

Age Of Worms Adventure Path - Diamond Lake NPC Tables

Table 1-A. Generic NPC Encounters (roll d100)

- 01-04. Member of cult of Wee Jas from middle of the lake
- 05-08. Member of Bronzewood Lodge outside of town
- 09-11. Member of Twilight monastery outside of town
- 12-30. Native of Diamond Lake (random profession)
- 31-54. Named NPC, roll on Table 2
- 55-70. Mine worker
- 71-75. Thugs who work for one of the mine managers
- 76-79. Traveler (i.e. merchant, random trade good or profession)
- 80-84. One of 24 workers at the smelting house
- 85-99. One of 4 guards working at Able Carter Coaching Inn
- 90-95. One of 7 apprentices to Osgood
- 96-00. One of six grey elves (male and/or female) that work with Moonmeadow

Table 1-B. Emporium Encounters (Roll d20)

- 1. 1d4 mine workers here to see freak show
- 2. Mine worker here to visit the Veiled Corridor and has saved up quite a bit to do so
- 3. Halflings of Curlyfoot party staying at Able Carter here for freak show
- 4. Deputy Jamis here to visit Veiled Corridor
- 5. Balabar Smenk with attaché of guards to visit Veiled Corridor
- 6. Thug of Balabar Smenk here to find latest gossip to relay back to Balabar
- 7. Mine worker who feels he has a special trick to join the freak show
- 8. 1d4 men from garrison who are hoping to visit veiled corridor without word getting back to rest of garrison
- 9. Prominent merchant who comes to Diamond Lake to buy from mine managers
- 10. Khellek, looking for female companionship for the night in Veiled Corridor
- 11. Tyrol Ebberl, here to seek the freak show at night
- 12. Sheriff Cubbin paying a visit to Zalamandra to ask how things are, and maybe stay for a spell upstairs
- 13. Lanod Neff, discussing matters with 1d4 merchants and showing them about town
- 14. 1d4 travelers from Greyhawk looking to check up on mines
- 15. 1d4 merchant guards looking to watch freak show
- 16. Rogue of Olidimarra looking for a romantic evening upstairs
- 17. Wife or girlfriend of mine worker looking for romantic inspiration from fortune told by Chezbet
- 18. Mine worker who has a crush on Chezabet looking to get yet another fortune telling
- 19. Sadistic follower of local Cuthbert (random day job) who comes to watch Tom Shingle the contortionist do 'painful things' to himself
- 20. Rastophan and/or Todrik here for freak show

Table 1-C. Feral Dog Encounters (roll d20)

1. 1d4 unemployed denizens who reside at Jalek's Flophouse
2. Halflings from Curlyfoot party staying at Able Carter looking to watch dog fight
3. 1d6 mine workers here to drown their sorrows
4. 1d6 members of caravan delivering odd goods to Diamond Lake
5. Tirra, looking to challenge some men to games
6. Khellek (1-2 on 1d4) or Auric (3-4 on 1d4) looking for Tirra
7. Benazel, trying to sell a potion to a dog owner to enhance it's performance
8. Fester Trollump, having caught a wild animal and looking to sell it into a fight
9. 1d4 dog handlers talking it up and looking to run a match
10. Merchant looking to establish trade and supply Feral Dog with his brand of alcohol
11. Lanch Faraday looking to witness some barbaric dog fighting
12. 1d4 sadistic members (with assorted day jobs) of Cuthbert's flock looking to see animals attack each other since they enjoy the sight of injury/pain
13. Kullen, along with Rastophan, Todrik and Merrovinn
14. Deputy Jamis and 1d4 guards, looking to spot a reason to expect a bribe
15. Sheriff Cubbin and 1d4 guards, looking to spot a reason to expect a bribe
16. Jierian, looking to find someone entering or leaving whom he can guilt into coming to service
17. 1d4 members of garrison who for whatever reason, don't frequent Spinning Giant with other garrison members
18. Rontabont Mur, from Blackstone, too cheap to go anywhere else
19. Durskin, by self in corner, smelling of urine and alcohol, here to drink cheap
20. 1d4 thugs looking to pick a fight with an easy target

Table 1-D. Spinning Giant Encounters (roll d20)

