





**ANCESTRY: HUMAN**  
**ETHNICITY: NIDALESE**



### NAMES

- |            |         |
|------------|---------|
| Andel      | Kerrech |
| Avont      | Lesnoc  |
| Chartaigne | Loramel |
| Eilan      | Noak    |
| Gesseran   | Segren  |
| Helthir    | Theanor |

<b>Total</b>	0	Newly Arrived	<b>Total</b>	0	Alone
	1-2	Frequent Visitor		1-2	A few friends
	3-6	Local Resident		3-6	Friends and Family

### LOST PET

This NPC has lost a pet and is hoping you might help find it. There might even be a reward.

CHAOTIC

NEUTRAL

LAWFUL

## CARD #1

GOOD

NEUTRAL

EVIL

### MERCHANT

Well-dressed and here on business. Has a shop in town if local, otherwise operates out of a wagon or cart.

### H Pet

- 0 Monster
- 1-2 Familiar or Animal Companion
- 3-4 Dog or Cat
- 5-6 Farm Animal

### SECRET

This character is being hunted by a local bounty hunter. If S is 3, it is over a trivial matter. If S is 6, it is for murder.

### S Sells

- 0-1 Magic Items
- 2 Local Crafts
- 3 Produce
- 4-5 Equipment
- 6 Illegal items



If H is 2, apply the secret.

### STUBBORN

This character is unwilling to compromise on any position that is relevant to their role or cause.







**ANCESTRY: HUMAN**  
**ETHNICITY: NIDALESE**

**NAMES**

- Aminia
- Anterome
- Celefin
- Elisabete
- Grenda
- Haolais
- Liefe
- Malind
- Seleoss
- Thervyre
- Virexia
- Zelhana



<b>Total</b>	0	Newly Arrived	<b>Total</b>	0-3	Friends and Family
	1-2	Frequent Visitor		4-5	A few friends
	3-6	Local Resident		6	Alone

### HIDING EVIDENCE

This NPC has committed or seen a crime and is looking for a place to hide the evidence.

CHAOTIC

NEUTRAL

CHAOTIC

## CARD #2

EVIL

GOOD

NEUTRAL

### BOUNTY HUNTER

Professional bounty hunter, equipped with manacles, bolas, and rope.

#### S Hunting

- 0 One of the PCs
- 1-2 No one, looking for a job
- 3-5 A local NPC
- 6 An important NPC

#### H Evidence

- 0-1 Jewelry
- 2 Clothing
- 3 Weapon
- 4 Corpse
- 5 Body part
- 6 Trapped soul

### SECRET

This NPC secretly wants to quit their current job and become an entertainer. Maybe the PCs can help?



If S is 5+, apply the secret.

### BAD JOKES

This NPC has the habit of telling terrible jokes, often including puns.



**ANCESTRY: HUMAN**  
**ETHNICITY: TALDAN**



### NAMES

- |           |          |
|-----------|----------|
| Asennal   | Rochaide |
| Aysobel   | Shonara  |
| Brinna    | Thertet  |
| Elklynn   | Thunvial |
| Jaimelle  | Vivici   |
| Orlalessa | Wendl    |

<b>Total</b>	0-3	Local Resident	<b>Total</b>	0	Alone
	4-5	Frequent Visitor		1-2	A few friends
	6	Newly Arrived		3-6	Friends and Family

### NEEDS TO DANCE

This NPC is looking for someone to teach them how to dance for an upcoming event!

#### H Event

- 0 Secret ritual
- 1 Holiday dance
- 2 Performance
- 3 Wedding
- 4 Date
- 5-6 Ball or party

NEUTRAL

LAWFUL

CHAOTIC

## CARD #3

### SECRET

This character is actually a dragon using powerful magic to disguise themselves as an ordinary NPC.

NEUTRAL

EVIL

GOOD

### BARRISTER

A local legal scholar, dressed in fine clothing, carrying a satchel.

#### S Client

- 0 Local leader
- 1-2 Noble or merchant
- 3-5 Common criminal
- 6 A PC who is being sued

If S is 0 and H is 6, apply the secret.

### ALOOF

With their head held high, this NPC views everyone around them as their lesser and treats them accordingly.





**ANCESTRY: HUMAN**  
**ETHNICITY: KELLID**

### NAMES

Aeld	Khuarg
Dron	Kronug
Eriskan	Ryut
Irek	Varlin
Jerrar	Waynos
Kair	Zoresk



<b>Total</b>	0-3	Local Resident	<b>Total</b>	0-3	Friends and Family
	4-5	Frequent Visitor		4-5	A few friends
	6	Newly Arrived		6	Alone

### SIGHTSEEING

There is something interesting here to see and this NPC is on a mission to find it.

