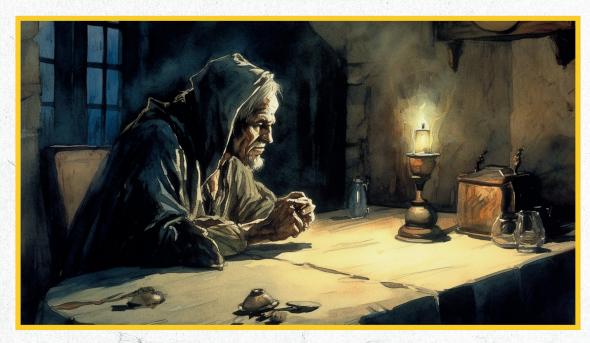
## FRIENDS TURNED FOES

"You must see now that there was simply no other choice. It was me... or you."



- 1. [Mardwen Overhill] A shaky old mapmaker {halfling} who loves gifting incomplete maps to young heroes and encouraging them to go out and make their fortune filling in the gaps {terrorized in her sleep by a night hag who will only lift the curse if Mardwen lures delicious heroes to her to feast on}
- 2. [Bert "Hardboiled" Dimstove] The dim-witted grandson [human] of a beloved alchemist who is doing their best to keep their family's potion shop open while still following his grandparent's tradition of giving away healing potions to those in need [offered large sums of coin to give the heroes poisoned potions of healing]
- 3. [Dalpi] A sticky-fingered street urchin [elf] who is constantly stealing things to gift to heroes who he begs to accompany on their adventures [can be easily tricked by the party's enemies into unknowingly helping them set traps or sabotage the heroes]
- 4. {Ric Stoneturner} A soft-hearted private detective {human} with a habit of saying yes to the low-paying or "unsolvable" cases their more successful colleagues would turn down {is hopelessly in love with someone one of the heroes has a developing or existing relationship with}
- 5. {Amelia the Boiled} A pacifist plague doctor {human} who insists on testing her experimental antidotes on herself rather than others because she took an oath to "do no harm" {is starting to lose her mind and believes adventures are the reckless new "plague" of the realms}
- 6. [Fondly] An empathetic tattoo artist {tiefling} whose memory-woven magical tattoos will continue to grow and cover your body the more you think about them {a beloved family member of theirs who they've sworn to always look out for is an enemy of the party}