1. 1d6 garrison soldiers relaxing while off duty
2. 1d4 garrison soldiers looking to meet up with other garrison soldiers
3. Tolliver Trask, with 1d6 garrison soldiers brought here to celebrate an occasion (birthday, promotion)
4. Dietrik Cicaeda, here with 1d6 garrison soldiers
5. Benazel, trying to increase his market for potions, selling them to garrison folk for when they may encounter lizardfolk or other creatures during patrols
6. Dobrun Trent, sitting quietly
7. Melinde, here because she is given a hard time for always going to Lazare's, discussing finer points of swordplay with garrison folk
8. Merris Sandovar, perhaps discussing recent discoveries with others
9. Mikkela Venderin, discussing a recent patrol with garrison folk
10. Trovost Skunt, eager to pick on any non-garrison folk
11. Valkus Dun, discussing the duty of the garrison men to watch over Diamond Lake
12. Tyrol Ebberl, discussing some of his rare weapons or other fabled weapons of all time with garrison folk
13. Venelle, quietly accepted by the others, but not socializing with anyone
14. Velias Childramun, quiet, not drinking alcohol, making sure noone gets into trouble
15. 1d6 travelers or merchants who are unaware Spinning Giant is mostly garrison folk, who are quietly ignored by garrison men
16. 1d4 rowdy thugs of Balabar who are fairly new in town and don't know to avoid garrison turf, end up causing some kind of confrontation
17. 1d4 adventurers passing through Cairn Hills, whom a drunken garrison soldier makes some comments to and potentially causes a confrontation (50% chance)
18. 1d4 teenage town locals, looking to join the garrison and building an inside connection
19. Bard with no home, looking to write a tale of heroic deeds, passing through Diamond Lake and checking out Spinning Giant to see if anything is within (50% chance to get talked into performing on stage)
20. 1d4 performers from Greyhawk Bardschool, passing through Diamond Lake as part of regular tour, plan to perform on stage (and know the crowd, picking something exhibiting heroic deeds and fighting enemies)

Table 2. Detailed NPCs (roll d100)

1. Allustan	Distinguished brother of Lanod, wizard from Free City and so called 'smarted man in Diamond Lake', protects brother's position. Was apprentice to Manzorian in Greyhawk but left due to too many politics amongst wizards. Philosophical, book-smart.
2. Amelliante	Old friend of Luzane's mother who watches her estate, female sorcerer uses wand of magic missiles, is paranoid and sees a dagger in every shadow
3. Ariello Klint	Halfling sorcerer who wields displays of fire at Emporium
4. Auric	Human gladiator wears leather girdle with haunting female face (champion's belt of Free City Arena) and fancies self as leader of trio of adventurers that includes Khellek and Tirra
5. Balabar Smenk	Most ambitious and manipulative mine manager in town, hopes to monopolize mining in town by forcing others into bankruptcy. A coven of hired goons surrounds him at all times, and rumors say he has powerful friends in Greyhawk.
6. Benazel	Talkative half-elf alchemist and wizard oversees smelting, makes minor fortune selling potions
7. Bitris Ruthek	Female dwarf council from Greysmere works with Dulok
8. Chaum Gansworth	Youngest and most cautious mine manager in town, sympathizes to Luzane to join her and Gelch vs Balabar. Currently refuses to take sides as he is pragmatic and unsure of any current play.
9. Chezabet	Alluring woman who reads fortunes at Emporium
10. Constance Grace	Top earner at Midnight Salute, in pay of Lanod Neff and passes information up for blackmail fodder, unlikely to survive the month
11. Curlyfoot Party	Band of seven halflings from Elmshire staying at Able Carter
12. Dannath	Daughter of Lazare reminds her father of her mother and her loss due to Diamond Lake politics
13. Deputy Jamis	Right hand man of Cubbin, eminently bribable and subtly hostile, likes the way things are in Diamond Lake
14. Dietrik Cicaeda	Middle aged chief cartographer, sole legal authority regarding issues of land ownership, his maps and journals are highly valuable, inner circle of Tolliver
15. Dobrun Trent	Lieutenant of third of garrison, male half-elf
16. Dulok Blitzhame	Dwarf that leads group from Greysmere that purchases iron ore, often dines with Lanod Neff and is a strong friend of Ragnolin (not knowing his relationship with Ebon Triad)
17. Durskin	Retired marine who lives on deck of his boat and smells of urine and is covered with fleas
18. Ellival Moonmeadow	Regular gambler at Lazare's known as "The Prince" since he is a minor noble of Celene. Aloof and sees other mine managers as vulgar. Blonde, well-dressed, keenly intelligent yet reclusive. Two cooshees named Kanemar and Tatae.
19. Fester Trollump	Permanent guest at Able Carter Coaching Inn, who traps badgers and sells pelts to noble named Henway during monthly trips to Greyhawk, tries to keep a low profile
20. Filge	Deranged necromancer holed up in observatory, with pet owl familiar named Merrowahn, wears a bird skull on leather strap around neck, uses syringes on self as potions
21. Galuth Grobadore	Male dwarf councilor from Greysmere works with Dulok
22. Garavin Vesst	[DECEASED] Former mine manager, bankrupted by Balabar and died last year, branded employees (among them Kullen, Rastophan, Todrik and Merovinn)
23. Gaspar	Thin, balding man with upcurled moustache works at Emporium as attendant
24. Gelch Tilgast	Dominant mine manager ten years ago, but has given up position to Balabar as he got older. Currently puts enormous effort into building alliance against Smenk that includes Luzane.
25. Golot	Half orc brute who ensures people pay who lodge at Jalek's
26. Lanod Neff	Governor mayor, lecherous, eager to solidify power and keep mine managers in line, exerts will through Cubbin
27. Guld Tortikan	Chef at Hungry Gar thinks he is best cook in town
28. Hameneezer	Hard working cleric who manages day-to-day affairs of church of Cuthbert, almost always found within
29. Jalek	Halfling who runs cheap, seedy lodging, lives in apartment on roof and is rarely seen
30. Jierian Wierus	Bombastic orator, cleric of St Cuthbert, endlessly preaching common sense, honesty and self sacrifice with over-the-top delivery, reinforcing a life of suffering is good
31. Khellek	Balding, dark-haired human wizard wears high collared red cape, fastened with skull clasp, member of Seekers, an shady organization of corrupt archaeologists and

