

Hollin Apocrypha people and places

“game 0” (game 1 introduction)

Hollin: city on the Volm River on the continent of Anhalt.

Hollin boroughs:

- Braddock: port, market, city center.
- City of the Dead: cemetery and modest homes.
- Dunham: Company administration, financial.
- Lofton: abandoned medieval old town.
- Shipyards: construction, Admiralty headquarters

Chambers the Apothecary: healing potions, etc.

Gregor the Naturalist: go-to for Nature stuff in Hollin

game 1 - Changelings

Whitmans

- mother Mia
- father Luther
- baby Luna

Shaws

- mother Zoe
- baby Flora

Ash Turner

Volsteads

mother Leona
father Yorvick
baby Violet

Laurel

Ulm's Monument

Black Cabaret

"Brand Hill" family tree

Merrick: Penance Chapel sexton

game 2 - Ulm's Monument

Kazola - Cotton House smith

Annie - Quaternion Society

Ishild ("Is-hild")

Cathedral of Gradska

Beatrice

Astric

Rowan

- high-class fence, Halfpenny tavern

game 3 - The Eyrie

Mooncalf

- Big tavern, inn in Braddock
- Miss Miller - Mooncalf owner
- Vincent - Mooncalf head waiter, sommelier
- Black Cabaret was setup in courtyard

Gregor's friends at Black Cabaret

- Beale the Golderpiper
 - Bard, City of the Dead historian, potential source for History
- Kasskar
 - Rogue trader, Mooncalf resident, potential source for anything "fucked up" in Hollin
- Vesper Cotton
 - Cotton House second son

Yorvick Volstead's friends at Black Cabaret

- Captain Burns: Admiralty explorer
- Anya: Keeper of the Lion's Mouth
- Parja: Secretary of the Admiralty

Black Cabaret performers

- Cankerblossom: Black Cabaret MC
- Anise: Head cabaret girl

Ursula: harpy "duchess" disguised as beautiful woman

At the harpy Eyrie:

- Christopher Cotton: head (first son) of Cotton House
- Livingston: Master of Revels (deceased)
- Hecate: harpy duchess disguised as Christopher Cotton

game 4 - the Cathedral of Gradska

Helmholtz

Admiralty brig - Weaver and Ballard, please check out disaster there

Voorman - Prosthetist in Shipyards, hasn't returned communications in a few weeks

Masters of Revels missing?

- Ella
- Kent
- Livingston

Invite to dinner with Terian and Burgess Lorentz

Gramercy books - Astrid says Ishild is there

game 5 - Ishild

Seven strange women

- Alissa, Anneli, Hilja, Irja, Kaisa, Lahia, Kanna

Brandy Cranston

- Hobnail...secret police?

Carter Cranston

- Hobnail...Brandy's uncle

Ulrike

- Hobnail second-in-command

Durer

- Current secret police chief

Dinner invite

- Burgess Lorentz
 - Lorentz House, retired; captain of Braddock watch
- Terian
 - Elgis's former martial master

Selma and Giles Ulm

- Selma is head of Ulm House

Tamir Rabi

- Head of House Hanan

Meade Hospital Morgue

- Tamir's body was taken there

Manfred Unger

- Author, "Astronomical Clocks and the End Time"

Velvet

- Miss Miller's girl, made friends with Virgil

Aurora

- Haden's warlock patron

Lars

- Hobnail chief; Ulrike wants to kill him

game 6 - Hobnail Prison

Quaternion Society

- Math guild (Annie)

Morningstar Observatory

- Quaternion Society guildhall

Steam Reasoning Guild hall

- Annie is going there to investigate “true statements that can’t be proven true”

Naumkaeg

- Elgis and Garth’s hometown
- Chartered the Company

Tharldon

- Garth doesn’t want their iron

Lilly

- Company Chairperson

Holly

- Company Advocate
- Called trial on Elgis’s father Garth

Downey

- Wants gunpowder patent

Phyla House

- Guano, gunpowder; has current monopoly on gunpowder for Admiralty

Gwen Allenbrand

- Elgis’s girlfriend; he broke her out of Hobnail Prison

Gemfire Gang

- Gwen’s (?) gang
- Killed Garth’s bill by hiring Miss Miller?

