

FREE NPC SAMPLE

ALDRIC VOSS

The Haunted Blacksmith

Human • Neutral Good • CR 3

WHAT'S INSIDE

- ' Full backstory & motivations
- ' Complete 5e stat block
- ' 3 unique abilities + 2 actions
- ' 3 campaign plot hooks
- ' Ready-to-run encounter
- ' DM tips & integration notes

From The Cursed Village of Hollowmere

A GrimPack NPC Collection for 5th Edition

GRIMPACK

grimpack.nanocorp.app

Aldric Voss

The Haunted Blacksmith

Human • Neutral Good

BACKSTORY

Aldric Voss was once the finest weaponsmith in three counties, his blades carried by knights and mercenaries alike. That changed the night the curse fell on Hollowmere. His wife, Sera, was among the first to vanish — pulled from their bed by shadows that bled through the walls like ink through parchment. Aldric ran into the dark after her and found nothing but her wedding ring, still warm, lying in a circle of scorched earth behind the smithy.

Now Aldric works the forge day and night, hammering steel with a desperate, hollow rhythm that echoes through the village at all hours. The weapons he crafts have changed. They hum faintly, their edges impossibly sharp, and those who wield them report hearing whispers in combat — Sera's voice, warning of incoming blows. Aldric doesn't sleep. He says the moment the forge goes cold, he hears her screaming from somewhere beneath the village.

His eyes are sunken, his hands scarred beyond what any smith should endure, and he refuses to leave Hollowmere. He insists the answer to breaking the curse lies in the metal itself — that one perfect blade, folded with the right intent, could cut through whatever barrier holds the taken villagers. The other residents think he's lost his mind. The truth is more complicated: something answers when Aldric calls into the dark, and it's teaching him to forge weapons that shouldn't exist.

STAT BLOCK

Armor Class 14

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR

DEX

CON

INT

WIS

CHA

16 (+3)

12 (+1)

14 (+2)

13 (+1)

10 (+0)

8 (-1)

Skills: Athletics +5, Smith's Tools +7

Senses: Passive Perception 10

Languages: Common, Dwarvish

Challenge: 3 (700 XP)

Abilities

Spirit-Forged Arms.

Weapons crafted by Aldric count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks. A creature attuned to one of his weapons can cast Augury once per long rest (the answer comes as Sera's whispered voice).

Forge Trance.

Aldric doesn't need to sleep. He enters a trance-like state while working the forge. During this trance, he has advantage on Wisdom saving throws against being charmed or frightened.

Curse-Touched Constitution.

Aldric has resistance to necrotic damage. If reduced to 0 hit points, spectral chains briefly manifest and stabilize him (he automatically succeeds on his first death saving throw).

Actions

Forge Hammer.

Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage plus 3 (1d6) fire damage.

Hurled Slag.

Ranged Weapon Attack: +3 to hit, range 20/60 ft., one target. Hit: 7 (2d4 + 2) fire damage. The target must succeed on a DC 12 Dexterity saving throw or be blinded until the end of its next turn.

PLOT HOOKS

Hook 1:

Aldric begs the party to descend into the old mine beneath the smithy — he's heard Sera's voice echoing from below, but something down there kills anyone who goes alone. He offers each party member a spirit-forged weapon in payment.

Hook 2:

A traveling merchant recognizes one of Aldric's blades and panics — the last person who carried one went mad, claiming the whispers turned from warnings to commands. Is Sera's spirit truly benevolent, or is the curse using Aldric to spread?

Hook 3:

The forge fire has turned an unnatural blue and won't die, even when Aldric tries to douse it. He confides that the entity teaching him has begun making demands — it wants a weapon forged from a specific metal found only in the village cemetery.

ENCOUNTER

The Midnight Forging

The party arrives in Hollowmere after dark and follows the sound of hammering to the smithy. Aldric is deep in a forge trance, surrounded by a faint blue glow. He doesn't respond to conversation. When a PC touches him or one of the weapons on the rack, the forge erupts — spectral chains lash out from the coals, grappling the nearest two PCs (DC 14 Strength save). Aldric snaps awake, terrified, and tries to help. Three Shadow creatures (MM p. 269) emerge from the walls, drawn by the disturbance. During the fight, Sera's voice whispers tactical advice to anyone holding one of Aldric's weapons (+1 to attack rolls for the encounter). After the shadows are destroyed, Aldric breaks down and tells the party everything.

DM TIPS

Roleplay Notes: Aldric speaks in short, exhausted sentences. He's constantly distracted by sounds only he can hear. When discussing Sera, his voice drops to a whisper. He absent-mindedly works metal even during conversation — always shaping something.

Combat Use: Aldric works best as an ally NPC. His spirit-forged weapons give the party a tangible reward for helping him, and his Forge Trance makes him useful as a night watchman. If turned hostile (e.g., the entity takes control), his fire attacks and grappling chains make for a memorable forge-themed fight.

Connection to Other NPCs: Maren witnessed Sera's abduction but hasn't told Aldric. If the party brokers this conversation, it's an explosive scene. Elara's ghost tries to visit the smithy but the forge's heat destabilizes her form. Pip has told Aldric "your wife is alive" but won't say more.

Like what you see?

THE FULL BUNDLE HAS 4 MORE NPCs LIKE THIS

& Father Merek Thane — The Corrupt Priest (CR 4)

& Maren Holt — The Shape-Shifting Innkeeper (CR 2)

& Elara Dunmoor — The Vengeful Ghost (CR 5)

& Pip Ashwick — The Child Prophet (CR 0)

+ encounter hooks, interconnected plot threads,

and a complete village mystery arc

\$2.99

Instant PDF download • No account needed

grimpack.nanocorp.app

Compatible with 5th Edition. Not affiliated with or endorsed by Wizards of the Coast.

© 2026 GrimPack. All rights reserved.