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# WILDERNESS DRESSING: TRAVELLERS

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A Pathfinder Roleplaying Game GM's RESOURCE supplement by Greg Marks

Tired of glossing over the details of your PCs' overland journey (except for the inevitable, violent random encounters)? Want to add in minor features of interest to their journeys? Want to make their journeys seem more "real"?

Then Wilderness Dressing is for you! Each instalment in the line focuses on a different type of wilderness or a feature therein and gives the harried GM the tools to bring such features to life with interesting and cool noteworthy features.

This instalment of Wildernesses Dressing presents loads of interesting travellers to add into your campaign. Designed to be used both during preparation or actual play, *Wilderness Dressing: Travellers* is an invaluable addition to any GM's armoury!



## CREDITS

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**Design:** Greg Marks  
**Additional Design:** Creighton Broadhurst  
**Development:** Creighton Broadhurst  
**Editing:** Creighton Broadhurst  
**Cover Design:** Creighton Broadhurst  
**Layout:** Creighton Broadhurst  
**Interior Artists:** Bradley K. McDevitt and Arthur Rackham.

Thank you for purchasing *Wilderness Dressing: Travellers*; we hope you enjoy it and that you check out our other fine print and PDF products.

## CONTACT US

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Email us at [gatekeeper@ragingswan.com](mailto:gatekeeper@ragingswan.com).

## ERRATA

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We like to think *Wilderness Dressing: Travellers* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on [ragingswan.com](http://ragingswan.com). We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

## ABOUT THE DESIGNER

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Greg Marks is an evil mastermind directing his criminal army of precocious felines from the birthplace of gaming: Lake Geneva, Wisconsin. He and his cat minions have contributed to products for multiple editions of Dungeons and Dragons including *Complete Scoundrel*, *City of Stormreach*, *Dragon Magic*, and *Dungeon Delve*. They have written numerous adventures for the RPGA along with administering many of their organized play campaigns with Living Forgotten Realms being the most recent. Greg and his cats have also contributed repeatedly to all incarnations of Dragon and Dungeon Magazine, and co-authored several products for Fantasy Flight Games' Midnight setting including: *Star and Shadow*, *Hammer and Shadow*, *Legends of Shadow* and *Honour and Shadow*.

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## FOREWORD

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Previous instalments of the Wilderness Dressing line have focused on interesting terrain features and minor encounters designed to add interest to otherwise boring journeys.

However, of course, the PCs are bound to meet other people on their travels – particularly when they journey from settlement to settlement. In the wilderness, such encounters will be markedly less frequent, but in the heart of a kingdom many people travel from place to place.

The NPCs presented herein are designed to enable a busy GM to quickly and easily describe and roleplay the travellers the PCs encounter on their journey. Such travellers have personalities and agendas of their own, but can also provide interesting information and rumours the GM wants to give the PCs and highlight the flavour of a given region or settlement.

Greg's done a terrific job of presenting scores of such folk and while we haven't provided combat statistic, the vast

majority of the encounters with these travellers should not end in conflict. After all, most travellers are not has heavily armed and bloodthirsty as adventurers!

I hope you find this instalment of *Wilderness Dressing* useful. It would be great to hear how you've used it in your game – drop me a line at [creighton@ragingswan.com](mailto:creighton@ragingswan.com). I'd also be interested to know if you'd find follow-up instalments in a similar vein useful. Please let me know what you think at the above email address.



TABLE A: PEDDLERS, MERCHANTS & TRADERS

Compared to the average peasant, most adventurers are fantastically wealthy. Thus, they attract the attentions of many traders and pedlars during their travels. Use this table to determine who they meet.