- adventurers, is in town to seek out missed chambers in local cairns. Frequents Lazare's for relaxation.
32. **Kullen** Albino half-orc barbarian, leader of Balabar Smerk gang, known for legendary rages, carries a burly magical greataxe. Frequents the Feral Dog for relaxation.
33. **Kurlag** Imposing half-ogre bouncer of the Emporium
34. **Lanch Faraday** Half-elf, brutal portly ostler of Lakeside stables prone to moodswings, oftens takes it out on horses, bribes Cubbin to stay off his back
35. **Lazare** Owner of Diamond Lake's most cultured nightclub, a cozy gaming parlor, exudes quiet sense of class, former dragonchess champ from Greyhawk, used winnings to purchase a mine with family, but failed in political game, selling mine to Balabar. Wife died during this struggle.
36. **Luzane Parrin** With recent faltering of mine yield, clings to a hopeful relationship with Chaum. Inherited mine from her mother as one of town's preeminent mine managers. Husband died two years ago mysteriously, during time when Balabar was courting her (despite her marriage).
37. **Manlin Osgood** Coarse, unfailingly polite human with bald head and walrus-like moustache, always remembers a customer's name and greets them with a hearty handshake and slap on the back, forges works with distinctive "O"
38. **Melinde** Female paladin, charming priestess who hopes to one day run Diamond Lake chapel, with no hurry to assume the responsibility acting as Dun's closest advisor. Reputation as excellent with her sword, she excels at dragonchess and can frequently be found at Lazare's. Takes on all challenges and craves excitement. Red-haired, wears white and blue robes over a slim suit of chainmail.
39. **Merovinn Bask** Bald, ill-tempered wizard can't believe debts forced him into servitude, views each day as disgrace, very rude, carries mwk crossbow, known to use wand of enfeeblement, color spray, sleep spells and has pet weasel named Rascal
40. **Merris Sandovar** Scout lately of Bronzewood Lodge, inner circle of Tolliver
41. **Mikkela Venderin** Lieutenant of third of garrison, female human
42. **Montague Marat** Proprietor of traveling sideshow that joined Emporium, abandoning Diamond Lake three years ago, but leaving behind a dozen employees
43. **Nogwier** Cleric of Obad-Hai laeds Bronzewood Lodge
44. **Purple Prose** Ravishing female elf proprietor of house of Midnight Salute, stresses discretion amongst her workforce, is practical
45. **Ragnolin Dourstone** Dwarf of formerly impeachable ethics, now under sway of Ebon Triad, left home 50 years ago after intentionally collapsing part of family mine at Greysmere. Greed drove to establish several mines around Diamond Lake and success attracted the Triad who forced him to provide access to one of mines for silence about his part in the intentional mine collapse.
46. **Rastophan** Wiry goon from southern swamps, long blank hair hands over eyes making him look sullen, rarely speaks, is guided by Kullen, dual wields l.sword/s.sword, wears magic chain shirt
47. **Rontabont Mur** Copper miner from nearby Blackstone who has come to talk to Gelch Tilgast, boorish self-interest and whining, may come into conflict easily with others, staying at Able Carter
48. **Shag Solomon** Quaggoth "wild man" from northern pine forests, frequents opium lounge at Emporium, wears gentleman's clothes that contrast to his claws and teeth, very cultured
49. **Sheriff Cubbin** Corrupt sheriff of Diamond Lake, town assumed his appointment was a joke, boisterous alcoholic, takes key interest in the extraordinary
50. **Skutch** **[DECEASED]** Died to owlbear at Land farmstead, member of Kullen's gang
51. **Taggin** Owner of Diamond Lake's largest general store, doesn't want to get involved in business of others. Just shy of middle age, dresses stylishly for his class, handlebar moustache and full receding blonde hair, he treats women especially politely.
52. **Tidwoad** Gnome and cantankerous jeweler who befriends other gnomes, hails from Grossetgrottel, on retainer for Balabar and Chaum to keep an eye out
53. **Tirra** Vivacious, copper-haired attractive female elf rogue wears a form fitting red shirt that exposes a well-toned stomach, accented by tight black leather pants and knee-high boots. Frequents the Feral Dog, enjoying the high male hormone levels there.
54. **Todrik** Corrupt fighter born into servitude to Garavin, views Balabar as savior. Red scar marks left side of sneering face from forehead to chin, wields guisarme and wears banded mail
55. **Tolliver Trask** Aging garrison commander respects laws and process, trusts his three advisors
56. **Tom Shingle** Boggle contortionist works at Emporium

