

FOLK OF DULWICH

The growing trade town of Dulwich looms over the Great Salt Mire in the Duchy of Ashlar. A veritable torrent of lumber from the nearby forest enriches its citizens' coffers and emboldens the growing merchant class. Dulwich's lord, Wido Gall, resists the merchants' efforts to topple his rule while coveting the nearby village of Longbridge. Both sides seek support from the followers of Conn, hoping to sway the newly appointed and young high priestess. Meanwhile, adventurers flock to the town's inns and taverns, preparing their own expeditions into the ruins hidden in the nearby Forest of Gray Spires.

CREDITS

Design: Creighton Broadhurst

Additional Design: John Bennett

Development: Creighton Broadhurst

Art: William McAusland. Some artwork copyright William McAusland, used with permission.

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted, in any form or by any means, without the prior permission in writing of Raging Swan Press or as expressly permitted by law.

©Raging Swan Press 2019.

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

To contact us, email gatekeeper@ragingswan.com

To learn more about Raging Swan Press, visit ragingswan.com

To learn more about Raging Swan Press on Patreon, visit [patreon.com/ragingswanpress](https://www.patreon.com/ragingswanpress)

CONTENTS

Credits	1
Contents	1
Foreword	2
Folk Summary	3
Folk of Dulwich	5
1: Aadam Hellikki	5
2: Terrera Ihalempi	5
3: Artak	5
4: Iisak Ihamuoto	5
5: Elina Kontio	6
6: Dorotea Kontio	6
7: Emmanuel Arpia	6
8: Kaapo Otava	6
9: Siiri Auvo	7
10: Aatso Ihalempi	7
11: Emmanuel Kontio	7
12: Reijo Vihas	7
13: Eevi Kupias	7
14: Lasse Asikka	8
15: Dorotea Ampuja	8
16: Kirsti Paaso	8
17: Klaus Arpia	8
18: Myvanir Sehiatyn	9
19: Ij Ano	9
20: Albin Koveri	9
21: Willithar Azarian	9
22: Klaus Ihamuoto	9
23: Matias Lemmäs	10
24: Elli Auvo	10
25: Brusi Ilakka	10
26: Lyyli Kotarikko	10
27: Otava Himottu	11
28: Kauanna Aldarrae	11
29: Mikko Ampuja	11
30: Aleksanteri Ihamuoto	11
OGL V1.0A	12





Welcome to the fourth Patreon exclusive Daily NPC book: *Folk of Dulwich*. In previous releases, we've covered townsfolk, adventurers-about-town and travellers on the road; this time we focus on those dwelling in the southern Ashlarian town of Dulwich. Just a few miles south of its walls lies the Forest of Gary Spires and the many ruins and haunted places said to lie under its boughs. Chief among such locales are the Shunned Valley of the Three Tombs and Valentin's Folly—the so-called Shadowed Keep on the Borderlands. (Both of which are detailed in Raging Swan Press adventures).

When I started this book, my players were confident they would soon be exploring Dulwich.

Would you be staggered to know that five weeks later, they've got nowhere near the place, instead being distracted by the village of Coldwater? Coldwater lies in the opposite direction to Dulwich—how they ended up there is a long, long story. You can check out gloomhold.com for the whole story, if you fancy a read as I post our session summaries on that site.

But as an aside, why are my players so easily distracted?

WHAT SHOULD I TACKLE NEXT?

Do you have a suggestion for an upcoming monthly theme, even if it is not NPC related? I'm pondering a series of Daily Treasure Chests or perhaps Daily Urban Locations. Alternatively, I might take a more detailed look at the prominent NPCs in some of Ashlar's villages. Let me know what you'd like me to feature by dropping me an email to the address below.

THANK YOU

Thank you for your epic support. Raging Swan's Patreon campaign enables us to do incredible things and I'm tremendously grateful you choose to be a part of it.

The NPCs herein provide you with the tools to bring them to life quickly and easily in your players' mind. However you use these NPCs, I hope this book makes running your campaign easier and less stressful. Good luck!

If you've got a questions, comments or suggestions about Raging Swan Press, drop me a line at creighton@ragingswan.com.