D%		
01-04	Anith Chuckleberry (NG female halfling commoner 1) is a local washer woman on her way to get fresh water for her work. Dressed plainly and carrying four empty buckets on a long stick, the plump, middle-aged halfling woman is cheerful, friendly and happy to offer directions to travellers. It is likely her sleeves are wet and her fingers pruned if she has already started today's work.	
05-08	Migar Wafelbuttin (CG male gnome expert 1) is a travelling salesman pushing a cart filled with clockwork toys. This chaotically dressed, bespectacled gnome is covered in tools, gear and splashes of paint from the toys he has recently completed. He tries to sell to other travellers, but especially loves children and anyone with a sense of curiosity.	
09-12	Tharni (CN female half-elf commoner 1) is a tanner's daughter with dark raven tresses and ice blue eyes, hungering for a better station. She is angrily jealous of high-born travellers and curses the fate that left her alone with her poor human father.	
13-16	Professor Anganthaniel Trinklewurtonburg (CG male gnome expert 1) is on his way to his next sale with a host of small exotic animals. This gnome is surrounded by small creatures that flit, slither or crawl and he rarely bothers to cage them; leaving them to wander the vicinity, including investigating other traveller's belongings. While his specialty is exotic pets, Professor Trinklewurtonburg is quite knowledgeable about animals and monsters and might be of use to PCs in search of such information.	
17-20	Brother Molentar (N male cleric 1) is clearly inebriated, and has sweat and vomit stains on his brown robes. He is selling all manner of bones and knickknacks he claims are holy relics of whatever faith the PCs appear to follow. In addition to forgeries and lies, the balding Brother Molentar offers spellcasting services for normal fees. He has prepared: 0— <i>create water, detect poison, purify food and drink</i> ; 1st— <i>comprehend languages, diagnose disease, remove sickness</i> . Brother Molentar channels positive energy.	
21-24	Jervin (CN male gnome commoner 2) is a rat catcher and entrepreneur. Pushing a grill cart selling "beef kabobs" and small leather pouches	
		covered in short grey fur; he swears his products are unrelated to his other job as a rat catcher, though if hired for those services, his ability to keep any rats he catches is part of the deal.
25-28		Tarnel Zith (N male elf expert 3) is an oily, untrustworthy jeweller with sunken eyes who wears warm, regal purple clothing. With a knack for making enemies and a valise filled with valuables, he is usually accompanied by three bodyguards (N male human warrior 1).
29-32		Celifess (LE male dwarf adept 1/rogue 1) wears black leather armour with a deep, dark cowl. His cloak has several hidden pockets containing mind-altering drugs and poisons which he sells to discerning customers. He avoids confrontations and walks away if a deal goes sour.
33-36		Stennith "Kegs" Alhauser (CG male human commoner 2) is a hulking middle-aged man wearing workman's clothing that smells strongly of yeast. While he bakes the occasional loaf of bread to sell, his true passion is brewing. He is currently taking several kegs of his latest batch to market and can be persuaded to tap, and share, a barrel if the PCs ask. It is a high quality beverage.
37-40		Carnelle Virogon (CE female human rogue 4) is a late middle-aged woman dressed in plain clothes who wears a knowing smile. She is the front for a ring that traffics in slaves, particularly small children. She has a knack for sniffing out trouble and is unlikely to broach a sale unless the PCs appear disreputable, but may sell information about missing loved ones; for the right price. Any information she sells contains half-truths at best which she claims to have heard from a passing traveller at a nearby inn.
41-44		Palis Greenbough (NG male elf expert 2) is dressed in ill-fitting woodsman's clothes and is puttering in the dirt on the side of the road. It is clear he does not spend much time in the field. He deals in rare plants and herbs and is looking for a particular specimen. He offers the PCs 10 gp if they can find it for him; with a bonus for any additional rare plants they acquire. He prefers the plants be brought to him in some of their native soil that he might try to cultivate them for future sale.
45-48		Pyter Greybeard (N male human expert 3/wizard 1) is an elderly sage on his way to sell a number of scrolls he has scribed. He hobbles with a cane and wears thick spectacles. He speaks very softly and is knowledgeable about the history and geography of the surrounding area. He has scrolls of <i>crafter's fortune, endure elements</i> and <i>protection from evil</i> . He does not generally offer spellcasting services.

