

THE DAILY NPC: TOWNSFOLK

Every game needs NPCs. Within these pages you'll find 31 detailed NPCs ready to drop into your campaign. While designed for the Duchy of Ashlar and the city of Languard, they can, with minimal effort, be converted to virtually any game. This is a Patreon-exclusive product. Only members of Raging Swan Press's Patreon campaign get this product.

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CONTENTS

Credits	1
Thank You	1
Contents	1
NPCs-at-Glance	2
NPCs	3
Aapro Jutikka	3
Immo Kallas.....	3
Kaisa Saarelainen.....	3
Arvi Lempinen.....	3
Noora Toivas.....	3
Amisi Kerma	4
Lusia Puukko.....	4
Panu Kallas.....	4
Matias Arpia.....	4
Kauro Otra	4
Loviisa Koira.....	5
Ahvo Montaja	5
Aamu Salme	5
Ausk the Wild Wanderer.....	5
Eeva Kainu	6
Tuuli Kultra	6
Surnak Overhill.....	6
Jalmari Ehtaro	6
Kaleva Neuvo	6
Sirja Neuvo	7
Aatso Lemmäs.....	7
Albin Ehtaro.....	7
Severina Himottu	8
Juhani Aikamieli	8
Amare Larsa.....	8
Sohvi Kaukiainen.....	8
Albin Nousia.....	8
Ambro Ehtaro.....	9
Reiju Kylli.....	9
Aamu Ihalempi.....	9
Juhana Airikka.....	9
OGLV1.0A	10



NPCs-AT-A-GLANCE

NAME	CATEGORY	SUMMARY
Aapro Jutikka	Merchant	Craven, luckless merchant on the verge of bankruptcy.
Immo Kallas	Mercenary, man-at-arms	Respected warrior who dreams of leading his own mercenary company.
Kaisa Saarelainen	Misc.	Drunk, lonely widow.
Arvi Lempinen	Beggar	Bitter, one-legged beggar who was once a man-at-arms for a border lord.
Noora Toivas	Merchant	Imperious merchant who hates dealing with poor people even though she once lived in the slums.
Amisi Kerma	Warrior	Far from home, this fierce warrior-woman means to experience all the world has to offer.
Lusia Puukko	Peasant	Cheery peasant who through sheer handwork keeps her family from the gutter.
Panu Kallas	Cutpurse	Reluctant cutpurse forced to ply his trade for fear of what will become of his young son.
Matias Arpia	Peasant	In the confusing throes of adolescence, this boy is brash, belligerent and heading for a fall.
Kauro Otra	Guide	A borderline alcoholic, this strange man makes a living serving as a guide to adventurers visiting the city.
Loviisa Koira	Murderer & kidnapper	Betrayed by one of her gang, this serial criminal of the vilest sort is soon to flee the city.
Ahvo Montaja	Peasant	Seemingly with little to do, this man is often seen wandering the streets with his pet dog.
Aamu Salme	Peasant	Maid to a lord's lady, this mousy woman hears much high society gossip.
Ausk the Wild Wanderer	Adventurer	With a zest for life, wine and women this half-orc is a larger than life fellow.
Eeva Kainu	Peasant	This daughter of the slums is canny and fleet of foot.
Tuuli Kulta	Adventurer	This wizard seeks a learned sage to answer her questions.
Surnak Overhill	Merchant	This unfailing cheerful wandering halfling merchant deals in anything and everything.
Jalmari Ehtaro	Peasant	A trail of accidents trails in the wake of this friendly, but clumsy, boy.
Kaleva Neuvo	Weaver	Superlatively skilled this weaver's skill is much in demand.
Sirja Neuvo	Peasant	Tired, and ready for her bed, this woman is heavily pregnant and will soon have to give up work.
Aatso Lemmäs	Peasant	Recently recovered from a horrible wasting disease, this man yet appears as if at death's door.
Albin Ehtaro	Scribe & bookbinder	Skilled scribe and bookbinder who loves performing minor magics for children and the like.
Severina Himottu	Courtesan	This nobleman's courtesan dreams of marriage and elevation to the nobility.
Juhani Aikamieli	Merchant	Drunk, fat and wealthy merchant in a bad mood looking for an argument.
Amare Larsa	Baker	Frustrated at living and working in a strange place, this woman is ready to shout at virtually anyone.
Sohvi Kaukiainen	Woodswoman	Ill at ease in the city, this woodswoman wishes to conclude her business as quickly as possible so she can return to her beloved, tranquil home.
Albin Nousia	Fop & rake	Fop with an inflated sense of self-worth ready to defend his honour with his trusty blade.
Ambro Ehtaro	Bandit spy	Spy for a bandit gang, this warrior lingers by the main gate on the lookout for wealthy travellers leaving the city without enough guards.
Reiju Kylli	Carpenter	This skilled carpenter is keen to open his own business—and is looking for investors.
Aamu Ihalempi	Apothecary	Apothecary and herbalist, this woman serves those who cannot afford magical healing.
Juhana Airikka	Beggar & thief	Not all he seems, this beggar-thief is a consummate actor.

