



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 {terrified 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}