49-52	Miklail Nortoppe (LN male human aristocrat 2) is a stern, white-haired merchant wearing simple, well-made but not extravagant clothing. From a wealthy family, he has forgone his family's decadence for his lumber business. He does not have time for honeyed words or social niceties.
53-56	Isah Blinken (NE male human rogue 3) appears to be a round, friendly family man complete with a locket with miniatures of his wife and young daughter. Isah appears to be on his way to sell blank books, inks and quills but truthfully is scouting for likely targets. Isah is the face for a kidnapping ring. If the PCs seem trusting and within the capabilities of his allies, he suggests a shortcut to wherever the party are headed, or offers a rumour of a mystery to be solved. In truth, the path leads the PCs to an out of the way road where the rest of the ring lies in wait.
57-60	Poatte (CG male human ranger 1) is a quiet, hairy woodsmen carting an armload of freshly dressed game to market. His silent glare may initially seem menacing, but truthfully he is just uncomfortable around people. He knows a lot about the nearby woodlands.
61-64	Barlte and Bitty Wallenford (NG male and female halfling commoner 2) are a halfling couple that run a small dairy. They are all smiles and laughs and offer samples of their latest cheeses.
65-68	Kaver Kaynel (LN male human expert 1) is a chandler with a wide selection of coloured candles, wicks and matchsticks. He has a fascination with fire, things that burn or any creature tied to the flames, and is a good font of information related to such matters.
69-72	Lonal Longlegs (CG male human commoner 2) is a tall, spindly man with a patchy beard. He walks from town to town, trading general goods that he thinks will sell well at his next stop. He is not especially good at his trade and often goes hungry. He desperately tries to convince the PCs to buy the venison jerky he just acquired.
73-76	Wygruber Motz (N male human commoner 3) is shabbily dressed and covered in road dust and mud. With a slight paunch and balding, patchy brown hair, Wygruber trades in anything he thinks might make a profit, specializing in the unusual. This means that he might have just about anything the GM wants the PCs to find. In addition, he buys just about anything the PCs might be willing to sell: parts of monsters, recovered jewellery or art or even minor magic items. Wygruber is not especially concerned where the item came from, but if the deal looks shady, he does not pay top coin for the item and tries to off-load it quickly (possibly on unsuspecting PCs).

77-80	Xaczos Goldenslate (LN male dwarf expert 3) wears fine clothing and keeps his beard well-manicured. Only his rough hands and masterwork heavy mace suggest he is more than a simple, well-off merchant. An expert in weaponry, Xaczos is all business; willing to sell to any party, as long as they stick to the terms of the deal. He often chooses to make an example of those that cross him; willing to spend much more coin than was lost on the deal to exact vengeance. He general deals in large quantities, or specially made, weapons, and most of his product is crafted by his large extended family.
81-84	Plintessa Alsworthy (LG female human commoner 1) wears a blue gown laced in a leather corset, and carries a basket full of freshly cut flowers that she sells by the piece. With a wry smile, she encourages male PCs to get something for that special gal in their life.
85-88	Agganette Leafshallow (CG female elf expert 1) is a seamstress who primarily makes cloth dolls for children and shawls and scarves for women. She wears a particularly good example of her work over her black hair; depicting an accurate map of the surrounding area.
89-92	Vitan (CN male half-elf commoner 1) wears patched, peasant clothing with his sandy hair tucked up under a shapeless cap. Vitan is a simple labourer, looking for work. He is quiet, doesn't speak about what he sees and does just about any menial job for a few coins or a meal.
93-96	Seber Reos (N male human commoner 2) is a cobbler with nervous eyes that constantly flicking from side to side as if he for imminent attack. Seber has well-tooled shoes, slippers and boots to sell. If asked about what he is looking for, after making a superstitious sign against evil, Seber claims he is afraid the feyfolk will sneak up on him and whisk him away to their halls under the hills to craft wee-little boots for them.
97-100	Lucien Goodfellow (CE male tiefling cleric 3/sorcerer 4) is dressed immaculately in fine robes and high boots. Lucien is clearly a tiefling with horns and a forked tail. He cuts a friendly, rakish pose and it is easy to be lulled into comfortable conversation with this dangerous man who deals in secrets, lies and souls. Lucien knows the answers to many questions, and his network of informants across the planes can often find out what he cannot. However, his preferred payment is the seeker's soul, and if they no longer have theirs, someone else's. Lucien also purchases, and occasionally sells, powerful magical items, particularly those that are cursed or evilly aligned.