NPCs

AAPRO JUTIKKA

Craven, luckless clothier on the verge of bankruptcy.

Wearing worn–once fine–robes, this slender, stick-thin man has a worried look on his wan, drawn face.

Aapro Jutikka (CN middle-aged male human) has suffered a terrible run of bad luck and now owes a substantial amount to a ruthless loan shark.

Personality: Scared of the future—both of the shame of impending bankruptcy and the pain he will no doubt suffer when he defaults on his debt—Aapro is distracted and abrupt of speech (unless he suspects the possibility of a sale).

Mannerisms: Aapro licks his lips compulsively and chews on his upper lip.

Hook: Aapro is desperate to save his business, but is almost out of money. Most of his remaining stock is of little interest to adventurers, but he does have three bolts of blue silk. They are worth 20 gp each, but he needs at least 100 gp to pay off his debt.

IMMO KALLAS

Respected warrior who dreams of leading his own mercenary company.

This tall, muscular man is bald but sports a thick, well-trimmed red beard. His blue eyes are alive with intelligence, and his eyes never seem to rest. He wears chainmail, carries a longsword at his hip and moves with the grace of a skilled warrior.

Immo Kallas (LN middle-aged male human fighter 3) has been a man-at-arms for his entire adult life and takes his job seriously. However, he now hankers for a change and to be his own man.

Personality: Always calm under pressure, and unfailingly polite, Immo is a well-respected warrior. He is clearly intelligent.

Mannerisms: Immo rubs the top of his head vigorously when upset or stressed.

Hook: Immo is planning to retire and start his own small mercenary company specialising in guarding merchants and their wares or places of business. He has been saving his pay for months and has a decent supply of gold to start his new venture. He is looking for his first client.

KAISA SAARELAINEN

Drunk, lonely widow who thinks she recognises one of the PCs.

Short with a slight hunchback this elderly woman has a shock of shoulder-length white hair and brown eyes. She dresses well for a peasant and carries a full bag in her right hand.

Kaisa Saarelainen (NG old female human) is seemingly cheery. Popular in the local area she has many friends. She is better off than many of her neighbours, but is a widow; her husband died of a wasting disease a decade ago.

Personality: A borderline alcoholic, Kaisa is kind and generous. She loves reading and is surprisingly knowledgeable about a wide range of subjects. Kaisa is lonely—she misses her husband—but hides it well.

Mannerisms: When drunk, Kaisa is overly touchy with men, and laughs at the slightest provocation.

Hook: Kaisa has had too much to drink, and is momentarily confused and disorientated when she encounters the party. She thinks she recognises one of the PCs and strikes up a conversation.

ARVI LEMPINEN

Bitter, one-legged beggar who was once a man-at-arms for a border lord.

Clad in dirty rags, this wild-haired man has a wooden leg.

Arvi Lempinen (CN male human fighter 2) has lived on the streets for the past few years. An ex-soldier unable to earn a living he scratches out a desperate existence on the city's streets.

Personality: Bitter at being abandoned by his lord after he lost his leg in a border skirmish, Arvi is consumed by the search for more alcohol to dull the constant phantom pain in his left leg. When sober, he is a cunning manipulator.

Mannerisms: Adroit at hopping about on his wooden leg (when sober), Arvi is a nasty drunk given to vile language and threats of the most graphic kind.

Hook: Arvi is being tormented by a pair of street toughs, when the PCs encounter him. Alternatively, he could be the tormenter if he is drunk.

NOORA TOIVAS

Imperious merchant who hates dealing with poor people even though she once lived in the slums.

Wearing fine robes this woman is clearly wealthy. A heavy purse hangs from her belt.

