

## Villagers

This sheet provides a number of villagers for your players to encounter, most with some sort of hook attached.

**The Markus Family** – This family of sheep farmers has made a comfortable life for themselves, even this close to the wilds. Headed by Amar and Yasmine, they are a large family with eight children, and they have managed to grow their flocks year after year. All has been well until this year in fact. Recently some creature has been coming from the woods and taking some of their sheep. At the same time, their youngest child, Amara, began having night terrors. They don't think there is a connection, but they haven't found more than tiny smears of blood from their missing sheep.

**Janice Hawkin** – Janice is an older widow. Her children are grown, and she makes her living making bread and gathering herbs. She also does a little midwifing, if more established midwives are not available. Her husband died almost four years ago, and since then she has begun being courted by the local blacksmith, but she has so far resisted his efforts. It's not that she doesn't like him, but she fears her husband's ghost, which has begun to haunt her.

**Laure Ennvi** – The youngest child of the Ennvi family, she has inherited the smallest and least productive plot of her father's land. Knowing this, she has been trying to get into horse breeding, as she has enough land to pasture a half dozen horses. She has two mares for now, but she has recently paid the local lord to breed them with one of his warhorses. This has taken all of her money, and she's been forced to live on what she can gather from the woods. Her siblings refuse to help her, calling her a foolish dreamer. But she knows that just a couple of well bred foals can make her farm for her.

**Grend** – Grend is an orphan, his family dying in a fire when he was four. He was raised by an ekderky cousin, who was nice, if distant. They died when he was 15, leaving him a small cottage, but no land. He has since become a woodcutter, and though only 18, is as broad and strong as men much older. He has grown to love the woods, spending more and more time there, even when not working. He recently discovered a small shrine out in the deep woods, and he has taken to leaving small trinkets there, though he couldn't explain why. And his dreams have become...strange.

**The Kerrick Family** – The Kerricks have always served at the castle, as long as can be remembered. In years past one even served as Houndmaster. These days though most of the family either work as servants in the kitchen, or out in the stables looking after the lord's horses. Times are a little harder now, the new lord is a bit more tight fisted, but the family gets by. There is little they don't know about the castle, as many of its secrets have been passed down generation to generation, like where the secret passages are, or who is a bastard of who. It's secrets like these that have kept them in jobs for over a hundred years now.

**Isren 'the Squire'** – Isren's father once saved the life of Sir Navren while serving in the militia. As thanks Sir Navren vowed to take on Isren as his squire. Unfortunately the good knight died before Isren could finish his training. And no other knight was willing, or wanting, to take on a peasant born, half trained squire. So the lad had to return home, his one great chance turned to ash. He's grown now, but he's never forgotten what it was like to serve, and what it felt like to hold steel in his hand. The village mockingly calls him the Squire, which makes him ever more bitter.