FOLK SUMMARY

	NAME	BASIC DETAILS	SUMMARY
1	Aadam Hellikki	N middle-aged male human commoner 1	Aadam works as a woodcutter in the woods to the south.
2	Terrera Ihalempi	NG middle-aged female human commoner 1	Terrera survived imprisonment by orcs to flee to Dulwich with her young son, Gregor, in the company of her occasional protector Artak (an orcish warrior of some repute).
3	Artak	LE middle-aged male orc fighter 4	Artak works for Wido Gall (the lord of Dulwich) and is suffered to dwell within the town's precincts.
4	Iisak Ihamuoto	NG young male human commoner 1	Iisak loves his job—except when it's raining or when children try to steal his sign; still, he's got pretty good at using it as a weapon.
5	Elina Kontio	NG female human bard 1	Elina composes poetry and songs while dreaming of fame, acclaim and a life of indolent luxury.
6	Dorotea Kontio	NG female human commoner 1	Dorotea staggers down the street. Four days ago, she was tending the grave of her dead mother in Languard's graveyard when a horribly wasted and smelly woman bit her.
7	Emmanuel Arpia	CN male human rogue 1	Emmanuel sells relics of Dulwich's past to adventurers and rubes alike. It's not his fault if "on occasion" the antiques and trinkets he sells aren't entirely legitimate.
8	Kaapo Otava	LG male human fighter 1	Kaapo serves in the town watch as a corporal and knows Dulwich's alleyways and lanes well.
9	Siiri Auvo	LN female human cleric [Conn] 1	Siiri worships at the Lawgiver's Hall but is growing increasingly worried about the power struggle gripping the clergy and the town.
10	Aatso Ihalempi	CN middle-aged male human expert 1	Aatso begs by the town gates in hopes of getting enough copper and—perhaps—silver, to fund his raging alcoholism.
11	Emmanuel Kontio	LN old male human expert 2	Emmanuel created beautifully illuminated books, title deeds and the like when he was younger, but fading eyesight has forced him to stop working.
12	Reijo Vihas	LN middle-aged male human expert 2	Reijo suffers from gout in his right foot and is in considerable pain.
13	Eevi Kupias	N female human wizard 5	Eevi stalks the street searching for the learned and renown sage Saini Alanen (who dwells in location 9 on the Dulwich map).
14	Lasse Asikka	CN male human fighter 1	Lasse masquerades as a member of the nobility but has humble origins as the second son of a wool merchant.
15	Dorotea Ampuja	N old female human expert 1	Dorotea enjoys considerable wealth from the carting business which she sold a decade ago, but also suffers from particularly bad health.
16	Kirsti Paaso	LE female human expert 2	Kirsti worked hard for her money, but not as hard as her workers.
17	Klaus Arpia	NE male human fighter 2	Klaus believes his red tricorn hat once worn by the legendary bard and pirate captain Vilimzair Aralivar.
18	Myvanir Sehiatyn	LG male elf wizard 2	Myvanir desires to travel south into the Gray Spires to investigate rumours of the ancient, forgotten ruins said to lie somewhere within the forest.
19	Ij Ano	NE male half-orc fighter 2/rogue 1	Ij breaks legs and arms for the Shadow Spiders—Dulwich's preeminent thieves' guild.
20	Albin Koveri	NE male human rogue 7	Albin stalks Dulwich looking for wealthy, gullible women to seduce, exploit and ruin.

	NAME	BASIC DETAILS	SUMMARY
21	Willithar Azarian	LG middle-aged female half-elf cleric [Darlen] 7	Willithar styles herself as an alienist, but her true purpose is deeper and more terrifying than any commoner could dare to understand.
22	Klaus Ihamuoto	NG middle-aged male expert 2	Klaus knows Dulwich and much of the surrounding area well and speaks several languages including Common, Halfling and Orcish.
23	Matias Lemmäs	N male human expert 2	Matias grumbles to himself as he carries a heavy bag of tools that is definitely—in his mind—getting heavier as he gets older.
24	Elli Auvo	LG female human wizard 1	Elli lusts after knowledge and is indefatigable in her quest for more; sadly, her frail constitution precludes much she would like to do in pursuit of that she values most highly.
25	Brusi Ilakka	N male human commoner 1	Brusi looks out at the world through largely uncomprehending eyes.
26	Lyyli Kotarikko	NE female human rogue 3	Lyyli loves a good mugging and is celebrating a particularly lucrative attack in which she scored almost fifty gold coins.
27	Otava Himottu	CG male human ranger 4	Otava staggers under the weight of a ludicrously oversized and overstuffed backpack filled with his worldly possessions.
28	Kauanna Aldarrae	CG female elf fighter 3	Kauanna moves with a fluid grace that is both expressive and controlled.
29	Mikko Ampuja	LN old male human expert 2	Mikko ponders a particularly pressing problem—what to do about his only daughter, Kustaava, who is quickly falling under the spell of a wastrel of the first order (Albin Koveri [see #20]).
30	Aleksanteri Ihamuoto	LG middle-aged male human expert 2	Aleksanteri creates beautiful objects crafted from all manner of metals.



FOLK OF DULWICH

1: AADAM HELLIKKI

Wearing dirty leathers, this burly, fair-skinned man has long brown hair and hazel-coloured eyes.

Aadam Helliikki (N middle-aged male human commoner 1) works as a woodcutter in the woods to the south. In Dulwich delivering a wagon load of lumber, he is eager to conclude his business and repair to a nearby tavern for refreshment before returning home to the cottage he shares with his young family.

Personality: A superstitious fellow, Aadam does not dare venture too far into the woods for fear of what dwells in its depth. A devoted follower of the Mother, Adam looks forward to the monthly fertility rites. (His wife is also deeply religious and encourages his participation; Aadam loves to share this fact in virtually any conversation touching on religion or the gods).

Mannerisms: Cautious around the wealthy, nobles and adventurers, Aadam doffs his cap when speaking with such august (or potentially dangerous) individuals. Aadam speaks slowly and deliberately.

Hook: Aadam knows many tales of the southern forest and the many strange creatures said to dwell therein. He knows where both the Shunned Valley and the so-called Shadowed Keep lie and guides interested adventurers to either location for the princely sum of 3 sp a day.

2: TERRERA IHALEMPI

This thin, middle-aged woman walks with her downcast eyes hidden behind scraggly brown hair. She wears the dirty clothes of a commoner.