Noora (LN middle-age female human) once dwelled in the slums. She parlayed her considerable skill as a seamstress into business success. She now owns a successful clothier's business and dresses the "great and the good" of the city.

Personality: Possessed of a forceful, determined character Noora has pulled herself out of the gutter through sheer willpower and hard work. She has no time for time wasters or slackers. She is fiercely loyal to her workers and always on the lookout for more wealthy clients

Mannerisms: Noora is not well educated—a fact she tried to hide—but slum slang still peppers her speech.

Hook: Noora is in the city on business. She is searching for more skilled workers and is visiting many clothing businesses to buy up samples of their wares; two servants—carrying bulging bags—trail in her wake.

AMISI KERMA

Far from home, this fierce warrior-woman means to experience all the world has to offer.

With porcelain-white skin and a fearsome array of tribal-looking tattoos decorating her face and neck, this statuesque woman stands out from the crowd.

Amisi (LG female human ranger 4) hails from a distant land steeped in legendry. An adventurous soul consumed by a lust for travel and adventure she has visited many places thought by unimaginative peasants and the ill-informed to be nothing but legend.

Personality: A restless dynamism lurks with Amisi's mighty thews. She does not like confined spaces and rarely ventures underground on her travels. She loves dancing and being outside. She also loves wine—and can put away a prodigious amount with no or little apparent effect.

Mannerisms: Amisi is seemingly ever in motion. It is rare she sits still for more than an hour or so. When she walks she does not dawdle; she strides with purpose; short-legged companions often have trouble keeping up.

Hook: Amisi is bored and wants to get back to travelling. She might strike up a conversation with the PCs about where they have recently been, or where they are planning to go next.

LUSIA PUUKKO

Cheery peasant who through sheer handwork keeps her family from the gutter.

Clad in peasant clothes, this woman carries a basket on one hip. Scraggly straw blond hair surmounts her thin face which is dominated by a prominent mole on her left cheek. She has a ready smile.

Lusia (NG middle-aged female human) has a large brood of children and a wastrel of a husband who has grandiose plans which never seem to come to fruition.

Personality: Well used to hard work, Lusia is aged beyond her years by the relentless toil she must undertake to keep her eight children fed and clothed. Outwardly cheery, she is close to a mental breakdown.

Mannerisms: Lusia almost always has a smile on her face; perceptive observers can see the falseness of it in her eyes. A smile—along with outward optimism and good spirits—is the way she keeps going.

Hook: Times are hard, and money is tight. Lusia approaches a PC to see if they need a cook, washerwoman or general servant (or maid for a female PC).

PANU KALLAS

Reluctant cutpurse forced to ply his trade for fear of what will become of his young son.

Tall and thin, this man has a pensive look on his plain, be-stubbed face. He wears ordinary street clothes, and a subtle air of desperation seems to hang in the air about him.

Panu (N male human rogue 3) recently fell foul of the local thieves' guild by operating in their territory without permission. Caught and fined a handsome sum by the guildmaster's lieutenants, he now works to pay off his debt. Sadly, the interest mounts daily, and the guild has taken his son to ensure the debt is paid.

Personality: Panu loves his son, and rages at the perceived injustice of his lot. Usually, a confident fellow, failure to pay his outstanding debt weighs heavily upon him. Patient and cautious by nature, he is getting desperate as he has not seen his son for two weeks.

Mannerisms: Panu rarely looks anyone in the eye; he is always watching the surrounds and making sure he has an escape route.

Hook: Panu tried to pick the richest-looking PC's pocket. He hopes to steal something valuable to finally pay off his debt. If caught, he breaks down in tears and confesses all.

MATIAS ARPIA

In the confusing throes of adolescence, this boy is brash, belligerent and heading for a fall.

Tall and bulky, this young man has short black hair and grey eyes. He walks with a cocky swagger.

Matias (CN young male human) is but fourteen years old but believes he is already tougher and more intelligent than almost everyone he meets. Matias has great potential and could be a skilled warrior or wizard—if a strong individual were to take him into service.

Personality: Matias is finding his way in the world and currently believes—essentially—that might equals right. While he does not go looking for fights he is eager to test himself. Matias is not stupid—in fact far from it—and does not challenge heavily armed adventurers.

Mannerisms: Matias speaks quickly, but is not eloquent. He enjoys a bout of friendly wrestling and is often (good-naturedly) fighting with his friends.