### H Sight

- 0-1 Religious shrine
- 2 Noble estate
- 3 Historic place
- 4 Local leader
- 5 Famous artist
- 6 One of the PCs

NEUTRAL

CHAOTIC

LAWFUL

## CARD #4

### SECRET

In truth, this character is dealing with a horrifying family tragedy, and they are not dealing with it well.

GOOD

GOOD

NEUTRAL

### LAMPLIGHTER

Worker carrying a long pole, wicks, and other tools for lighting and dowsing lanterns.

### S Activity

- 0 Waiting for dusk/dawn
- 1-5 Lighting/dowsing lamps
- 6 Training apprentice



If H is 6, apply the secret.

### MEAN

This NPC is just unpleasant to be around. They insult and belittle those around them.







**ANCESTRY: HUMAN**  
**ETHNICITY: KELLID**

## NAMES

Arusia	Manitear
Belka	Neflhun
Dafur	Poula
Jalket	Roan
Kolchina	Wilen
Leanni	Yamind



<b>Total</b>	0	Newly Arrived	<b>Total</b>	0	Alone
	1-2	Frequent Visitor		1-2	A few friends
	3-6	Local Resident		3-6	Friends and Family

### HIRING

This NPC is looking to hire a servant or assistant to help them with an important task.

### H Task

- 0 Illicit task
- 1-2 Role related
- 3 Personal or discrete matter
- 4 Special delivery
- 5-6 Adventure

CHAOTIC

LAWFUL

NEUTRAL

## CARD #5

### SECRET

This NPC is responsible for a murder and has hidden the body. If H is 2+, it was an accident.

NEUTRAL

GOOD

GOOD

### RAT CATCHER

Wearing filthy clothes, this NPC is bedecked with traps and dead rats, carrying a cage.

### S Cage Occupant

- 0 Tiny fey
- 1 Giant rat
- 2-5 1d3 rats
- 6 Creature in the shape of a rat

If S is 4+, apply the secret.

### PARANOID

Always on the lookout, this NPC jumps at the slightest noise and is skeptical of everyone's motives.





**ANCESTRY: HUMAN**  
**ETHNICITY: SHOANTI**



### NAMES

- Argant                      Naren
- Crolle                      Rylen
- Debirk                      Searen
- Garidan                    Shadfrar
- Hargev                      Shri
- Mardden                    Yon

<b>Total</b>	0-3	Local Resident	<b>Total</b>	0	Alone
	4-5	Frequent Visitor		1-2	A few friends
	6	Newly Arrived		3-6	Friends and Family

### ON A DATE

This NPC is waiting for a date to show up, looking around nervously with a small gift or token in hand.

### H Date is...

- 0-1 Not showing up
- 2 Lost nearby
- 3-4 About to arrive
- 5 Running late
- 6 In danger!

CHAOTIC

NEUTRAL

LAWFUL

## CARD #6

### SECRET

This character is selling something and their attitude is there to draw in customers. If H is 2, it's illegal.

NEUTRAL

GOOD

GOOD

### COBBLER

Crafter of shoes and boots, this NPC is wearing an apron, bedecked with tools.

### S Specialty

- 0 Noble shoes
- 1-2 Riding boots
- 3-5 Plain shoes
- 6 Boots made from monster hide

If S is 3+, apply the secret.

### FRIENDLY

This character is in a good mood, happily greeting those around them, offering to help as needed.





**ANCESTRY: HUMAN**  
**ETHNICITY: SHOANTI**

**NAMES**

- Ahalak
- Bedoe
- Ghota
- Imenida
- Klairen
- Konal
- Moli
- Shakkah
- Soarah
- Stohana
- Tanjah
- Tilit



<b>Total</b>	0	Newly Arrived	<b>Total</b>	0-3	Friends and Family
	1-2	Frequent Visitor		4-5	A few friends
	3-6	Local Resident		6	Alone

## LOST SOMETHING

This NPC is looking all around the area for something they have lost. What is it?

### H Missing Item

- 0-1 Missing pack
- 2 Hat or cloak
- 3 Jewelry
- 4 Coin Purse
- 5 Tool or weapon
- 6 Magic item

LAWFUL

CHAOTIC

NEUTRAL

## CARD #7

### SECRET

This character recently came into a great deal of wealth. If H is 3, the gold is from an illegal source.

