

## **Citizens of Bardum - NPC Descriptions**

### ***Victoria Hallion - Barkeep***

Victoria Hallion is a half-elven woman in her mid-twenties who runs the Bristleboar Inn, the inn and tavern in Bardum. She recently inherited the tavern after her father disappeared while escorting a trade caravan, and has been running the bar almost by herself for a few years now. She puts on a cheerful facade for the townsfolk she serves, though it's clear that her father's recent death is still weighing heavily upon her.

### ***Jericho Hallion - Former Barkeep***

Jericho Hallion was the former owner of the Bristleboar Inn inn and tavern in Bardum. A kind man, he always took in townsfolk from the cold, often giving up his own room when the tavern was overbooked during the wintertime. He was extremely generous, and when there weren't enough escorts for a trade caravan before the winter set in, he volunteered immediately. He disappeared on that journey, never to return to Bardum. The tavern was then entrusted to his daughter, Victoria. He has been missing for six years.

### ***Luke Splitfang - Bar Employee***

Luke is one of the rare half-orcs that reside in Bardum. Despite his large stature, he is a careful man of few words. Those words he does speak are in broken common, a byproduct of his seclusion from others for most of his childhood outside of Bardum. After Jericho's disappearance, Luke volunteered to help Victoria run the Bristboar Inn, and manages the bar while she is in the kitchen.

### ***Tomrind Embross - Blacksmith & Guard***

Tomrind runs the smithy in Bardum and provides the town with essentials to build and repair housing, animal pens, gates, and other things. He is also responsible for equipping the town guard, outfitting each member personally with armor and a weapon of their choice. He boasts a massive stature of nearly nine feet in height, and his gruff voice would frighten any that did not know how kind of a man he really was beneath the scales and teeth. He has taken many children in as apprentices throughout his time in Bardum, providing them with life skills needed to help their families.

### ***Yoren & Jiselle Calibrae - Farmstead Owners***

Yorin and Jiselle Calibrae own Bardum's largest farm and are essential in providing the town with food year-round. Yoren's family has owned the Calibrae farm for three generations, and Jiselle married into the family eight years ago. Together, they have two sons named Jared and Kael who will inherit the farm when they are old enough to work.

### ***Glade Calibrae - Farmstead Owner***

Glade Calibrae, or "Granny Cali" as she's known to most of Bardum's townsfolk, is the oldest woman currently living in the hamlet. She is Yoren's mother, and inherited the farm from her father after a particularly harsh winter four decades ago. Her husband passed away when she was pregnant with Yoren, and yet she continued to till the farm for Bardum's citizens to make sure they didn't go hungry as the weather worsened.

Some say they want to erect a second statue in the town's market in her honor, while others (mostly children) believe she might be a witch.

### ***Duke & Briar Evershade - Farmhands***

Duke and Briar are the only remaining members of the Evershade family, and work on the Calibrae farm. Their parents died five years ago during another of Bardum's viscous winters, but they still try to maintain their happy disposition despite their loss. When around the younger members of the village, they can be quite the pair of troublemakers and get into all types of mischief.

### ***Devon Rotherford - Leader of the Guard***

Devon is a mysterious aasimar man who arrived in Bardum two decades ago, but only took up the mantle of Guard Captain recently. Wise beyond his years, he is a man of few words and strict morals. After the death of Bardum's previous guard captain at the hands of one of the forest beasts, Devon seems to hold a very particular grudge for the creatures of the night.

### ***Candella Yvette - Cleric of Amerus***

Bardum's resident healer, Candella arrived in the town only six years ago, but has been invaluable to its residents ever since. She is an avid follower of Amerus, and when she is not using his holy magic to mend wounds and cleanse sicknesses, she offers solace in short sermons that she gives in the comfort of her own home. During the wintertime, she travels from house to house with a boiling kettle of water and passes out tea to Bardum's denizens to stave off the cold. Very little is known about her origins, as she tends not to speak of her life outside of Bardum's walls.

### ***Farris Swan - Market Overseer***

Farris Swan was a long time friend of Jericho Hallion's, having arrived in Bardum around the same time he did. While he worked in the Bristleboar Inn for some time, he transitioned to setting up and managing the marketplace for Bardum. He has become a sort of financier for the town, and handles all trade that goes in and out of the hamlet each year.