Hook: Matias can't wait to be in a barroom brawl and can often be encountered in bars and taverns waiting for fists to fly. He is not as tough as he thinks he is and quickly gets out of his depth in such a fight.

KAURO OTRA

A borderline alcoholic, this strange man makes a living serving as a guide to adventurers visiting the city.

With greying hair, deep bags under his eyes and a paunch this man does not exude an aura of health and vitality. He wears serviceable but obviously cheap clothes of unfashionable cut.

Kauro (LN middle-aged male human) knows the city better than most and is well known, but not necessarily well-liked, in a surprisingly varied range of establishments. A borderline alcoholic, Kauro is rarely abroad in the morning and prefers to work at night, when—in his mind—the city comes alive.

Personality: A pedant, with a wide range of trivia at his disposal, Kauro believes himself to be of above average intelligence. Whatever the truth of the matter, he lacks emotional

intelligence and has trouble understanding people's motivations and reactions.

Mannerisms: Kauro has a "distinctive", surreal sense of humour and often makes jokes few people understand.

Hook: Kauro approaches the PCs to offer his services as a guide. If his services are engaged, he exhibits a remarkable ability to guide the PCs to a wide range of taverns and the like.

LOVIISA KOIRA

Betrayed by one of her gang, this serial criminal of the vilest sort is soon to flee the city.

With short black hair oiled flat against her scalp, this lean, pale-skinned woman appears ill at first glance. Her brown eyes gleam with an almost unnatural light, and she moves with feline grace.

Loviisa (NE female human fighter 2/rogue 1) is a murderer and kidnapper of the vilest sort. She only goes abroad during the day swathed in a hooded cloak. She is currently making plans to flee the city for pastures new after she killed her latest victim—Aatami Lempo—the young son of Aarto Lempo (LG male human) a merchant of some worth. Aarto paid the ransom, but Loviisa couldn't be bothered to return his son. His small body was fished from the river a week ago, and she has been hiding ever since.

Personality: Odious and without mercy, Loviisa finds kidnap and murder easy to justify. She enjoys her work. She does not tolerate fools likely and often kills her cronies after a job.

Mannerisms: Loviisa does not blink; her stare is cold and utterly without compassion.

Hook: Seeking to leave the city, Loviisa is attempting to transform her wealth into portable gemstones and the like. She is patronising a store or stall dealing in such items at the same time as the PCs. Her be-cloaked appearance might arouse their suspicions.

AHVO MONTAJA

Seemingly with little to do, this man is often seen wandering the streets with his pet dog.

With thinning dark hair and a slight frame, this man totters along while a small dog scampers about his legs.

Ahvo (N old male human) does not like to stay at home. A restless spirit, he wanders the city as he goes about his daily tasks. He never seems to work but always has coin. Ahvo's pet dog is called Duke.

Personality: Gregarious and chatty, Ahvo is never in a rush and always keen to meet new people. Ahvo's favourite topic of conversation is himself and his many aches and pains—a subject that comes up more often than not. He is unaware that other people are busy and prolongs any given conversation as long as possible.

Mannerisms: Ahvo has a seemingly inexhaustible supply of snacks and nibbles in a small pouch; he liberally shares these with any dogs he meets.

Hook: Ahvo learns much of what is going on about the city while on his daily walks. PCs befriending him (eventually) hear a rumour every time they encounter him.

AAMU SALME

Maid to a lord's lady, this mousy woman hears much high society gossip.

Clad in servant's garb, and carrying a bulging bag, this small, mousy woman casts nervous glances at many of those she passes on the street.

Aamu (N female human) is often about some task or another; she carries messages to her mistress's friends, accompanies her on shopping trips into the city and more.

Personality: Aamu is shockingly indiscreet and loves nothing more than to gossip about the doings of the city's high society. She is shy and easily flattered. For all that, she is loyal to her lady, and would not willingly betray her.

Mannerisms: Aamu is timid and tries to occupy as little space as physically possible.

Hook: Aamu's mistress is playing a dangerous game and is flirting with joining a cult that has become "fashionable" in her social circle. Aamu has been sent to retrieve certain items from a questionable merchant. She doesn't know what's in the bag she is carrying, but it certainly smells mysterious.

AUSK THE WILD WANDERER

With a zest for life, wine and women this half-orc is a larger than life fellow.