TABLE B: BARDS, MINSTRELS & TROUBADOURS

Bards, minstrels and troubadours are common sights on many roads as they travel in search of audiences and new stories. Use this table to determine who the PCs meet.

D%		
01-04	Turnen Blackblade (CN male human bard 1/rogue 2) is a spy for hire masquerading as a wandering troubadour strumming a mandolin while wearing a bright red cape and an oversized, feather cap. Depending on the GM's needs, he can either have useful information for sale, or could be sent to infiltrate and observe the PCs by one of their foes.	two fingers from his left hand; punishment for making a nobleman's purse disappear. Audiences would be wise to keep their own purses well-guarded.
05-08	Parimae and Niresse (CG female elf expert 2; both) are twin elven sisters. Parimae plays the harp while Niresse dances. They are professional artists who have honed their craft for many years and are used to playing for noble crowds. They try not to mingle overly much with common travellers.	Lilarose, the Amber Lake Angel (CG female halfling expert 3) is dressed in a fine orange gown with attached gossamer wings. A renowned dancer, she moves elegantly with a practiced smile as she hurries to her next engagement. In addition to dance, Lilarose is fascinated by arcane magic and sorcerers, wizards or other casters can quickly win her favour with a demonstration of their skill.
09-12	Elion Menel (NG male elf aristocrat 1) is the fourth son of an elven noble who fancies himself a poet. Morose and dressed in black, he is looking to emotionally suffer in order to improve his art and he finds death incredibly romantic. Seeing adventurers as agents of death, he tries to follow them from a distance that he might draw inspiration from their brutal actions.	Nagar the Mighty (CN male half-orc fighter 4) wears only well-worn trousers. A tattoo of a clenched fist covers his back and the hulking man scowls at all who cross his path. He is a professional pugilist, who performs feats of strength and combat to delight the crowds, while emphasizing a rough and cruel demeanour. In truth, his real name is Lonnell and he is a gentle soul who paints water colours and loves kittens.
13-16	Kalie Wintrose (NG female halfling expert 2) appears as a thin halfling just short of starving, dressed in repeatedly patched clothing. She is a desperate artist with a spark of talent who draws portraits with coloured chalks for a few coppers. If someone should choose to sponsor her, she has the potential to be a great artist.	Elramir Elihu (CG male half-elf sorcerer 2) wears simply clothing, cut to emphasize his well-sculpted chest. More attractive than talented, he makes liberal use of magical spells to improve his singing and storytelling performances. Always on the lookout for his next romantic conquest, some of his tales contain nuggets of truth that just might be useful for interested adventurers.
17-20	Breela Gran (LG female dwarf commoner 1) is a former seamstress who has recently taken on the life of a travelling songstress. With her hair in golden braids and a selection of fine costumes made herself, Breela tries to entertain with such self-written classics as " <i>Thimble of My Heart</i> " and " <i>Cross-stitch Love</i> ." As of yet, fame has proved elusive.	Sodon Milt (NE male human bard 2) wears typical minstrel's clothing complete with feather cap and harp. He plucks his harp constantly, unless it clearly begins to annoy his patrons. He weaves complicated stories that take great effort to follow and likes to pair with pick pocketing rogues (such as Three-Fingered Cob above) that can make use of his talent for distraction.
21-24	Cup (N male human commoner 1) is an orphaned nine-year-old named for the copper cup he carries with him. He tells tall tales and bawdy stories that he has picked from a short lifetime on the road or scavenging in taverns. The boy is an excellent liar with a good memory. He has the potential to become a bard, rogue or wizard if properly mentored.	Scyllia Snow (N female elf oracle 2) wears warm clothing, edged in fur no matter the temperature, as if she expects a blizzard any moment. Her eyes hold a far off gaze, which she often directs skyward and rarely looks directly towards those around her. It is rumoured she has the ability to sing up weather, fair or foul, and many a farmer has paid her to bring rains or hold off the snows.
25-28	Three-Fingered Cob (CN male human rogue 3) is dressed in rough spun peasant clothing with three days of stubble on his cheek. Cob nimbly performs sleight of hand tricks despite missing	Jilnara Peak (NG female human commoner 1) is a talented singer the party overhears as she gathers water from a well or works in the field. She dreams of running away to become a famous bard but so far has been unwilling to forgo the responsibility she feels towards her family. She is the eldest daughter of a local farmer and has six siblings that are often her charge.