NEUTRAL

NEUTRAL

GOOD

## FARRIER

Trimming and shoeing horse hooves, this NPC is wearing a leather apron and tool belt.

### S Client

- 0 Noble steed
- 1 Warhorse
- 2-5 Draft horse
- 6 Other creature (centaur, faun, minotaur, etc.)

If S is 1, apply the secret.

### HAPPY



Although they are mostly keeping to themselves, this NPC is clearly happy, with a smile on their face.



**ANCESTRY: HUMAN**  
**ETHNICITY: TALDAN**

**NAMES**

- |           |            |
|-----------|------------|
| Aerlos    | Haetor     |
| Brontius  | Heller     |
| Calan     | Knowles    |
| Cosmin    | Kolkrathes |
| Curtanias | Mavrogenis |
| Devros    | Thocero    |

<b>Total</b>	0-3	Local Resident	<b>Total</b>	0-3	Friends and Family
	4-5	Frequent Visitor		4-5	A few friends
	6	Newly Arrived		6	Alone

**SEEKING  
INSPIRATION**

This NPC is looking for stories or works of art to inspire an upcoming creation.

**H Creation**

- 0-1 Painting
- 2 Play
- 3 Poem or story
- 4 Song
- 5 Sculpture
- 6 A secret

NEUTRAL

LAWFUL

CHAOTIC

**CARD #8**

**SECRET**

This character recently suffered the loss of someone very close to them, using their focus to hide from the pain.

GOOD

NEUTRAL

GOOD

**PORTER**

Carrying a variety of bags, boxes, or chests, this NPC is dressed in plain, clean clothes.

**S Carrying**

- 0 Caged creature
- 1 A barrel
- 2-4 Bags or a chest
- 5 A large chest
- 6 Adventurer's gear

If H is 1, apply the secret.

**DETERMINED**

This NPC has their mind set on their goal, and nothing will stand in their way to see the job done.





**ANCESTRY: HUMAN**  
**ETHNICITY: TALDAN**

**NAMES**

- Audrea
- Barsalla
- Cydranosi
- Epiphania
- Hithrae
- Ionnia
- Leontina
- Saldana
- Sergia
- Thalstus
- Tiphaine
- Vatatze



<b>Total</b>	0	Newly Arrived	<b>Total</b>	0	Alone
	1-2	Frequent Visitor		1-2	A few friends
	3-6	Local Resident		3-6	Friends and Family

### HUNGOVER

Be quiet! This NPC has a terrible hangover from a night of overindulgence.

#### H Cause

- 0-1 Holiday party
- 2 Wedding
- 3 Night out
- 4 Celebration
- 5 Tragedy
- 6 Can't remember

NEUTRAL

CHAOTIC

LAWFUL

## CARD #9

### SECRET

This character is actually a serial killer looking for their next victim. They have chosen one of the PCs.

NEUTRAL

GOOD

GOOD

### TOWN CRIER

Standing atop a podium or barrel, this NPC is shouting out the latest news.

#### S News

- 0 War/politics in a faraway land
- 1 Crime in town
- 2-3 Local politics
- 4-5 Noble gossip
- 6 A story about the PCs

If S is 3 and H is 3, apply the secret.

### SHY

This character is trying their best to avoid being noticed and is awkward should anyone try to talk to them.





**ANCESTRY: HUMAN**  
**ETHNICITY: TALDAN**



### NAMES

- |          |           |
|----------|-----------|
| Adalhord | Haritan   |
| Amadis   | Kelthys   |
| Burkett  | Marin     |
| Caralos  | Orien     |
| Faustin  | Sappah    |
| Hailos   | Synadenos |

<b>Total</b>	0	Newly Arrived	<b>Total</b>	0-3	Friends and Family
	1-2	Frequent Visitor		4-5	A few friends
	3-6	Local Resident		6	Alone

### SEEKING CHARITY

With hat in hand, the NPC is looking for donations to support a worthy cause.

CHAOTIC

LAWFUL

NEUTRAL

## CARD #10

GOOD

NEUTRAL

GOOD

### WAINWRIGHT

Crafter that makes and repairs carts and wagons, usually found carrying woodworking tools.

#### H Cause

- 0 It's a scam
- 1 Political cause
- 2 Orphans
- 3 Fight hunger
- 4 Homeless
- 5-6 Religious cause

### SECRET

This character is new to the area and is hoping to make some friends. They really want to fit in with the locals.