This monstrously tall, bearded half-orc has a shaven head and neatly trimmed goatee. Large, curved tusks emerge from his bottom jaw. He wears travel-stained leathers and carries a sheathed bastard sword on his back.

Ausk (CG middle-aged male half-orc fighter 3) is an adventurer and sellsword who has wandered the world for almost two decades. Newly arrived on a merchant-ship, he has seen much in his travels and happily tells tales of his adventures to those who will buy him ale.

Personality: Ausk has his own brand of honour and always acts as he thinks best. He fears little except beings of apparent supernatural origin. Giving little thought for the future, he loves life and revels in the present.

Mannerisms: With a foul mouth, Ausk has an impressive command of curses and expletives.

Hook: Ausk is returning to his rented room with a new lady friend after a long revel at a local drinking den. Singing a rowdy drinking song with his new companion, Ausk calls on the PCs to join in.

EEVA KAINU

This daughter of the slums is canny and fleet of foot.

Skinny, and clad in a dirty knee-length robe, this young girl has unkempt blond hair and lively black eyes.

Eeva (N young female human) has lived in the slums since her fifth year when her fisherman father died in a boating accident, and her mother subsequently drank herself to death. Thus far, she has had a hard life.

Personality: Eeva is a product of her environment; she has grown up hard, cynical and untrusting of strangers. She's not evil, she just does what she must to survive—no matter the cost to others.

Mannerisms: Restlessness consumes Eeva, and she is rarely completely still—unless she is hiding from a pursuer.

Hook: The PCs encounter Eeva while she is being chased by a local fishmonger who spotted her stealing a fish from his stall. She hides behind the PCs and accuses the man of trying to do "unspeakable things" to her. She hopes to use the ensuing confusion, to escape.

TUULI KULTA

This wizard seeks a learned sage to answer her questions.

This beautiful woman wears a short, sleeveless robe exposing the elaborate and striking tattoos covering her arms. The designs depict weird and fantastic animals including dragons, griffons and so on.

Tuuli (CG female human wizard 4) is in the city to find a learned sage; she is an adventurer and recently saw a strange human-like bat figure swooping low over a ruined village at dusk. She has no idea what the creature was and is intrigued by the sighting.

Personality: Tuuli is drawn to the unknowable and inexplicable—this is a huge part of her love of magic and her desire to seek out adventure. She is dynamic and an individualist, but tries to do the right thing. Although friendly, she has learnt to reserve her trust for those that deserve it.

Mannerisms: Tuuli radiates confidence. She has an insouciant, appraising stare.

Hook: Searching for the sage Urmas Aalto's house, she stops the PCs to ask for directions. She is in no hurry, and happily shares a drink or chat with the PCs. She is particularly keen to talk with any other wizards in the party.

SURNAK OVERHILL

This unflinching cheerful wandering halfling merchant deals in anything and everything.

Immaculately dressed in quality travelling clothes, this slightly rotund halfling man has curly dark brown hair and brown eyes. An infectious smile plays across his face.

Surnak (LG male halfling) is a cheerful, industrious fellow who—perhaps because of his race—is often misunderstood by his customers. Surnak prefers to trade in luxuries—fur, fine wine and

strong spirits being his favourite. He has an extensive range of contacts among fellow merchants and wealthy customers.

Personality: Honourable, forthright and cheerful Surnak is, according to some who meet him, the exception that proves the rule about halflings. He is a gregarious chap and has a prodigious memory for names and faces.

Mannerisms: Slightly obsessed with his hair, Surnak carries a comb which he often uses to spruce up his appearance.

Hook: Often on the road, Surnak hears much of interest, and he is more than happy to share his news over a mug of ale or sumptuous meal.

JALMARI EHTARO

A trail of accidents trails in the wake of this friendly, but clumsy, boy.

Oblivious to his surrounds, this peasant boy wanders along barely able to see out from under a great mop of unkempt curly dark brown hair.

Jalmari (NG young male human) is epically clumsy; when he's around, things break. Jalmari has no malice, he doesn't mean to break anything, but—sadly—he is often off in his own dream world filled with fantastical adventures and doesn't pay attention to his surrounds.

Personality: Pleasant and surprisingly well-mannered, Jalmari has many friends in the locality. He loves playing elaborate make-believe games when he is not working. He has a deep fear of the supernatural.