### ***Karolina Faust - Master of Horse***

Karolina is a fiery woman who runs Bardum's stables and also serves as the messenger-woman for the townsfolk. Her family has been breeding horses in Bardum for several generations, almost as long as the Calibrae family has been running their farm. In addition to her stallions and mares, she also houses a considerable amount of carrier pigeons that the town can use to send missives to other settlements in Obron.

### ***Vester Augrin, Scellia Tontah & Wyn Salfield - Town Guards***

Vester, Scellia, and Wyn have been members of Bardum's town guard for several years, and are the most well-trained of Bardum's militia. They are the eldest of their families and spend most of their time on the night watch. During festivals, you can probably hear them hooting as they share drinks with one another and get into all sorts of trouble when Devon isn't watching.

### ***Aspen Venetis - Farmer***

Aspen came to Bardum several decades ago in their twenties as a caravan guard. They had sustained an injury on the trip that forced them to stay behind in the hamlet to convalesce, and they eventually decided to

stay permanently. They married Isadora just shy of twenty years ago, just after she began to show signs of being pregnant with Phaedra. The half-elf has an easy smile and a good work ethic, and dotes fiercely on each of their children.

#### ***Isadora Venetis - Farmer***

A long-time resident of Bardum, Isadora was born a root farmer, has lived as a root farmer, and fully expects to die as one too. She's practical and very willing to speak her mind whether she has been asked or not; some, including her spouse, find the habit charming but others think she could do with a little more self-control in social situations. She had some training from the last captain of the watch but she hasn't had much call to exercise those skills in some time.

#### ***Marcus Venetis - Delinquent***

A serious young lad constantly in trouble for brawling, usually seen with bandages on his knuckles and some kind of lingering injury on his face. His parents have tried a multitude of methods to curb his aggressive tendencies from an apprenticeship with Tomrind to a period of watch training with Devon, but nothing has calmed his fighting spirit yet. It's no secret that calling Marcus's sister "cursed" in his presence is a good way to lose a few teeth.

#### ***Kirk Venetis - Farmhand***

A stark departure from his older brother's violent disposition, Kirk is a practical boy of few words. He works hard, both on his family's farm and elsewhere in the village if asked politely, and is willing to offer insight beyond what a thirteen-year-old boy would typically give when prompted for advice.

#### ***Phaedra Venetis - Farmhand (Sickly)***

The eldest child of the root-farming Venetis family, Phaedra is a sickly young woman who relies on magic to carry out the physical labor of working among her family, as well as providing the service of mending clothes to the hamlet. It is rumored that the reason she is so frail is a curse from Dastus laid on her for the sins of her parents.

#### ***Nithmine Seirki - Apothecary***

Nithmine runs an apothecary out of the first floor of her Bardum home. Quiet and reserved, she is known for her knowledge of healing herbs and potions and is often sought out for cures to everything from headaches to broken bones. She frequently works alongside Candella in the colder months when sickness becomes both more common and more deadly. Due to how cluttered her home is with potted plants and alchemy equipment, she travels to her patients to deliver her creations rather than inviting them into her own space. Nithmine arrived in Bardum about fifteen years ago with a few others after her trade caravan was attacked.

#### ***Zetaya Amira Pherae-Azar - Guard & Brewer***

Zetaya is a fair and lithe woman of elvish descent with long scarlet hair that nearly reaches the ground and striking amber eyes. Beautiful by most standards, she is a jovial and open person. Since her arrival in town

8 years ago she's slowly grown out of the shell formed by the trauma of her trip and done her best to be helpful to everyone in Bardum. A part of the town watch, it's known that Zetaya wields some magic though more often than not she uses it to add flair to the stories she enjoys telling. She keeps herself busy at times making beer for the town to help keep them happy and warm.

***Aslaug, Last of the Spirit Walkers - Muscle for Hire & Helping Hand***

Aslaug is a tall, muscular woman of half-elvish, half-human descent who arrived in Bardum nine years ago in the back of a trade caravan. She is often adorned with traditional trinkets and charms of her people and her skin is adorned with paint and scars that she has gathered over many years. When she arrived in Bardum, she was grief-stricken and alone, but eventually began to interact with its people with the help of Devon. Despite her harsh past, she is kind, but quiet, and often chooses to remain on her own unless she is sought out for tasks that suit a woman of her strength and size.