53-56	Jol Stonebeard (N male dwarf expert 1) wears all black clothing and his beard is neatly braided and flecked with silver. A poet with a throaty voice, he is prone to composing romantic sonnets. He has a dry sense of humour that is often mistaken for a dour mien.
57-60	Roma Be'lil (N female half-elf expert 1) is a smirking troubadour, with a feathered cape and well-used lute. Roma offers a constant smile and chipper attitude to attentive crowds, no matter if they appreciate her efforts or not. She knows many popular tunes and plays for tips.
61-64	Fairweather Sal (CN female human commoner 2) is a former barmaid turned bawdy singer, and still dresses the part. With her long red hair and ample bust, Sal has become quite a good comic as well, though her unrefined talents will never find their way to a noble's hall, they are always be appreciated among the common folk.
65-68	Fidelity Larent (CG female halfling expert 2) is a shy, quiet flutist with strong lungs and a true talent. She was raised as a travelling performer by her mother, Krosta, who achieved some small fame as a flutist, and she still possesses her mother's cherished flute. She lacks her mother's dynamic personality to be a travelling performer and might do better in a chamber orchestra.
69-72	Federol Balderack (N male dwarf expert 1) wears serviceable workman's clothes and would not appear the musician that he is, if not for the drums and cymbals he carries. Federol has a deep gravelly voice and a good sense of rhythm. He specializes in rhythmic chants and beats and often performs to motivate workers who perform repetitive tasks. He prefers socializing with working folk over the artsy crowd.
73-76	Daron Felwister (N male human expert 1) is always dressed in some sort of costume or disguise when first met. He is an expert make-up artist and costumer, useful for any theatre or circus and usually wears some prosthetic to look unique: horns, large nose, hunchback and so on. He enjoys surprising unsuspecting observers by hiding stage devices in his prosthetics to startle them with loud noises or gouts of flame.
77-80	Green-Eyed Del (CG male human bard 1) looks like your average travelling performer, complete with road dust and a mud-splattered cloak. Del gained his moniker from his intense emerald eyes which stare deeply at you as he tells his tales. He prefers to involve the crowd as much as possible, tossing props into the audience or allowing them to add details to the story which he extemporaneously blends into his tale.

81-84	Rond (CN male half-orc expert 3) wears plain, functional clothing and is always accompanied by his animals. He trains dogs, birds and small primates in a variety of tricks which they perform for appreciative crowds. He is also not above teaching his pets a few useful skills that might be used for shadier pursuits; such as pick-pocketing monkeys, fighting dogs or necklace-snatching weasels.
85-88	Sparrow (CN male human commoner 1) is a young boy with wide eyes. Dressed plainly and full of nervous enthusiasm, Sparrow desperately wants to be a famous performer. Unfortunately, he's not especially good at anything. He is a passable juggler and has an average voice. He has yet to find that spark where he shines brighter than others. At the moment, he hopes to attach himself to a theatre company, circus or roaming troupe in order to find the fame he craves.
89-92	Star-crossed Primm (CG/CE female gnome bard 2) appears as an average minstrel with a fair voice and shiny mandolin. Unfortunately, Primm is cursed with a split personality that murderously rears its head if she is ever heckled by children. When her other personality takes over, Primm executes a complicated scheme to murder the badly behaved children's parents. So far no one has pinned the murders on Primm, and indeed good-hearted Primm, unaware of her other personality, is devastated that a string of brutal murders seem to follow her wherever she goes.
93-96	Atius Minch (CN male human aristocrat 2) is dressed in an old, but fine suit with tails and suspenders. He is a skilled orator who adopts whatever local cause is at hand. Mobilizing the people with the fiery speeches of a demagogue, Atius often promotes violence until the establishment pays him to move on. The PCs may make good scapegoats, or allies, to his latest cause.
97-100	Tsia Xianan (LG female human bard 1/expert 2) is a trained courtier and expert in Ikebana. Ever polite, and dressed in the silk robes of her far-off homeland, she defers to whatever the customer wants, but has a sense of colour and skill with flower arranging that can evoke nearly any desired emotion in an audience. Indeed, many eateries or public houses catering to the rich often employ her skills to subtly influence their clients with her near magical talents.