Terrera Ihalempi (NG middle-aged female human commoner 1) survived imprisonment by orcs to flee to Dulwich with her young son, Gregor, in the company of her occasional protector Artak (an orcish warrior of some repute). Gregor's recent subsequent disappearance has nearly broken her. She now wanders the streets seeking word of her son.

Personality: Brutalised and beaten for well over a decade by her orcish captors, Terrera is timid and nervous. She particularly dislikes being in the company of large, brash men as they remind her of her foul captors.

Mannerisms: Terrera wrings her hands together when nervous—which happens a lot—and rarely looks people in the eye.

Hook: Terrera accosts the party and begs for news of her son. She fears he has fallen into bad company—perhaps joining the bandits lurking in the woods to the south—and fears for his wellbeing. She has nothing to offer the party in return for any help they offer—she hopes their good natures will prevail.

Trivia: Gregor (Terrera's son) is the newest member of the party in my Adventures in Shadow campaign. Gregor's player let me design his mother (the fool!)

3: ARTAK

Clad in the raiment of a servant of the baron, this swaggering grey-skinned warrior orc wears banded mail and carries a handaxe and longsword on his belt.

Artak (LE middle-aged male orc fighter 4) works for Wido Gall (the lord of Dulwich) and is suffered to dwell within the town's precincts. He is a well-known figure about town, although no one professes to know exactly what he does (or did) to earn his leave to remain.

Personality: Far more cunning and disciplined than a normal orc, Artak has lost none of his race's atavistic savagery or cruelty. He has grown accustomed to civilised urban life and has learnt to control his most aggressive instincts—he hasn't killed anyone in town ages.

Mannerisms: While in Ashlar or its surrounds, Artak is never without his tabard which shows the Gall family crest. He also carries a parchment signed by Wido Gall identifying him as a servant of the family who should not be hindered in any way. He flourishes the parchment at the first sign of danger.

Hook: Artak is always coming and going on his master's business. Often accompanied by men-at-arms he makes no attempt to get out of the way of itinerant adventurers.

Trivia: Gregor (Artak's son) is the newest member of the party in my Adventures in Shadow campaign. Gregor does not know why Artak is in Dulwich, but rest assured he's bound to bump into his father. Gregor's player let me design his father (the fool!)

4: IISAK IHAMUOTO

This spotty, lanky teenager carries a sign depicting a dancing bear wearing a frock, high above his head. As he approaches, the boy shouts, "Eat, drink and be merry at the Dancing Bear just off Steel Street".

Iisak Ihamuoto (NG young male human commoner 1) loves his job—except when it's raining or when children try to steal his sign; still, he's got pretty good at using it as a weapon.

Personality: Gregarious and loud, Iisak's job suits him perfectly, and he is a hard-worker. He loves meeting new people and is secretly thrilled by the glamour of adventuring. Iisak is in love with his employer, the retired adventurer Nurlon Rekunen (LG middle-aged half-elf male fighter 3), but dares not make his feelings known.

Mannerisms: Iisak generally appear self-conscious; his attempts at studied indifference are particularly disastrous. He speaks quickly as if he is in a race to get through whatever he is saying.

Hook: Iisak takes a liking to one of the PCs and follows the group around trying to get them to visit the Dancing Bear. His incessant shouting and suggestions could become annoying—particularly in the PCs are attempting to keep a low-profile.

5: ELINA KONTIO

Clad in a bewildering array of garments, some might charitably describe as eclectic, this attractive young woman has startling blue eyes and an easy, slightly vacant smile upon her face.

Elina Kontio (NG female human bard 1) composes poetry and songs while dreaming of fame, acclaim and a life of indolent luxury. Elina has an apartment on Amri Road and lives an unconventional life among the many other poets, artists and similar folk living on the street. She rarely leaves Amri Road, but when she does, she wanders seemingly without purpose searching for inspiration.

Personality: Elina is a kind, gentle soul who is more than a little naive about the world's harsh realities. She likes cats.

Mannerisms: Elina speaks in a soft voice unless she is singing or reciting poetry. She studs her conversation with snippets of rhymes and the like.

Hook: The PCs encounter Elina as she stands in the street watching clouds scud overhead. Unaware of the world around here, she appears transfixed as if—perhaps—under the effect of some fell enchantment.

6: DOROTEA KONTIO

This woman is ill; a grey pallor covers her face, and the slight smell of rot seems to emanate from her (or her clothes). She wears a thick cloak tightly wrapped around her body.

Dorotea Kontio (NG female human commoner 1) staggers down the street. Four days ago, she was tending the grave of her dead mother in Languard's graveyard when a horribly wasted and smelly woman bit her. Since then she has felt extremely unwell. Her husband, Ilja, is away working for Ossi Karppanen (leader of the town's influential lumber guild).

Personality: Dorotea is a loving and caring woman who is doing the best she can to carry on. She knows she is ill—and worries it is the plague—but she must still look after her young daughter, Lotta, and two sons, Äijö and Hilppa.

Mannerisms: Dorotea keeps her cloak tightly wrapped around her body to stop anyone seeing the horrible grey pallor covering much of her body.

Hook: A ghoul lurking in Dulwich's catacombs bit Dorotea when it emerged in search of food. Dorotea was lucky to escape but has subsequently been afflicted with ghoul fever. Without assistance, she will shortly succumb to the disease and rise as a ghoul. As she passes by the PCs, she doubles over and vomits.