Helga

- Runs Foundling Gate orphanage

Company Ledger House

- Ledger there trackers Company stock ownership

Millicent

- The Rat Queen, Cisterns

Cisterns

- Hollin's old rainwater collection network

Brock House Monument

- City of the Dead

Garlington, Helmin, and Gibb bank

- Runs the tontine
- "Serving Braddock for 600 years"

alphabetical

Game given in brackets [] is the game where the name first appeared.

Admiralty brig: Admiralty jail on Weaver and Ballard. Party is asked to check out an incident there in Game 4. [Game 4]

Allenbrand, Gwen: Elgis's girlfriend; he broke her out of Hobnail Prison. [Game 6]

Anhault: Continent where Hollin is. [Game 0]

Anise: Black Cabaret head cabaret girl. [Game 3]

Annie: Quaternion Society mathematician at Morning Star Observatory - used cipher wheel to decode "Detect Fey" and "Fey Extinction Event" [Game 2]

Anya: Yorvick Volstead's friend at Black Cabaret, Keeper of the Lion's Mouth [Game 3]

Astrid: Coven witch, boss. Party found coded letters incriminating her in Game 2 and fought her at the Cathedral of Gradska in Game 4. [Game 2]

Aurora: Seven strange women said she was Haden's warlock patron. [Game 5]

Beatrice: Coven witch. Party found coded letters incriminating her in Game 2 and fought her at the Cathedral of Gradska in Game 4. [Game 2]

Beale the Goldenpiper: Gregor's friend at Black Cabaret; Bard, City of the Dead historian, potential source for History [Game 3]

Black Cabaret: Leona Volstead tells the party that she saw Violet's kidnapper (harpy in disguised human form) at the "Black Cabaret." [Game 1]

Braddock: Hollin borough - port, market, city center. [Game 0]

Brock House Monument: City of the Dead, has fountain leading to Cisterns [Game 6]

Burns, Captain: Yorvick Volstead's friend at Black Cabaret, Admiralty explorer [Game 3]

Cankerblossom: Black Cabaret Master of Ceremonies. [Game 3]

Cathedral of Gradska: Abandoned ruin of the Cathedral of Gradska in Lofton. Party fought Astrid and Beatrice there in Game 4. [Game 2]

Chambers the Apothecary: healing potions, etc. [Game 0]

Cisterns, Hollin's old rainwater collection network [Game 6]

City of the Dead: Hollin borough - cemetery and modest homes. [Game 0]

Cotton, Christopher: Head (first son) of Cotton House. [Game 3]

Cotton, Vesper: Gregor's friend at Black Cabaret. Cotton House second son. [Game 3]

Cranston, Brandy: Hobnail...secret police? Asked party to break Carter Cranston out of prison. [Game 5]

Cranston, Carter: Hobnail...Brandy's uncle. [Game 5]

Downey: inventor, wants patent for his new gunpowder process that doesn't use guano. [Game 6]

Dunham: Hollin borough - Company administration, financial. [Game 0]

Durer: Current secret police chief. [Game 5]

Ella: Previous Master of Revels; Helmholtz says she might be missing. [Game 4]

Garlington, Helmin, and Gibb bank: Runs the tontine..."Serving Braddock for 600 years"

Gemfire Gang: Gwen Allenbrand's (?) gang; Killed Garth's bill by hiring Miss Miller? [Game 6]

Golnaz: Harpy duchess the party killed at the Volsteads in Game 1. (Although her name wasn't given.)

Gramercy Books: Astrid told the party that Ishild's lair was under Gramercy Books in Game 4. [Game 4]

Gregor the Naturalist: go-to for Nature stuff in Hollin. [Game 0]

Hecate: Harpy duchess disguised as Christopher Cotton, killed by party in Game 3. [Game 3]

Helga: Runs Foundling Gate orphanage. [Game 6]

Helmholtz: Assistant to the Master of Revels Livingston; becomes acting Master of Revels in Game 4. [Game 4]

Holly: Company Advocate, Called trial on Elgis's father Garth. [Game 6]

Hill, Brand:: Party finds a “Brand Hill” family tree looting Ash Turner’s house. [Game 1]

Hollin: city on the Volm River on the continent of Anhalt. You are here. [Game 0]

Ishild: Pronounced “Is-hild.” Party found a coded letter in Ulm’s Monument that said, “Beatrice, Deliver Laurel to Ishild immediately, for his Detect Fey and Fey Extinction Event experiments.” [Game 2]