#### S Current Job

- 0 Armored coach
- 1-2 Simple cart
- 3-4 Wagon
- 5 Noble's coach
- 6 Chariot

If H is 3+, apply the secret.



### HELPFUL



This character jumps to help anyone in need, opening doors, helping with packages, giving directions, etc.



**ANCESTRY: HUMAN**  
**ETHNICITY: ULFEN**

**NAMES**

- |         |         |
|---------|---------|
| Arjir   | Jorinir |
| Einarr  | Lage    |
| Gottien | Rignor  |
| Gundar  | Selb    |
| Haetor  | Silvig  |
| Harron  | Sjogun  |

<b>Total</b>	0-3	Local Resident	<b>Total</b>	0	Alone
	4-5	Frequent Visitor		1-2	A few friends
	6	Newly Arrived		3-6	Friends and Family

### PUZZLED

This NPC is busy trying to solve a puzzle or riddle. The real question is why?

#### H Why

- 0-1 To avoid death
- 2 For a contest
- 3 For fun
- 4 Challenged by a rival
- 5-6 From a dream

LAWFUL

NEUTRAL

CHAOTIC

## CARD #11

### SECRET

This NPC is actually broke, but they are desperately trying to keep up appearances.

EVIL

GOOD

NEUTRAL

### TAVERN BARD

Dressed for a performance, this bard is carrying an instrument and wearing a big hat.

#### S Bard Type

- 0 Mime
- 1 Actor/Dancer
- 2-3 Musician
- 4-5 Singer
- 6 Jester/Comedian

If S is 1 and H is 5+, apply the secret.

### BRAGGART

This NPC has wealth and they flaunt it. They wear nice clothes, eat fine foods, and travel in luxury.







**ANCESTRY: HUMAN**  
**ETHNICITY: ULFEN**



### NAMES

- |          |           |
|----------|-----------|
| Agnet    | Jorunn    |
| Brid     | Julanya   |
| Hailenna | Kiristil  |
| Hilda    | Romanda   |
| Inge     | Svala     |
| Jessa    | Willadoun |

<b>Total</b>	0-3	Local Resident	<b>Total</b>	0-3	Friends and Family
	4-5	Frequent Visitor		4-5	A few friends
	6	Newly Arrived		6	Alone

### PLOTTING A CRIME

This NPC is up to no good, preparing to commit a crime in the near future.

CHAOTIC

NEUTRAL

CHAOTIC

## CARD #12

GOOD

NEUTRAL

NEUTRAL

### INNKEEPER

Offers up a place to sleep for weary travelers and adventurers.

#### H Crime

- 0 Murder
- 1 Kidnapping
- 2 Robbery
- 3 Pickpocket
- 4 Burglary
- 5 Arson
- 6 Rebellion

#### SECRET

Their kindness is a facade, forced on them by a powerful spell as a form of punishment for living a wicked life.

#### S Establishment

- 0 Front for criminals
- 1 Run down flophouse
- 2-4 Simple inn
- 5 Fine inn
- 6 Royal inn



If H is 6, apply the secret.

#### KIND

This NPC is just genuinely a good person. They go out of their way to help neighbors and strangers alike.







**ANCESTRY: HUMAN**  
**ETHNICITY: ULFEN**

### NAMES

- |         |           |
|---------|-----------|
| Alva    | Mivsten   |
| Asktil  | Olen      |
| Beren   | Ovberg    |
| Bertel  | Ratvald   |
| Igver   | Rundolf   |
| Jaggerd | Saasgrund |



<b>Total</b>	0	Newly Arrived	<b>Total</b>	0	Alone
	1-2	Frequent Visitor		1-2	A few friends
	3-6	Local Resident		3-6	Friends and Family

### TRAINING A PET

Accompanied by a less than tame animal, this NPC is trying to teach it a new trick.

LAWFUL

CHAOTIC

NEUTRAL

## CARD #13

GOOD

NEUTRAL

GOOD

### FISHER

Carrying a pole and a bucket, this NPC has caught something fresh

#### H Animal

- 0-1 Rat or small pet
- 2 Cat
- 3 Dog
- 4 Bird
- 5 Snake or spider
- 6 Tiny monster

### SECRET

This character belonged to a knightly order in their younger days, but they do not like to talk about why they left.

#### S Today's Catch

- 0 Crab
- 1 Salmon
- 2 Tuna
- 3 Perch
- 4 Cod
- 5 Eel
- 6 Baby kraken



If H is 3+, apply the secret.