7: EMMANUEL ARPIA

With a pencil-thin moustache and faded clothes of once fine aspect this thin, dapper gentleman carries a leather haversack over his shoulder.

Emmanuel Arpia (CN male human rogue 1) sells relics of Dulwich's past to adventurers and rubes alike. It's not his fault if "on occasion" the antiques and trinkets he sells aren't entirely legitimate.

Personality: Emmanuel is a born trader and will sell anything to anyone if the price is right (for him). Untroubled by such concepts as honesty or truth, Emmanuel has the gift of the gab. Single, and not looking for any encumbrances, Emmanuel is in constant motion and possesses a kind of nervous, contagious energy. He hates violence and always prefers to talk his way out of a problem.

Mannerisms: Speaking loudly and enthusiastically, Emmanuel is your best friend when he thinks you might be about to buy something. He likes to seal notable deals with a drink in whatever tavern is closest.

Hook: Emmanuel possesses one of Purho's finger bones (Purho founded the Lawgiver's Hall [location 2 on Dulwich's map] and is a revered local). It has been said (by Emmanuel), the owner of the finger bone will attract Conn's blessing. Emmanuel also has for sale various crude statues found in the Gray Spires (they weren't, and perceptive PCs notice they look surprisingly new) and a stuffed owlbear's paw said (again by Emmanuel) to bring luck to the owner. All his prices are negotiable.

8: KAAPOTAVA

A large handlebar moustache frames this man's handsome face. He wears mail and shield, has a longsword at his hip and carries a thick cudgel casually in his right hand.

Kaapo Otava (LG male human fighter 1) serves in the town watch as a corporal and knows Dulwich's alleyways and lanes well. Universally disliked by Dulwich's underworld for being virtually incorruptible he works long hours to keep the town's thieves, con artists and the like in check. He currently works the marketplace, and the chance of pickpocketed has dramatically reduced therein as a result.

Personality: Resolute, stern and inflexible Kaapo would have made a good paladin, but his humble, impoverished upbringing precluded such a path. Kaapo has great respect for people's property and hates thieves. He's also more than a little bit suspicious of adventurers—trouble seems to follow such folk like flies follow a dung collector's cart.

Mannerisms: Kaapo has a deep, booming voice and loudly clears his throat before issuing important statements.

Hook: Kaapo decides one or more of the PCs look a bit "dodgy" and wanders over to introduce himself. He offers them a guarded hello and proceeds to lecture them on the importance of following Dulwich's rules and laws.

9: SIIRI AUVO

Wearing the robes of a priestess of Conn, this woman carries a bulging sack.

Siiri Auvo (LN female human cleric [Conn] 1) worships at the Lawgiver's Hall but is growing increasingly worried about the power struggle gripping the clergy and the town. Siiri spends a lot of her time on Korpela Street helping the town's poorest citizens. There she is a popular figure who has even made some friends among the many pickpockets and thieves hanging around the area; she hopes to convert some of them and thus save their immortal souls.

Personality: Kind and welcoming to believers and non-believers alike, Siiri sees it as her life's work to help Dulwich's common folk live happy, prosperous and law-abiding lives.

Mannerisms: Siiri often brings food from the cathedral to the poor folk; she is always reaching into her sack to give a child an apple or other juicy treat.

Hook: If she encounters a fellow believer, Siiri quickly pours out her worries about the power struggle between the town's ruler—Wido Gall—and the guilds jockeying for position and power. She fears—as always—the poor and the vulnerable will be the ones to suffer the most.

10: AATSO IHALEMPI

Wearing ragged, dirty clothes and nursing the stump at the end of his right arm the old beggar is a pitiful sight.

Aatso Ihalempi (CN middle-aged male human expert 1) begs by the town gates in hopes of getting enough copper and—perhaps—silver, to fund his raging alcoholism. Barely 35 years old, Aatso looks to be at least 50. Once a skilled woodworker, Aatso lost his right hand in a horrible accident a decade ago and has been unable to work since.

Personality: Consumed by his alcoholism, Aatso will say and do virtually anything to get hold of more booze. In his lucid moments, he knows he has ruined his life and wonders what became of his wife and children. During these moments, he is inconsolable with grief and sorrow

Mannerisms: Aatso cradles his stump against his chest.

Hook: Aatso pesters the PCs for money and only gives up if threatened with bodily harm. If the PCs give him money, he remembers them well and accosts them whenever he sees them. Eventually, the PCs may see Aatso sober and learn more about his tragic past.

11: EMMANUEL KONTIO

Leaning heavily on a stout walking stick, this old, fat man shuffles down the street. His white hair and voluminous beard glimmer in the light as he moves.

Emmanuel Kontio (LN old male human expert 2) created beautifully illuminated books, title deeds and the like when he was younger, but fading eyesight has forced him to stop working. Now

he wanders the town, lost and rudderless without the discipline of work to keep him busy.

Personality: Emmanuel desperately craves to be useful and to help his family make ends meet. Sadly his eyes are not what they used to be, and he can't complete such intricate work as he once produced.

Mannerisms: Emmanuel is frustrated at being old, and can be short with people if he believes they are being impertinent or are asking stupid questions.

Hook: As he totters along, Emmanuel slips and falls to the ground. While he tries to get up, two predatory youths—clearly up to no good—move to “help” him. Unless the PCs intervene, Emmanuel is about to be mugged.