57. Trovost Skunt	Lieutenant of third of garrison, male human, who regularly exploits his authority
58. Tyrol Ebberl	Man who runs Captain's Blade, likes to gossip, absolutely fanatical about weapons, always showing them with enthusiasm, asks endless questions about affairs
59. Valkus Dun	Tolliver's best friend, chief cleric of Heironeous and spiritual advisor to Tolliver, took assignment in Diamond Lake with zeal and is an activist, instills within garrison a duty to villagers, suggesting they can make a difference. Tall, handsome with dark brown hair and long sideburns, with strong brow that always gives him a serious look. Wears full plate with twin swords, a mighty bastard sword and a long sword rumored to be magical. Shares many opinions with Jieran but they can't stand each other.
60. Velias Childramun	Aging priest who has lived his whole life in town, handles most of healing of garrison temple, effective father figure, expects small donation to chapel in return for healing
61. Venelle	Woman who makes bows, arrows and has chaotic, messy shop, claims to have a touch of elven blood and has friends in Bronzewood Lodge
62. Vulgan Durtch	Chief smelter, one of the richest men in town, whom few know about, and rumors suggest sinister motives for his seclusion
63. Zalamandra	Owner of Emporium keeps a file on customers and wields the knowledge politically
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64. Moras	Guard working for Able Carter Coaching Inn, source of gossip about Luzane
65. Ilmoaneam	Goliath mine-worker of Balabar Smenk, recognized as one of largest of town locals
66. Jenna	Worker at the Spinning Giant, flirtatious and loyal to garrison
67. Renault	Cook at the Spinning Giant, perfectionist
68. Aggis	Dirty, long gray haired homeless beggar who works in Balabar's mines
69. Chimmer	Halfling from Elmshire who sells fish to locals and talks about local areas
70. Briggs	Long, black greasy hair, this rogue raises and fights dogs in the Feral Dog
71. Phillip Donavas	Town carpenter and wainwright, balding, friendly, stays out of politics
72-00. Reroll	

Non-Standard NPCs

These NPCs were not published in Dungeon Magazine and are the sole invention of the author of this document. They have been included in the above master named NPC list for use in the author's campaign. If it is desired to avoid using any non-standard NPCs substitute 64-00 rolls on Table-2 as 'Reroll'.

Moras

Moras (Human Fighter3) works as a guard for the Able Carter Coaching Inn. In his late thirties, he has lived his whole life in town and seen much of the events of Diamond Lake, and is most often commonly requested (or recommended) by those traveling to meet with Luzane Parrin (and is actually requested by the matron herself while traveling). He is an excellent source of information regarding some of the gossip of the mine managers (especially Luzane and Chaum Gansworth), able to tell about how Luzane's husband died around the time that Balabar was courting her. Moras has a round tanned face and a wide moustache and thinning reddish-brown hair. While on guard duty, he wears a chain shirt and carries a masterwork longsword.