Mannerisms: Slightly shy, Jalmari likes to hide behind his unkempt mop of hair.

Hook: Jalmari is poor and often has to work in temporary jobs to pay for the things he broke. Thus, the PCs could encounter him anywhere; and when they do, he'll probably break something!

KALEVA NEUVO

Superlatively skilled this weaver's skill is much in demand.

With short-cropped black hair that blends with his neatly tended beard, the stocky man wears baggy, ill-fitting clothes. A frown of concentration mars his face.

Kaleva (N male human) is a skilled weaver much in demand among the merchant class who often engage him to decorate the inside of their shops with beautiful tapestries and rugs. Kaleva's sister manages most of his business dealings as Kaleva does not understand money or what his designs are worth.

Personality: Kaleva is breathtakingly stupid. The only thing that matches his stupidity is his gullibility. Chatty, Kaleva will talk with almost anyone about anything.

Mannerisms: Kaleva speaks with a lilting, sing-song voice. He is never without his small notebook and often stops what he is doing to sketch a bird, street scene or something else inspiring.

Hook: Kaleva is such a skilled weaver several local wizards have begun to theorise his tapestries and rugs could be imbued with magical powers. One such wizard plots his kidnap and has minions watching the weaver to learn his routine.

SIRJA NEUVO

Tired, and ready for her bed, this woman is heavily pregnant and will soon have to give up work.

Shoulder-length curly dark brown hair tumbles down this pregnant woman's back. She has intelligent, inquisitive eyes.

Sirja (CG female human) is seven-months pregnant and becoming increasingly uncomfortable with her situation. Her husband recently disappeared, abandoning her and she must work long hours to support herself.

Personality: Friendly and inquisitive, Sirja works as a server in a nearby tavern. She is tired after a long shift.

Mannerisms: Sirja believes eyes are the window to the soul and maintains eye contact with those with which she speaks. Sometimes, she can hold eye contact a little too long, and men can get the wrong message.

Hook: Something—perhaps a dog chasing a cat—spooks a horse as it passes close to Sirja and it rears up on its hind-legs; she staggers back to avoid its flailing hooves and falls over. The owner quickly controls his mount, but Sirja has suffered a terrible shock. As she lies on the ground cradling her belly, the first contraction (of many) causes her to gasp in pain.

AATSO LEMMÄS

Recently recovered from a horrible wasting disease, this man yet appears as if at death's door.

Slender and wasted this man appears nothing more than skin and bone. His face is shrunken and dull red pockmarks mar his face. Deep bags lurk under his eyes.

Aatso (N male human) has recently been ill—very ill. This is the first time he has been outside in weeks, and he is still frail. His illness has stopped him working, and he has little wealth left to feed his family.

Personality: Consumed with hatred for the local clergy—they denied him healing magic because he could not pay—Aatso wants his revenge but is fatalistic—what can he do? A loving father to his three children he dreams of a better life for them. He also has a deep love of birds and dreams of soaring free high above the city like they do.

Mannerisms: Terrible, deep hacking coughs occasional wrack Aatso's body.

Hook: Aatso notices one of the PCs is a cleric of the religion he now hates. He accosts and loudly harangues the PC about the evils of their faith.

ALBIN EHTARO

Skilled scribe and bookbinder who loves performing minor magics for children and the like.

Partially bald, this short, old man sports a bushy beard that tumbles halfway down his chest. He wears a small velvet cap lowdown on his head.

Albin (N old male human wizard 1) once studied under a renown wizard but lacked the discipline and fortitude to progress in the wizardly arts. Although he failed to progress as a wizard, Albin developed a beautiful style of illuminating documents and is a sought-after scribe and bookbinder.

Personality: Bluff and hearty, Albin is always in a good mood. He loves his work and gains great satisfaction from a job well done. He is a homebody and has no interest in adventuring or furthering his magic powers with additional study.

Mannerisms: Albin speaks in a deep, booming and animated voice.

Hook: Albin loves to amaze children with his minor magics. The PCs spot him performing for a group of street urchins who gather around him yammering excitedly as he brings forth a variety of minor magical effects.



SEVERINA HIMOTTU

This nobleman's courtesan dreams of marriage and elevation to the nobility.

Slender and attractive, this woman wears a beautiful, tight-fitting black dress. A smile plays across her face as she unrolls a tightly wound piece of parchment and reads the message thereon.