12: REIJO VIHAS

Ruddy-faced and bald this middle-aged man has a concerned look plastered across his face. He moves awkwardly, as if in pain.

Reijo Vihäs (LN middle-aged male human expert 2) suffers from gout in his right foot and is in considerable pain. Reijo likes fine wine and dining and is only now beginning to regret his choices. A wealthy wool merchant, he has contacts throughout the duchy.

Personality: Wealthy, but parsimonious, Reijo likes the finer things in life but doesn't like paying full price. He loves haggling and thinks nothing of driving down the price. He has a younger wife, he loves very much but worries she is only with him for his money. Reijo is perceptive.

Mannerisms: Reijo moves slowly and deliberately. He makes no sudden movements and grimaces in pain if he must stand up for too long.

Hook: Reijo is contemplating paying the clerics at Lawgiver's Hall (location 2 on Dulwich's map) to cure his gout, but is always on the lookout for a bargain. If one of the PCs is obviously a cleric, he totters up to the party to see if he can do a deal.

13: EEVI KUPIAS

With slicked-back black hair and a set, emotionless face this well-dressed, slender woman radiates attitude and aloofness.

Eevi Kupias (N female human wizard 5) stalks the street searching for the learned and renown sage Saini Alanen (who dwells in location 9 on the Dulwich map). Saini makes his library available to the public, and Eevi wants to consult several of the sage's historical treatise on the Forest of Gary Spires ahead of an expedition she is mounting to the area.

Personality: Eevi has grown accustomed—and weary—to the attentions of men who have ulterior motives. She is intelligent and motivated and looks down on those of lesser intellect (which is most people she meets). Fascinated by divinations and the powers of future-seeing she greatly desires to discover the truth about certain legendary seers mentioned in ancient texts describing the southern forest.

Mannerisms: Eevi is exceptionally skilled in controlling her outward display of emotion; thus her expression rarely betrays what she is thinking.

Hook: Eevi approaches the party for directions. She prefers to speak to another woman, but if another member of the party is particularly respectful—or obviously a wizard—she turns her attention to that individual.

14: LASSE ASIKKA

Attempting a look of studied nonchalance as he wanders this young man merely succeeds in looking awkward. He wears fashionable clothes of good quality and appears to have money.

Lasse Asikka (CN male human fighter 1) masquerades as a member of the nobility but has humble origins as the second son of a wool merchant. Lasse craves acceptance in Dulwich's high society, but his reputation as an indolent slacker hinders his upwards progress.

Personality: Lasse doesn't believe in work—it is beneath him and is too good to have a trade or anything so pedestrian. Lasse enjoys carousing and attending various social events on his family's behalf—even when not invited.

Mannerisms: Overly theatrical in his speech, gestures and emotion, Lasse speaks like he thinks a noble would speak.

Hook: Lasse believes he instinctively knows what is stylish and consequently is always out shopping for the latest fashion. He is running up considerable debts—debts his father will struggle to pay. Lasse takes a fancy to something one of the PCs is wearing and tries to buy it. Obviously, he doesn't carry money, but his father will pay...

15: DOROTEA AMPUJA

Immensely fat, and clearly frail, this elderly woman slowly shuffles along using two stout, highly polished walking sticks for support. Dressing in fine, but worn, clothes she has short grey hair and grimaces as she moves.

Dorotea Ampuja (N old female human expert 1) enjoys considerable wealth from the carting business which she sold a decade ago, but also suffers from particularly bad health. Most of Dorotea's ailments are in her mind; thus the clerics at the Lawgiver's Hall have failed to help her.

Desperate to cure her various ailments Dorotea has fallen under the "spell" of several shoddy apothecaries, conmen and the like. She spends much coin on cures, relics and crystals all to alleviate her symptoms.

Personality: Gullible and desperate for pain relief, Dorotea will believe virtually anything. As active as she can be given her "condition" she enjoys getting out and seeing old friends, and making new ones.

Mannerisms: Dorotea speaks in a strange, oddly high-pitched voice and uses simple child-like vocabulary.

Hook: Dorotea enjoys eating out and is often abroad at night (normally in the company of a servant or two). It is only a matter of time before she falls prey to a cutpurse or other ne'er-do-well; perhaps she is attacked as the PCs are nearby. She knows many people about town and could be a useful contact for the PCs, if they rescue her from a mugging.

16: KIRSTI PAASO

Plump and well dressed this smiling woman is heavily made up and wears fine robes trimmed with fox fur.

Kirsti Paaso (LE female human expert 2) worked hard for her money, but not as hard as her workers. Kirsti owns a lumber business and is an influential figure in Dulwich. Her employees do not enjoy good wages or good living conditions; Kirsti pays what she can get away with—after all, money in their pocket is not in her pocket, and there are always more workers.

Personality: Ruthless, but law-abiding, Kirsti lusts for money above all else, because with money comes power—power to bend others to her will and power to live the life to which she is entitled. Kirsti loves the fine things in life—wine and food chief among them. She does not feel guilty that many of her workers can barely put food on the table—she believes in will power and self-determination; it's not her fault they choose to work for so little.

Mannerisms: Smug at her good fortune and business acumen, Kirsti is normally smiling. A master of small talk, she is adept at saying much without saying anything of note.

Hook: Kirsti is accosted by a ragged man who screams at her about his starving family and her total lack of conscience. She initially brushes the man away, but when he moves to strike her, she calls for help. (After this incident, Kirsti hires several tough bodyguards to keep the riff-raff away).