Ilmoaneam

Ilmoaneam (Goliath Commoner1) is a goliath who has taken on the name Strong Digger and works in the mines of Balabar Smenk where he earns barely enough money each day to satiate his immense appetite. Ilmoa is not terribly bright (in no ways indicative of goliaths as a whole), however this has helped many of the locals see goliath's in general as less than intelligent as a stereotype (of whom only members of the Bronzewood Lodge or Garrison really have seen otherwise). He is a tremendously affectionate and kind-hearted guy who enjoys simple past-times. He is easily recognized in town, his 7'4" frame standing out of most crowds. He has very little information on the town dealings ('I make 8 commons a day and live in a big room with a buncher other fellas') but serves as a way to help goliath PCs empathize with the town's current affairs.

Jenna

Jenna (Female Human Commoner1) is one of the workers at the Spinning Giant. Jenna grew up in Diamond Lake and has a good relationship with the members of the garrison, where she coyly winks at or flirts with them, seeing them all as good men. Her buxom, blonde presence is quickly recognized as she engages in stories and rumors with the garrison folk while working. She lives onsite at the Spinning Giant, her family long since passed away during the Red Death.

Renault

Renault (Human Expert3) is one of the two cooks at the Spinning Giant, alternating shifts with the other so as to keep it open 7 days a week for three meals a day. With a thin, well-groomed moustache, he favors precision in every meal he prepares and can be caught measuring out ingredients several times before adding them. This has left his food with little day-to-day variety but extreme consistency, which most of the garrison men favor as part of their routine. Renault favors precision in all things, and for relaxation will organize the kitchen at the Spinning Giant, labeling every item with detail. He is fairly short, about 5'5" with his black hair showing a touch of gray. Renault also lives in quarters at the Spinning Giant.

Aggis

Aggis (Human Commoner1) will quickly seek out any newcomers to Jalek's Flophouse in the evening, hoping to find a new friend through which he can find himself a free meal. His gaunt frame is emphasized by his long gray hair and bony limbs. Balabar pays him only a handful of coppers each day and Aggis prefers to live at Jalek's as opposed to with the others that live in the mine manager's workhouses – this is mostly due to Aggis' pathetic personality and strong odors. Aggis only real friend is Durskin, whom he will occasionally head out into Diamond Lake and fish with, sometimes catching an odd black-skinned eel, which he will feast over with the sailor. Despite his life, he is optimistic, only complaining about his joints.

Chimmer

Chimmer (Halfling Expert2) hails from Elmshire, where he owns a small canoe which he called Birdy and fishes the shallows of the Midbay. He will travel to Blackstone, Steaming Spring and Diamond Lake to bring his excess and try his hand at some games of chance with the profits he makes. He is one of several merchants that bring fish to the town since the lake has become so polluted, and he will reinforce this point ('if it wasn't for ol' Birdy and I, you folks'd hardly see any o'fine filets to be munchin' on). Chimmer will also discuss his other soft spot, which is relaxing in the hot springs of Steaming Spring, and discuss this as well ('ain't nuttin like a dip in an ol' hotpot at Steaming Spring to make ya feel jus'right').

Briggs

Briggs (Human Rogue3) originally hails from Greyhawk, but has journeyed throughout the Wooly Bay, frequenting towns including Elredd, Highport, Fax and Badwall. His long greasy black hair is usually tied back into a pony tail,

and a large scar dominates his left cheek. His hair is beginning to show some streaks of gray. Brigas can mostly be found at the Feral Dog where he makes a living off fighting dogs with other locals. His home lies just a block down The Vein where he maintains a kennel with several underfed, malnourished animals ('keeps 'em hungry to win' he says). He takes a keen interest in anyone in town with a pet (i.e. a druid with a wolf) and suggests they come to the Feral Dog for a friendly wager. He fights unfairly here, purchasing potions from the alchemist Benazel which he feeds to his animals before a match (these range from potions of Bull's Strength to Cat's Grace). He will deny any claims that he dopes his animals.

Phillip Donovas

Phillip (Human Expert5) is the town's foremost carpenter and wainwright. He makes his living by repairing coaches of the mine managers and Able Carter Coaching Inn and also constructing wagons and wheelbarrows for the mines. He will occasionally take on work making finer furniture for the mine managers, or replacing furniture for the local taverns. Phillip has four apprentices who work with him and keeps an immaculate ledger of every transaction. He has gone bald at an early age and has enormous calloused hands and fairly large teeth. He is friendly and fairly complacent with his life in Diamond Lake as there is plenty of business for his service. He keeps out of most town affairs unless he sees something that may have a financial impact on his business. He has a wife and two sons that live in a small wooden home next to his shop.