury. Because of their shared experience with Blue-stone, Mossad is loyal to Nemeth and Old Jovan, but he is rapidly losing enthusiasm for the pursuit and grows more convinced each day that they should just move on.





**GM's Note:** Stats for Mossad can be found in the **Monsters & NPCs** section.

## EMERY SHIER

Emery Shier is an alchemist based in Thornbury. He sometimes works with Heinrich Krebs to replenish supplies, but by and large makes himself available to the Thornbury locals to meet their more pressing needs. He runs his shop from the kitchen of his home. His alchemical supplies are more limited in variety, but of equal quality to Heinrich's. This makes some people suspicious and they wonder who the real talent is.



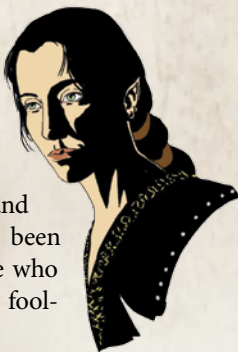
## ALBERT WRIGHT

Albert Wright is the 12th of 13 kids of from the hills near Brockendale who grew up to be a veterinarian. He dreams of taking care of baby owlbears, sick hippogriffs or some other 'exotic' creature. He keeps his Veterinary Clinic in Thornbury because it keeps him near the Queenwood, Ayle's Loch, and Brockendale Castle where he likes to search for animals to study in his leisure time. He is not a cruel man and merely makes notes of their habits and lifestyles. He can be a valuable guide to the area around Brockendale Castle.



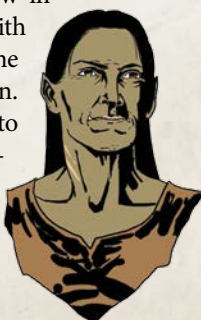
## ARIEL

Ariel is a mid-wife and herb supplier. She spends much of her time in the local wilderness collecting supplies. She once adventured and is a somewhat accomplished mage. She helps Lady Sybill minister to the needs of the community and generally does so willingly, but she has been known to have a sharp word for anyone who has injured themselves doing something foolish or dangerous.



## PRIRKKA STRONGFIST

Prirkka Strongfist is a half-orc midwife new in town. Prirkka is tall, with long black hair with a few hints of gray, about 50 years of age. One of her eyes is brown while the other is green. She is allergic to cats. She has been drafted into service helping Lady Sybill care for the county's residents. No one is quite sure where she came from or why she ended up here. Some folks still mistrust her, but she may be slowly winning them over, provided nothing untoward happens.



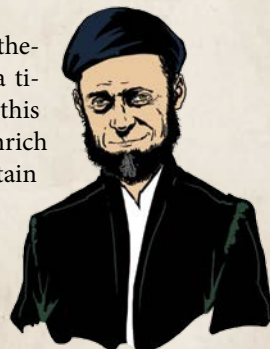
## DONALD MORRISON

Donald Morrison is a giant of a man; he wears a kilt and works the forge in Thornbury. He's not as skilled as Rorus Klain is, but still produces serviceable items of decent quality. Rorus employs him when there is a large order that needs filling to handle the more work-a-day needs of the community. Both men are on genial terms with each other, but, is that just a hint of jealousy in Morrison's eyes?



## HEINRICH KREBS

Heinrich Krebs, a self proclaimed apothecary wears his chosen profession like a title. Almost all villagers use products of this shop, be it to help with diseases, to enrich the love-life, or to get the town's best stain remover. For the occasional adventurer, classics like Alchemist's fire or Smoke Sticks are always in stock. Whenever Heinrich needs to re-supply, Thornbury's Alchemist, Emery Shier comes along to help out. Some locals are starting to wonder who the real alchemist is.



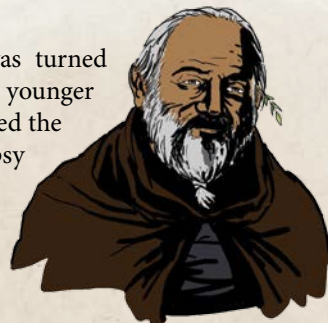
## JUIDE "BLACK-HAND" AVERAUH

Juide "Black-Hand" Averauh is a rarely-seen woodsman who keeps the village well-supplied with good meat. Most people assume he hunts in Queenswood for the most part and Juide does nothing to disabuse them of this notion. Perhaps it is true. Although, if the rumors are to be believed, some folks might be quite displeased to discover his real source. He may know something about Ayle's Loch that someone else wishes he didn't.



## OLD JOVAN

Old Jovan is a dwarf who was turned into a shambling mound in his younger years of adventuring. He travelled the swamps a long time until a gypsy was able to help turn him back. Unfortunately, a hint of the smell remained. People are often understandably uncomfortable in his presence. He is part of the adventuring party staying in Thornbury; the others are Andrew Nemeth and Mossad. Jovan is loyal to Nemeth, but he, too is beginning to weary of chasing Bluestone.