17: KLAUS ARPIA

Wearing a faded, over-sized red tricorn hat, this short, stocky and muscular man stands out from the crowd.

Klaus Arpia (NE male human fighter 2) believes his red tricorn hat once worn by the legendary bard and pirate captain Vilimzair Aralivar. Klaus loves his hat, and he is never without it.

Personality: Klaus believes he is a ferocious hard-man. Although he is a skilled warrior, Klaus has never witnessed the savagery of a frothing, berserk orc and has no real understanding of how violent the world can be. Still, he acts and dresses the part of a veteran warrior well. Klaus thinks he is a natural leader and craves the acceptance and praise of other skilled warriors. Klaus loves music and wishes he had a good singing voice, but sadly he does not.

Mannerisms: Klaus speaks in a low, gravelly voice and often frowns (to make himself look tougher and meaner).

Hook: Sizing up the party, Klaus swaggers up to the toughest-looking PC and introduces himself. He tries to ingratiate himself with his target and quickly begins to tell tales of his own heroics. Any story the PC tells reminds Klaus of a similar event in his life that was just slightly more exciting or daring.

18: MYVANIR SEHIATYN

This tall and slender elven man wears fine-cut robes suitable for town life, but wildly impractical in the wilderness. His black hair is neatly tied in a ponytail, and his face is untroubled by any signs of ageing.

Myvanir Sehiatyn (LG male elf wizard 2) desires to travel south into the Gray Spires to investigate rumours of the ancient, forgotten ruins said to lie somewhere within the forest. Wealthy and parsimonious, Myvanir is gaining a reputation about town both as someone interested in ancient tomes of lore and someone who drives a hard bargain.

Personality: Myvanir is patient and although he wants to travel south, he knows the ruins aren't going anywhere. He can afford to wait until he has amassed sufficient information and companions to guarantee success. Myvanir is also a cautious fellow and doesn't like surprises. Highly intelligent, he is slightly aghast at Dulwich's noise and filth.

Mannerisms: Haughty, and confident elvish ways are far superior to those of humans, Myvanir pauses before speaking to members of lesser races—after all, he doesn't want to waste his time in pointless conversation or confuse people with facts they cannot grasp.

Hook: Myvanir learns a new group of adventurers is in town and seeks the PCs out to learn more about them. He is particularly keen to meet other elves and to form an all-elf company. Alternatively, if Myvanir learns the PCs have ancient books or artefacts for sale he seeks them out to learn more.

19: IJ ANO

Grey-skinned and muscular this hulking half-orc wears clothes barely big enough to contain his frame. His small, red-rimmed eyes glare at anyone getting too close.

Ij Ano (NE male half-orc fighter 2/rogue 1) breaks legs and arms for the Shadow Spiders—Dulwich's preeminent thieves' guild. Loyal to the Spiders, as long as they keep paying him, Ij is one of the guild's most feared enforcers.

Personality: Ij delights in his reputation and enjoys the savagery his role affords. Ill at ease in anything resembling polite company Ij has the instincts and reactions of a predator. He rarely stops to think and never apologises.

Mannerisms: An avid and enthusiastic drinker, Ij often suffers for his second-favourite hobby (his most favourite is breaking people's limbs). When hungover, he speaks in a gravelly whisper.

Hook: Ij is hungover and in a bad mood. When he encounters the party, he pushes through them and refuses to apologise if they object.

20: ALBIN KOVERI

Clad in finely tailored clothes of the latest fashion, this handsome man struts along displaying himself to all who would gaze upon his magnificence. With long brown hair, sparkling blue eyes and a strong, manly chin dusted with stubble this man is sure to turn heads.

Albin Koveri (NE male human rogue 7) stalks Dulwich looking for wealthy, gullible women to seduce, exploit and ruin. A cad and a bounder, Albin is a wastrel of the first order always on the lookout for the next pot of (someone else's) gold. Recently arrived in Dulwich from Dunstone, Albin is already cutting a swath through Dulwich's society.

Personality: Obsessed with himself and too good for—shudder—a job, Albin views the rich women of Dulwich as his harem. Handsome, charming and eloquent, Albin is more dangerous than he seems. A master manipulator, and a skilled bladesman, Albin is no stranger to violence, although he favours a dagger in the back to a fair fight.

Mannerisms: Albin affects a slight lisp and overly theatrical body language, but these are but an act to beguile his prey.

Hook: Albin "accidentally" bumps into a lady on the street and knocks her over. Seemingly devastated he leaps to her assistance, helping her up and immediately offering to escort the lady home or to buy her a present to make up for his clumsiness.

21: WILLITHAR AZARIAN

With short, severely cut black hair and a lean frame this middle-aged half-elf woman wears the white and gold robes of a priest of Darlen.

Willithar Azarian (LG middle-aged female half-elf cleric [Darlen] 7) styles herself as an alienist, but her true purpose is deeper and more terrifying than any commoner could dare to understand. Willithar believes some ancient, terrible and ineffable doom hangs over Ashlar and its folk. She further believes this doom manifests itself as madness and psychosis among the weaker-willed members of the populace. Thus she hunts down the insane to save both them and Ashlar from this terrible doom. Sadly, many of those she tries to save die due to Willithar's unorthodox methods.