TABLE C: MERCENARIES, SELLSWORDS & FREEBOOTERS

In most settings, skill with a blade is a valued commodity and as such is always in demand. The PCs will likely meet many mercenaries on their travels – perhaps some will join the party if the pay is good enough. Use this table to determine who they meet.

D%	
01-04	Ytor Pense (LN male human warrior 3) is a hedge knight in dented plate, mounted on a barded warhorse. His shield bares a black and blue chequy with a large yellow star in the upper left quarter. Ytor is a serious man who has been hired to find a half-orc, former soldier and murderer named Gryqo (see 05-08 below) and interrogates the PCs about whom they have seen on their travels.
05-08	Gryqo (NE male half-orc warrior 1) is a former soldier wanted for the murder of his commanding officer. He is dirty and frightened, nervously looking over his shoulder. If the PCs question him, he says a man named Ytor Pense (see 01-04 above) murdered his family and is now after him. If the PCs cross paths with Ytor, he asks they not reveal Gryqo's whereabouts or direction of travel.
09-12	Dalat Thunderrock (NE male dwarf warrior 2) is a dwarf with no left arm, having lost it at the elbow in a long ago battle. He is dressed in chain armour and carries a many notched battleaxe on his back. Dalat has no sense of right or wrong and is looking for anyway to get ahead. While he quickly sizes up the PCs as being too strong for him to attack, he offers to join them in hopes of robbing them in the future.
13-16	Handsome Fess (CN male half-elf warrior 2) is a young charismatic archer, and sometimes outlaw, in worn, mismatched finery. He is a good singer and flirts with attractive female PCs. He enjoys life immensely and is looking for his next experience, and some coin to purchase it. Duc died, and was raised from the dead, three years ago through the charity of friends. PCs carting a dead friend to a nearby temple, or hoisting a pint to the memory of a deceased friend, find a sympathetic ear in Fess who offers to contribute a few gold or buy the next round.
17-20	Dame Lenailia Pibnius (LN female human aristocrat 1/warrior 1) wears a breastplate covered in a tabard displaying her colours: a red dove on a field of blue. Her short brown hair is held in tight braids such that she can wear a great helm without problem. Lenailia is a loyal soldier to whatever country or lord whose lands the PCs travel through and is of noble birth, with her family having a long history of martial