Severina (CG female human) is the daughter of a semi-prosperous merchant who met her new lover when he was "slumming it" in Low City. Since then, her life has been a whirlwind of letters, stolen moments and secret meetings. Her mother knows something is going on but has thus far failed to get the truth from Severina.

Personality: While ambitious, Severina is a good person. She dreams of elevation to the nobility and has fallen for a married nobleman's honeyed half-truths. Genuinely in love with her secret lover, Severina is optimistic about the future.

Mannerisms: Severina's near-constant smile and occasional contented sighs broadcast to the world she is in love.

Hook: Severina's paramour has grown tired of her, and has realised she possesses certain letters that could cause him embarrassment, and some difficulty from his wife. He has hired several street toughs to retrieve the letters; they strike while the PCs are nearby.

JUHANI AIKAMIELI

Drunk, fat and wealthy merchant in a bad mood looking for an argument.

Ruddy-faced and portly, this middle-aged man has his thumbs tucked into his richly decorated belt. He wears the robes of a prosperous merchant.

Juhani (N middle-aged male human) deals in all manner of wines and spirits and has grown fat and wealthy from his business dealings. Influential behind the scenes in the city's nightlife he can break a high-class business by denying them access to the best drinks he has to offer.

Personality: Juhani has strong feelings on a wide range subjects, and—oddly—believes many people view him as a leader. Sadly, his belligerent nature and pretentious demeanour mean many of his acquaintances avoid him wherever possible.

Mannerisms: When arguing, Juhani uses expansive and aggressive body language—often wagging his fingers in the other person's face—to make his point.

Hook: Juhani is in a bad mood, and a little drunk, when he encounters the PCs. He orders the PCs to step aside—he is a prominent merchant after all. If they refuse, he remembers the party and badmouths them to other merchants of his acquaintance.

AMARE LARSA

Frustrated at living and working in a strange place, this woman is ready to shout at virtually anyone.

With dusky black skin and curly dark hair this tall, slender woman appears as exotic as the sumptuous feather-fringed red cloak she wears.

Amare (NG female human) is skilled in baking the sweet cakes and pastries of her faraway homeland. She has come here at the behest of a noblewoman who desired something extraordinary for her next ball.

Personality: Amare is a perfectionist and is growing frustrated in her hunt for the ingredients she needs for her creations. Consequently, her short temper is even shorter than usual.

Mannerisms: Amare rolls her eyes when angry and swears loudly at those displeasing her.

Hook: Amare is engaged in a blazing row with a spice merchant who has failed to find the rare herbs she needs for her pastries. She demands the return of her deposit, and the merchant refuses citing costs involving in look for the products she requires. The two might shortly come to blows.

SOHVI KAUKIAINEN

Ill at ease in the city, this woodswoman wishes to conclude her business as quickly as possible so she can return to her beloved, tranquil home.

Sporting short-cropped greying hair this slender, middle-aged woman moves with the grace of a much younger person.

Sohvi (LG middle-aged female human ranger 3) is only in the city to purchase some much-needed supplies for her isolated homestead. She does not like the city, its stench or its filth and finds the whole place unnatural.

Personality: Honest, but taciturn, Sohvi feels lost in a sea of grasping merchants, dishonest traders and rude townsfolk. Impatient she wants to conclude her business as quickly as possible. She is a resilient person, but pines for her hilltop home.

Mannerisms: Outwardly calm, Sohvi's burning eyes display her unease. She speaks economically and does not ramble.

Hook: Sohvi is carrying a pair of heavy, bulging sacks when a distracted peasant bumps into her. She drops the sacks, and the contents spill out onto the road.

ALBIN NOUSIA

Fop with an inflated sense of self-worth ready to defend his honour with his trusty blade.

Beanpole thin and wearing a stupid, overly large beret-style hat this young man is clearly trying to cut a dashing figure. Tight-fitting clothes and a rapier hanging at his belt suggest this fop could be more dangerous than he at first seems.

Albin (CG male human fighter 2) enjoys strutting through town in his fine clothes. He is particularly proud of his hat which he secured from a merchant recently return from a far-off port—soon

everyone will be wearing them. He would be devastated, if something were to happen to it.

Personality: Albin believes himself to be far more accomplished with a blade than he actually is; consequently an almost otherworldly level of confidence suffices his speech and mannerisms.