Personality: Single-minded and utterly devoted to Darlen, Willithar has walked her self-imposed path for decades. She is prepared to make hard decisions and to sacrifice the few for the many. The weight of many such choices rest heavily on her soul, and she is becoming harsher and wearier every year.

Mannerisms: Willithar has no filter; she is forthright, honest; she says exactly what she means—which some people find disconcerting.

Hook: Willithar hunts for those afflicted with madness when she encounters the PCs. She is searching for a particular person—Esteri Sotijalo (see Travellers on the Road #12)—and asks the PCs if they have seen her. If in the subsequent conversation she detects the possibility of madness or psychosis in the PCs she switches her attention to them (but she won't forget Esteri).

22: KLAUS IHAMUOTO

Trim and well dressed and sporting a carefully-tended short, black beard this man wears an open smile on his face.

Klaus Ihamuoto (NG middle-aged male expert 2) knows Dulwich and much of the surrounding area well and speaks several languages including Common, Halfling and Orcish. A useful and

trustworthy dragoman Klaus is available for the princely sum of 1 gp a day to act as an interpreter and guide.

Personality: Pleasant and likeable Klaus prides himself on both his local knowledge and his ability to get on with almost anyone. He enjoys meeting new people and is gregarious. Able to deal with a certain level of hardship if travelling, Klaus is also a hard bargainer. He knows his worth and isn't afraid to ask for it.

Mannerisms: Klaus has a firm handshake and often claps people on the back—sometimes in a somewhat patronising fashion.

Hook: Klaus isn't particularly brave and won't enter obviously dangerous adventuring locales, but he does know where several such places lie. If the PCs search Dulwich for a guide, Klaus' name inevitably and quickly emerges. Klaus has an array of high-quality travelling gear for use with his job.

23: MATIAS LEMMÄS

Grey hair about his temples, and a belly straining over his belt, speak both of this middle-aged man's life-experience and over-indulgence. He wears dirty clothes and carries a heavy bag of hammers, saws and other tools.

Matias Lemmäs (N male human expert 2) grumbles to himself as he carries a heavy bag of tools that is definitely—in his mind—getting heavier as he gets older. Competent and focused, Matias is an expert carpenter.

Personality: Matias's previous excesses are beginning to catch up with him. Not as physically fit as he once was, his ageing unduly consumes him—he is frustrated and unhappy. Thus, his temper is getting shorter. Supremely knowledgeable about wood he can go on for hours about the characteristics and uses of different kinds of wood.

Mannerisms: Matias often rubs the small of his back and moans about the weight of his tools.

Hook: Matias is on the lookout for a young, strong apprentice and may be interviewing such a person when the PCs encounter him. Alternatively, if one of the PCs is particularly youthful, Matias might offer them a job. When the PC refuses, Matias is offended—after all, what's wrong with carpentry as a career?

24: ELLI AUVO

Slender and pale-skinned this young woman clad in plain, but fine clothes, looks as fragile as a delicate statuette. She clutches several books to her chest.

Elli Auvo (LG female human wizard 1) lusts after knowledge and is indefatigable in her quest for more; sadly, her frail constitution precludes much she would like to do in pursuit of that she values most highly.

Personality: Elli is a stubborn, determined individual who is capable of great focus, when her ill health allows. Ferociously intelligent, she values knowledge over all things and only pursues magic when it helps her reach her goal. She is beginning to realise she might have to focus more on her magic and has begun reading voraciously on the subject.

Mannerisms: Elli moves slowly, stopping often to breathe deeply. Sometimes, coughing fits wrack her slender frame.

Hook: Elli's ill health frustrates her greatly and she is always on the lookout for magical remedies. She is particularly desirous of permanent magical items that could help her ward off ill health and, when she encounters the PCs, is tracking down a rumour that a retiring adventurer is auctioning off such an item.

25: BRUSI ILAKKA

Tall, bulky and craggy-faced this big man wears a bandanna on his head and a look of bemusement on this face.

Brusi Ilakka (N male human commoner 1) looks out at the world through largely uncomprehending eyes. Brusi suffered a mysterious swelling of the brain while a child and has been simple ever since.

Personality: Childlike and trusting, Brusi has no guile or duplicity within him. Clouds, birds and singing particularly delight him. His voice is high-pitched for a man of his size and rugged appearance and he has only the loosest grasp of personal hygiene and other complicated matters.

Mannerisms: Brusi always seems to be looking up at the sky, with a look of wonderment on his face.

Hook: Brusi sometimes recites verses and poems in his singsong voice that are wildly out of place for a man of his intelligence and social standing. Sometimes the poems are in a strange language, and some people have begun to believe Brusi may be a seer or prophet. When the PCs encounter Brusi he is looking skyward and babbling in a foreign language. Perhaps, one of the PCs understand what he is saying and is intrigued—maybe Brusi's pronouncement is linked to their next adventure.

26: LYYLI KOTARIKKO

Carrying a thick coat in one hand and a full flagon of ale in the other, this woman has a huge smile plastered across her face. A mass of scar tissue mars her throat.

Lyyli Kotarikko (NE female human rogue 3) loves a good mugging and is celebrating a particularly lucrative attack in which she scored almost fifty gold coins.

Personality: Ruthless, but not an idiot, Lyyli views violence as a tool to be used sparingly (as she is keen to avoid a hanging). Abused as a child, she trusts a handful of people and does not make new friends easily. Lyyli is adept at hiding her emotions and rarely lets her hair down.