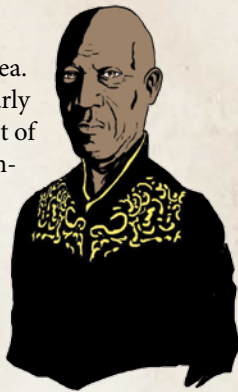




**GM's Note:** Stats for Jovan can be found in the **Monsters & NPCs** section.

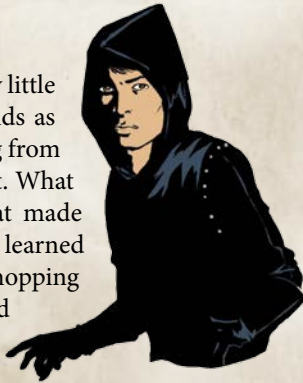
## TAMAS AGRENS

Tamas Agrens is the local sage of the area. He's fairly aloof and unfriendly, and clearly considers himself more clever than most of the locals. For this reason, the Mortimer Brothers enjoy taunting him with stupid questions and pranks; trouble ensues when they steal a certain box from him, though. Maybe he does know something the rest of them don't. Whatever it is, it is unlikely to be good for anyone.



## JOHN TULWORTH

John Tulworth is an untrustworthy little sneak. He is known to the other kids as "the toad". It is John who is stealing from Samuel & Sons at the behest of Kit. What hold does Kit have over him that made this possible? And has "The Toad" learned anything that would make Kit hopping mad? Maybe Tulworth is a good kid at heart who has just been lead down a bad path.



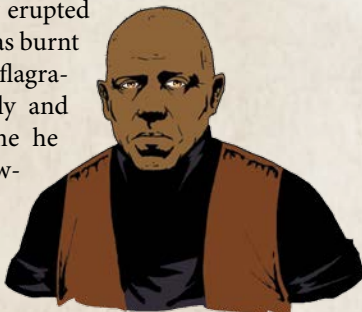
## MALLORY JACKDAW

Mallory Jackdaw is a 7 year old boy, with unkempt brown hair and blue eyes, who never stops talking. He knows a little about everything and is willing to make the rest up. He's been feeding Aus various stories and, in some cases, outright lies about the dragon far to the East. It's fairly likely that any information he might give to interested adventurers is no better. He is the second of three children to disappear into the Weirwood.



## STEDD GRIMWOLD

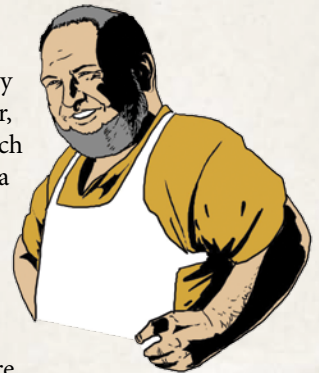
Stedd Grimwold is a dwarven sorcerer. He manifested his powers working the quarry: He needed a light to read a note and his body erupted into flames. All of his hair was burnt off and the fire caused a conflagration which killed his family and many other miners. In time he learned control over his powers, and opened a small shop in Hengistbury where he provides potions. Morose and taciturn, Stedd mopes



about, a sad forlorn shell of a dwarf. Perhaps something can be done for him?

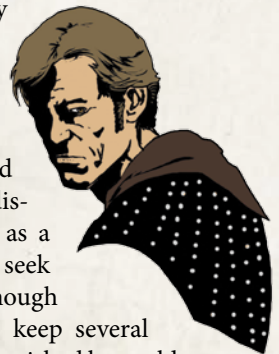
## STEFFEN THE BAKER

Steffen the Baker is the Hengistbury town baker. With brown-grey hair, he's a little plump from too much bread. All that means is he has a finer understanding of the bread making arts than does his counterpart in Thornbury. People line up daily to collect fresh bread from Steffan and his bakery serves as a secondary community hub before the Bleeding Heart opens for the day. What you don't hear there, you might hear here.



## JOHN-FRANCIS RAINWEAVER

John-Francis Rainweaver is hearty woodsman of indeterminate age. He was once a court scholar in Northminster. He was charged with teaching the young prince of Northminster, but some unspecified catastrophe occurred and he was dismissed. Unable to find more work as a scholar, he came to Holdenshire to seek what fortune he could. There is enough need for wood, meat and skins to keep several woodsmen busy. Perhaps Rainweaver wished he could redeem himself in some way, though?



## LOGAN BROKENBARREL

Logan Brokenbarrel is the black-bearded dwarf quarry-master. Those with a military background may recognize Logan's regimental tattoos, which link him to a notorious massacre committed by the last king's troops at Ayle's Loch. He keeps his past a closely-guarded secret and if anyone were to find out the exact nature of his deeds he would surely be displeased. He might even take drastic action to silence the person.



## JAHMUS "JAYEL" LAEKIN

Widely known as Jayel, Jahmus Laekin is the name of a onetime scout, now hunter of men at the behest of Brand. Though amicable, the dark-haired man holds little sympathy for the malicious. He prefers to live peaceably, but has no qualms about doing bad things to bad folk. Or folks he believes to be bad at any rate. It would be