### RELIABLE

This character keeps their word and is always on time. If they offer help or aid, you can be sure they will deliver.







**ANCESTRY: HUMAN**  
**ETHNICITY: VARISIAN**

### NAMES

- |         |           |
|---------|-----------|
| Bastian | Guillen   |
| Damarin | Oriche    |
| Elswend | Pitre     |
| Eram    | Sambortin |
| Flavio  | Seldenso  |
| Fredrik | Vitor     |



<b>Total</b>	0-3	Local Resident	<b>Total</b>	0	Alone
	4-5	Frequent Visitor		1-2	A few friends
	6	Newly Arrived		3-6	Friends and Family

### SEEKING TREASURE

This NPC is trying to follow a map that supposedly leads to a great treasure.

#### H Treasure

- 0 A mystery
- 1 Secret power
- 2-3 Gold
- 4 Magic item
- 5 Lost world
- 6 Historical relic

NEUTRAL

LAWFUL

CHAOTIC

## CARD #14

### SECRET

This character is actually a thief, looking for an easy victim to rob. They do not want to rob the PCs, who they view as dangerous.

NEUTRAL

GOOD

NEUTRAL

### SAILOR

Dressed to be out on the open waters, this NPC is in town for business or on leave.

#### S Boat

- 0 Pirate ship
- 1-2 River barge
- 3 Merchant boat
- 4-5 Fishing boat
- 6 Warship

If S is 1, apply the secret.

### DISMISSIVE

This NPC does not have time for any of the PCs' nonsense, dismissing them and their concerns without consideration.





**ANCESTRY: HUMAN**  
**ETHNICITY: VARISIAN**



### NAMES

- |            |         |
|------------|---------|
| Astella    | Merzez  |
| Clarine    | Riselle |
| Esis       | Saime   |
| Fontenette | Selene  |
| Iguazel    | Tabitha |
| Janna      | Yvis    |

<b>Total</b>	0	Newly Arrived	<b>Total</b>	0-3	Friends and Family
	1-2	Frequent Visitor		4-5	A few friends
	3-6	Local Resident		6	Alone

## RESEARCHING

Wandering the area asking various questions, this NPC is performing important research.

### H Research

- 0 Retail question
- 1 Eating habits
- 2 Religious
- 3 Local census
- 4-5 Political data
- 6 Magical survey

NEUTRAL

LAWFUL

LAWFUL

# CARD #15

## SECRET

This character accidentally hurt someone as part of their role, and they have not learned to live with the guilt.

GOOD

NEUTRAL

GOOD

## ACTOR

Member of a local company, this actor is rehearsing for their next performance.

### S Current Play

- 0-1 Political satire
- 2 Bawdy musical
- 3 Serious drama
- 4 Light comedy
- 5-6 Religious play



If H is 2, apply the secret.

## NERVOUS

This NPC is on edge, fidgeting and jumping at loud noises. Their constant alertness makes others uncomfortable.







**ANCESTRY: HUMAN**  
**ETHNICITY: VARISIAN**

**NAMES**

- Aldon
- Cande
- Cunha
- Doesine
- Griggs
- Guiomar
- Jordan
- Lemuel
- Locardier
- Melivan
- Terylan
- Zorion



<b>Total</b>	0-3	Local Resident	<b>Total</b>	0-3	Friends and Family
	4-5	Frequent Visitor		4-5	A few friends
	6	Newly Arrived		6	Alone

## LOITERING

Why are they standing around?

### H Reason

- 0 Following a PC
- 1 Casing a place
- 2 Trying to avoid the watch
- 3 No reason
- 4 Looking for someone
- 5 Secret meeting
- 6 Is an illusion

CHAOTIC

LAWFUL

NEUTRAL

## CARD #16

### SECRET

This character is secretly gathering information about a specific person or subject. They might have been hired to do it or have their own secret plan.

GOOD

GOOD

NEUTRAL

## SERVER

Working at a bar or restaurant, this NPC is frequently overworked and underpaid.

### S Establishment

- 0-1 Secret bar or restaurant
- 2 Restaurant
- 3 Local Bar
- 4 Club or guild
- 5-6 Personal server



If H is 3, apply the secret.

### EMPATHETIC

This NPC genuinely cares about the feelings and well-being of others, going out of their way to put others at ease.