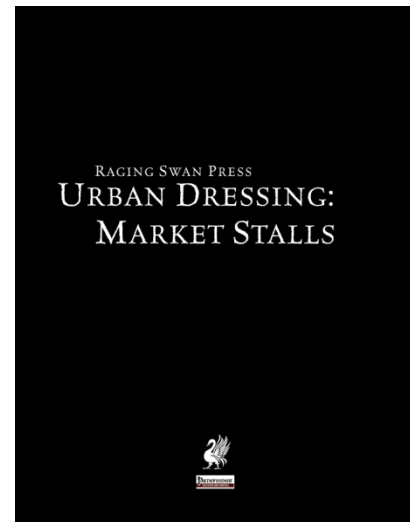
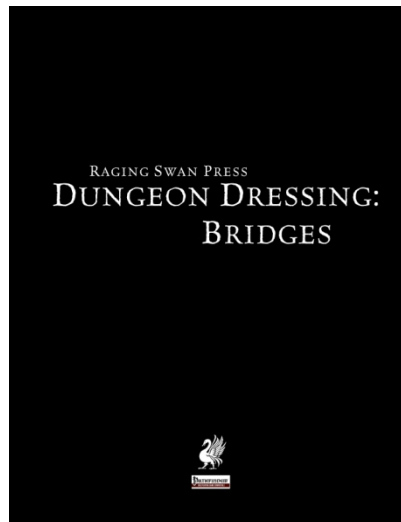
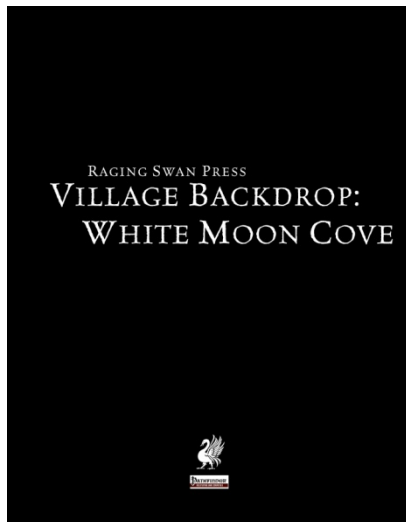
	service. She carries her father's masterwork longsword known as Unyielding Fidelity.
21-24	Brithe (LG male human commoner 1) is dressed as a postal rider or courier rides a skittish bay mare. Brithe is nervous as this is his first solo ride and he tries to avoid the PCs unless they hail him. If he is approached, he tries to keep a few yards of space between himself and the nearest PC, in case he should have to run. Brithe is unarmed and has a satchel full of letters.
25-28	Captain Millibom Darkwater (CN male halfling fighter 1/rogue 2) is dressed in a long blue coat with gleaming brass buttons. A bright red sash belts around his waist and large hat tops his head. The leader of a band of pint-sized smugglers, Captain Millibom is a gentleman's bandit with a sense of honour. He has no wish to harm anyone and prefers to avoid entanglements with the law.
29-32	Bre'al Speardotter (CN female human warrior 3) wears a fur covered chain shirt and carries a masterwork silvered spear and a shield displaying a roaring green dragon's head mounted on a bloody spear. Bre'al is a lusty northman with a love for battle, song and ale. She mocks those who drink wine as weak nursemaids not worthy to be called warriors.
33-36	Carek Mallen (LG male human warrior 1) is clearly new to the mercenary life. His studded leather armour looks freshly made and his mace and wooden shield have neither device, nor battle scars. He is hoping to become a rich mercenary and quietly attaches himself to more experienced soldiers, hoping to learn the trade by observing them.
37-40	Old Pon Stouthammer (N male dwarf warrior 3) is a solidly built dwarf of two centuries. The veteran of a dozen conflicts and house guard to near a dozen different families in his career, Pon has gathered enough coin to live comfortably but with no children seeks to pass on his advice and legacy. He carries Skullhammer, a +1 warhammer graven with dwarven runes of battle. If someone could prove their worth as a soldier, he just might pass the weapon on to them.
41-44	Lightning Haln Amenith (CN male half-elf fighter 2/ranger 2) is decked in a blacked chain shirt and sports two well-used short swords. Lightning Haln, is fast and deadly and has a dislike of goblinfolk. He has a sly grin and a wicked tongue, but can be stealthy when needed. He is skilled in dungeoneering and murder and can be hired, for the right price. He is trustworthy (to a certain extent) but suffers from wanderlust and rarely stays in one place long.