Mannerisms: Lyyli is self-conscious of the scars about her neck (inflicted by her mother pouring boiling water over her). She normally hides them under a large scarf or the like.

Hook: Lyyli is celebrating her latest mugging when she encounters the PCs. At that moment, the target of the mugging happens to pass by and recognises Lyyli. He pounces on her and a brawl ensues. Lyyli—of course—loudly professes her innocence.

27: OTAVA HIMOTTU

Carrying a stuffed, over-sized pack this red-haired man is dirty and travel-stained. He leans on a stout quarterstaff and wears a longsword at his left hip.

Otava Himottu (CG male human ranger 4) staggers under the weight of a ludicrously oversized and overstuffed backpack filled with his worldly possessions.

Personality: Otava is restless, and near-constantly on the move. A deep desire to see, "what's over there" drives him to wander the land in search of new people, places and experiences. Otava is also a hoarder and carries as much as possible with him. Friendly and chatty Otava enjoys meeting new people.

Mannerisms: Compulsively interested in new things and people, Otava's favourite questions are, "Why?" and "Tell me more".

Hook: For some reason, the party intrigues Otava and he strikes up a conversation. He wants to learn as much about the adventurers as possible and could talk for hours, if given half the chance. PCs speaking with him at length might be rewarded with interesting rumours or facts about somewhere they will soon visit.

28: KAUANNA ALDARRAE

A beautifully intricate tattoo of a dragon wreathed in fire and smoke writhes up this elf's right arm and across her chest.

Kauanna Aldarrae (CG female elf fighter 3) moves with a fluid grace that is both expressive and controlled. Trained in several ancient elven arts of combat, Kauanna had come to Dulwich in search of her father, Pyvanel Aldarrae who was last seen in the town. Pyvanel disappeared into the depths of the Gray Spires, with a band of companions, about five decades ago. Her mother's recent death has awoken a deep desire within Kauanna to discover her father's fate.

Personality: Kauanna is a skilled warrior but prefers to resolve her problems through diplomacy and talk; only when confronted by obvious evil or a real threat to her own life does she voluntarily strike to kill.

Mannerisms: Kauanna speaks slowly and deliberately in a beautiful sing-song voice. She moves like a dancer.

Hook: If the PCs are obvious adventurers, Kauanna approaches them to see if they know something about the Gray Spires that she does not. If the party plans a trip into the wilderness, she asks to accompany them.

29: MIKKO AMPUJA

Tall and skinny with sparse, receding hair this old man has a look of intense concentration on his face.

Mikko Ampuja (LN old male human expert 2) ponders a particularly pressing problem—what to do about his only daughter, Kustaava, who is quickly falling under the spell of a wastrel of the first order (Albin Koveri [see #20]). Mikko, a wealthy merchant, fears for both his fortune and his daughter (but not in that order).

Personality: Obsessed with his legacy, Mikko dreams Kustaava will take over his business and use it found a duchy-wide trading empire. Parsimonious and obsessed with details, Mikko is not skilled at reading other's emotions, and is lost about what to do about Kustaava infatuation with Albin.

Mannerisms: Mikko speaks quietly in a crackling whisper. When discussing his "problem", he seems embarrassed and unsure of himself.

Hook: Desperate to solve his problem, Mikko is considering "other means" to rid himself of Albin. Recognising the PCs as adventurers—and knowing such folk are comfortable with violence—he offers them 200 gp to rough up Albin.

30: ALEKSANTERI IHAMUOTO

Podgy, bearded and wearing soot-stained clothes, the middle-aged man is clearly a blacksmith.

Aleksanteri Ihamuoto (LG middle-aged male human expert 2) creates beautiful objects crafted from all manner of metals. Aleksanteri is one of the most skilled blacksmiths and weapon smiths in Dulwich, and some of his creations are so exceptional they can be enchanted. Unsurprisingly, his work is in high demand among the town's wealthy.

Personality: Meticulous and methodical, Aleksanteri works slower than other blacksmiths, but the results are worth it. He loves it when a patron shows interest in his work and he can't resist explaining every aspect of the job to anyone foolish enough to visit his workshop on Steel Street.

Mannerisms: Aleksanteri speaks slowly; only when discussing his craft does emotion creep into his voice.

Hook: The PCs witness Aleksanteri being accosted on the street by a chain-clad warrior. The warrior begs Aleksanteri to craft him a battleaxe, and gets violently angry when Aleksanteri refuses because he already has too much work on.

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE: Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.

Open Game License v1.0a. Copyright 2000, Wizards of the Coast Inc.

System Reference Document: ©2000, Wizards of the Coast, Inc. Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game. ©2008, 2009, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder RPG Bestiary. ©2009 Paizo Publishing LC; Author Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook and Sip Williams.

The Book of Experimental Might. ©2008, Malhavoc Press; Author: Monte Cook.

Tomb of Horrors. ©2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content by TSR.

Town Backdrop: Dulwich. ©Raging Swan Press 2017; Author: John Bennett.

Folk of Dulwich. ©Raging Swan Press 2019; Author: Creighton Broadhurst.

To learn more about the Open Game License, visit wizards.com/d20.

Product Identity: All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

Open Content: Except material designated as Product Identity, the contents of *Folk of Dulwich* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of Creighton Broadhurst to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988.