Kasskar: Gregor’s friend at Black Cabaret; Rogue trader, Mooncalf resident, potential source for anything “fucked up” in Hollin. [Game 3]

Kazola: Cotton House smith; party approached at end of Game 1 for meteoric iron weapons [Game 2]

Kent: Previous Master of Revels; Helmholtz says he is missing. [Game 4]

Laurel: Ash Turner’s dying words are, “Laurel...they’ll kill Laurel...Ulm’s Monument.” [Game 1]

Ledger House: Ledger there trackers Company stock ownership [Game 6]

Lilly: Company Chairperson. [Game 6]

Livingston: Master of Revels, deceased. [Game 3]

Lofton: Hollin borough - abandoned medieval old town. [Game 0]

Lorentz, Burgess: invited party to dinner at end of game 4; attacked game 5. [Game 4]

Meade Hospital Morgue: Tamir’s body was taken here. [Game 5]

Merrick: Penance Chapel sexton. [Game 1]

Miller, Miss: Mooncalf owner [Game 3]

Millicent, Rat Queen in Cisterns [Game 6]

Mooncalf: Big tavern and inn in Braddock; party saw Black Cabaret there in Game 3. [Game 3]

Morningstar Observatory: Quaternion Society guildhall [Game 6]

Naumkaeg: Elgis and Garth’s hometown, Chartered the Company [Game 6]

Parja: Yorvick Volstead’s friends at Black Cabaret, Secretary of the Admiralty [Game 3]

Phyla House: Guano, gunpowder; has current monopoly on gunpowder for Admiralty.
[Game 6]

Quaternion Society: math guild; Annie there decoded the Coven's spells and letters from Ulm's Monument [Game 6]

Rabi, Tamir: Head of House Hanan. Found dead, was taken to Meade Hospital Morgue.
[Game 5]

Rowan: High-class fence, Halfpenny tavern. Fenced the 1,500 gp circlet for Virgil in Game 2.
[Game 2]

Seven strange women: appeared to the party and ruminated on their choices; Alissa, Anneli, Hilja, Irja, Kaisa, Lahia, Kanna.

Shaw, Flora: Shaw family baby, stolen...is a fairy changeling. [Game 1]

Shaw, Zoe: Shaw family mother, single mother, baby stolen. [Game 1]

Shipyards: Hollin borough - construction, Admiralty headquarters. [Game 0]

Steam Reasoning Guild hall: Annie is going there to investigate "true statements that can't be proven true" [Game 6]

Terian: Elgis's former martial master.

Tharldon: Garth doesn't want their iron, wants Naumkaeg's iron monopoly instead. [Game 6]

Turner, Ash: Lives on Roundabout with Shaws, Volsteads, Whitmans...dies fighting harpy.
[Game 1]

Ulm's Monument: "Laurel...they'll kill Laurel...Ulm's Monument." Party explores in Game 2.
[Game 1]

Ulm, Giles: Husband of Selma Ulm, found her dead, report death to Burgess Lorentz. [Game 5]

Ulm, Selma: Head of Ulm House; found dead by Giles Ulm. [Game 5]

Ulrike: Hobnail second-in-command, breaking into Hobnail Prison to free Carter Cranston and/or assassinate Hobnail chief. [Game 5]

Unger, Manfred: Author of book party found at Gramercy Books, "Astronomical Clocks and the End Time" [Game 5]

Ursula: Harpy “duchess” disguised as a beautiful woman; Kiltak dropped her off of Brice Hill in Game 3. [Game 3]

Velvet: Miss Miller’s girl, made friends with Virgil. [Game 5]

Vincent: Mooncalf head waiter, sommelier [Game 3]

Volm River: River where Hollin is. [Game 0]

Volstead, Leona: Volstead family mother, baby saved by party. [Game 1]

Volstead, Violet: Vosltead family baby, saved by party...is a fairy changeling. [Game 1]

Volstead, Yorvick: Volstead family father, baby saved by party. [Game 1]

Voorman: Prosthetist in Shipyards who works with Admiralty sailors. Hasn’t returned communications in a few weeks, party asked to look in on him in Game 4. [Game 4]

Whitman, Mia: Whitman family mother, baby stolen. [Game 1]

Whitman, Luther: Whitman family father, baby stolen while out of town. [Game 1]

Whitman, Luna: Whitman family baby, stolen...is a fairy changeling. [Game 1]