Mannerisms: Overly theatrical with his body language and mannerisms, Albin believes himself to be—and acts like—a courteous, gentleman of the streets.

Hook: Albin has just come to the rescue of an older man being hassled by a half-dozen street toughs. Things quickly escalate, and Albin finds himself hard-pressed. The old man cowers behind him and calls out for aid.

AMBRO EHTARO

Spy for a bandit gang, this warrior lingers by the main gate on the lookout for wealthy travellers leaving the city without enough guards.

With a fuzzy red beard and unkempt hair, a look of the wild hangs over this short, handsome man clad in dirty, travel-stained studded leather armour.

Ambro (NE male human ranger 1) is a bandit newly come to the city to watch the comings and goings of merchants and other wealthy travellers. He hangs about the city gates, seemingly taking his ease at a local tavern. If Ambro spots a likely mark, he rushes to his horse and rides for his companions who lurk without the city.

Personality: Greedy and without empathy for others, Ambro's moral compass—or lack thereof—perfectly suits his profession. He enjoys strong red wine, sharp cheese and female companionship. With good social skills and rugged good looks Ambro makes the perfect spy for his gang.

Mannerisms: Ambro licks his lips and rubs his hands together when thinking of easy pickings and his own enrichment.

Hook: The PCs spot Ambro taking more than a passing interest in a fat merchant and his retainers queuing at the city gate to leave for a distant town. The caravan has but a few guards and perceptive PCs spot Ambro obviously counting the men-at-arms.

REIJU KYLLI

This skilled carpenter is keen to open his own business—and is looking for investors.

Stocky and barrel-bellied this muddy-blond haired man carries a bag of carpenter's tools slung over one shoulder.

Reiju (CN male human) is a skilled carpenter much in demand. He does not specialise in particularly fine or ornate work; instead, he builds solid, long-lasting furniture, doors and the like. He's previously tried his hand at singing, running taverns and even portrait painting; carpentry is the only thing he's ever stuck at.

Personality: Slightly self-centred, Reiju can talk a good game and gets along well with almost anyone. A sycophant and a dilettante, Reiju is somewhat obsessed with his own social

standing and tries to portray himself as more successful and popular than he is in reality.

Mannerisms: Bluff and hearty, Reiju loves a good, strong handshake and loud greeting.

Hook: Reiju wants to secure a patron to back his new business—a custom door design shop. He knows adventurers have money and approaches the party to see if they'll invest.

AAMU IHALEMPI

Apothecary and herbalist, this woman serves those who cannot afford magical healing.

Plodding along this dumpy woman carries a bulging haversack over her left shoulder. She wears her brown hair in two long pigtails.

Aamu (LG middle-aged female human) is often traversing the city on the way to cure ailments, set broken bones and generally tend her charges. She is well regarded among the townsfolk. Her kind heart leaves her perpetually on the breadline, but many people owe her favours and look out for her wellbeing.

Personality: Unimaginative, but skilled, Aamu genuinely cares for her patients. The burning injustice of the rich being able to afford magical healing while the less fortunate must endure less efficacious methods of healing infuriates her. Often she charges much less than she should—sometimes accepting items in barter instead of coin.

Mannerisms: Aamu is slow to speak and carefully chooses her words. She says exactly what she means.

Hook: Aamu is being led to her next patient, by a near-hysterical child. The child's mother has recently fallen ill—perhaps with the plague—and the child is terrified of what might befall her family.

JUHANA AIRIKKA

Not all he seems, this beggar-thief is a consummate actor.

This beggar's stare is blank and vacant. He wears ragged clothes, and the grime of the street is upon him.

Juhana (N male human rogue 2) skulks about the city watching for ripe, unsuspecting victims for his criminal gang. A skilled actor, Juhana has developed several different "street" personalities.

Personality: Juhana doesn't like violence or confrontation, but enjoys stalking his prey. Intelligent—but not as intelligent as he thinks he is—he leaves the thuggery to companions better suited for such brutish practises. Juhana is also patient and stalks his prey for days on end before unleashing his fellows.

Mannerisms: A blank, vacant stare is Juhana's trademark. He can maintain it in almost any circumstance.

Hook: Juhana spots the PCs and follows them—he knows adventurers sometimes carry much portable wealth and often relax "hard" after their travails (and thus may be easy pickings). The PCs might spot Juhana and wonder why the beggar always seems to be nearby.

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