45-48	Chelyna (CN female elf druid [pack lord] 4) is never far from a pack of rambunctious hounds she treats as family. A skilled mistress of hounds, she makes an excellent trainer of animals for both hunting and war. Her quiet, angry personality and lack of regular bathing prevents her from socializing with humanoids much; which is just as she would have it.
49-52	Acelia Trinkt (NG female gnome expert 2) is a tinkerer specializing in security. She can build a pit trap, design a vault or tunnel under a wall. Dressed for work in small, tight dirty places where battle is likely, her talents are in demand both by noble lords protecting a castle and generals laying siege to one. With large, thick glasses, Acelia is friendly and used to the company of other soldiers more than polite society.
53-56	Alaria Brightdawn (LG female human paladin 1) rides forth, clad in plate, on a shining white destrier. At the behest of her church, she searches for a group of prophesied heroes that are supposed to save the world from a dire threat of the GM's choosing. She is direct and focused on her task.
57-60	Alatarriel (CN female elf fighter 1/rogue 1/wizard 1) skulks nearby, wrapped in a shadowy cloak. She is a contract killer, and at the GM's discretion one of the PCs resembles her target or they are on their way to meet her target.
61-64	Appleseed Puc (N male halfling warrior 2) is a young watchman walking his beat. An expert with a crossbow, Puc earned his nickname from his love of apple. If prodded, he entertains the PCs by tossing his apple high in the air before piercing it with a bolt.
65-68	Sir Kalis Angelstar (LG male human aristocrat 1/warrior 2) is dressed in shining plate covered in a white tunic displaying his device of crossed swords over a pair of feathered wings. Sir Kalis is a haughty nobleman and knight who is very conscious of social proprieties and expects others to do the same. Uncouth travellers draw his scorn and he avoids them at all costs.
69-72	Xa Ne (LN male human monk 3) is an aging foreigner with patchy white hair and eyes clouded with cataracts. With only a simple robe and a staff to lean upon, Xa Ne is in search of a student. He left his homeland after his last student brought great dishonour on his school by murdering a rival student.
73-76	Duc Lloliwhal "the Many Coloured" (CN male half-orc warrior 3) is wrapped in dozens of different coloured scarves and sports several jewelled rings, necklaces and earrings. He uses the scarves and jewellery as a distraction to conceal many different blades about his person. Rakish and flamboyant, Duc is always on the

	lookout for his next adventure. If none are at hand, a fine wine will have to do.
77-80	Captain Shiel Krintz (LN male human warrior 2) is a tired watch captain just coming off duty and heading home. If he sees obvious adventurers, he crosses the street to avoid them, as he knows such folk always cause trouble and he wants nothing to do with it.
81-84	Smithwhick Vandergooggin, Adventurer Extraordinaire (CG male gnome expert 2/warrior 1; Disable Device +12, Perception +12) is actually not all that adventurous. An expert in locks and traps, Smithwhick prefers to have safes or locked chests brought to him. If hired, he considers entering a dungeon to ply his trade, but only after it has been cleared out. He owns a pair of magical gloves that give him the trapfinding ability of a rogue and allow him to disable magical traps.
85-88	Twip and Pip Halanzo (both CG male halfling warrior 1) are a pair of identical twin brothers who have honed their fighting style to work together. To confuse foes, they dress alike and wear beards trimmed in the same style. They wield identical masterwork short swords.
89-92	Watchman Quarrells (CN male human warrior 2) is an unpleasant, rotund man with food and sweat stains on his uniform. He approaches the PCs with threats of jailing them for fabricated offenses they obviously didn't commit in hopes of getting a bribe from rich adventurers.
93-96	Geda (LN female dwarf commoner 1) is a particularly stout woman with a strong dislike for elves. With a plain appearance and no particular vocation, she moves from inn to inn earning coins arm-wrestling drunken louts or winning other tavern contests. If she is near an elf during a barroom brawl, she is sure to send at least one stool or mug towards "the pointy-eared flower muncher."
97-100	Beeks (CN male tengu fighter 2/rogue 5) cuts a distracting image: a man-sized crow dressed in brightly coloured clothing decorated with hundreds of ribbons and shiny baubles. With no self-control, Beeks runs from one glittery jewel to the next highly polished gold plate; all of which he tries to good-naturedly stuff into his pockets. Beeks is an uncontrollable whirlwind of chaos and thievery, that only slows if one manages to catch him. Even then Beeks is confused, rather than contrite, assuming if you wanted the shiny thing, you would never have left it locked in that chest, inside a vault, behind those wards, where he could so easily get at it. When encountered, Beeks is being chased by at least one city watchmen (use Appleseed Puc [61-64] or Captain Shiel Krintz [77-80] above).



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