**ANCESTRY: HUMAN**  
**ETHNICITY: GARUNDI**



### NAMES

Amadou	Golgedin
Beru	Kassano
Bostwey	Kirubol
Demmel	Lemmo
Duhale	Maathanja
Fasin	Yasin

<b>Total</b>	0	Newly Arrived	<b>Total</b>	0	Alone
	1-2	Frequent Visitor		1-2	A few friends
	3-6	Local Resident		3-6	Friends and Family

### COLLECTING

This NPC is wandering around trying to collect something strange.

LAWFUL

NEUTRAL

LAWFUL

## CARD #17

NEUTRAL

GOOD

GOOD

### CHANDLER

Wearing a leather apron, this NPC works with hot wax making candles.

#### H What is it?

- 0 Used scrolls
- 1 Flowers
- 2 Specific bug
- 3 Small rocks
- 4 Feathers
- 5 Odd sticks
- 6 Empty vials

### SECRET

In truth, this NPC is a perfectly ordinary, law-abiding person who just happens to have an evil air about them.

#### S Specialty

- 0-1 Art candles
- 2 Religious candles
- 3-4 Basic tapers and pillars
- 5 Aroma candles
- 6 Magic candles

If S is 3+, apply the secret.

### SINISTER

This NPC's voice and mannerisms make others feel uneasy around them. They seem dangerous or perhaps even evil.





**ANCESTRY: HUMAN**  
**ETHNICITY: GARUNDI**

### NAMES

Anamissa	Leysa
Cherif	Maimun
Dafikira	Naddah
Ghida	Saira
Hidasti	Tiziri
Kaleol	Unanda

<b>Total</b>	0	Newly Arrived	<b>Total</b>	0-3	Friends and Family
	1-2	Frequent Visitor		4-5	A few friends
	3-6	Local Resident		6	Alone

### WASTING TIME

This NPC is wasting time, waiting for some other activity to start.

#### H Time Wasted

- 0 Daydreaming
- 1 Carving a stick
- 2 Skipping stones
- 3 Playing cards
- 4 Rolling dice
- 5 Counting stars
- 6 Whistling

CHAOTIC

NEUTRAL

LAWFUL

## CARD #18

### SECRET

All of their schemes seem grandiose, but in reality, they are just trying to accomplish something ridiculous, like stealing the neighbor's cat.

GOOD

NEUTRAL

EVIL

### UNDERTAKER

This NPC prepares bodies for burial or other religious rites. They often work with local temples.

#### S Customer

- 0-1 A member of the nobility
- 2 Wealthy merchant
- 3-5 Commonfolk
- 6 Adventurer



If H is 4, apply the secret.

### CONNIVING

This NPC always has a plan or scheme that they are working on; to get rich, seek fame, or otherwise garner power.





**ANCESTRY: HUMAN**  
**ETHNICITY: GARUNDI**



### NAMES

- |          |          |
|----------|----------|
| Abdel    | Kadin    |
| Annaber  | Kayeen   |
| Ayot     | Mulembra |
| Chisonda | Ofward   |
| Hannan   | Orono    |
| Himmi    | Tabat    |

<b>Total</b>	0-3	Local Resident	<b>Total</b>	0	Alone
	4-5	Frequent Visitor		1-2	A few friends
	6	Newly Arrived		3-6	Friends and Family

**DELIVERING**

Carrying a bag, box, or other parcel, this NPC is making a delivery, probably related to their role.

**H Delivery**

- 0-1 Teetering pile of packages
- 2 Tiny bag
- 3 A crate
- 4 Large sack
- 5-6 Heavy barrel

LAWFUL

CHAOTIC

NEUTRAL

**CARD #19**

**SECRET**

This NPC is related to someone famous or a historical figure who does not have the best reputation in town.

NEUTRAL

GOOD

GOOD

**FARMER**

Most farmers are found working their fields or selling crops in town.

**S Current Crop**

- 0-1 Preserves or pickled food
- 2 Seasonal fruit
- 3-4 Vegetables
- 5 Fresh herbs
- 6 Odd crop (color, look, or taste)



If S is 2, apply the secret.

**HONEST**



This NPC does not lie and they treat others fairly in all dealings.



**ANCESTRY: HUMAN**  
**ETHNICITY: MWANGI**

**NAMES**

- |         |        |
|---------|--------|
| Aildaye | Jelani |
| Asa     | Kuwesu |
| Bede    | Masuri |
| Busan   | Mwenye |
| Gakere  | Tekle  |
| Ikuwe   | Tsombe |

<b>Total</b>	0-3	Local Resident	<b>Total</b>	0-3	Friends and Family
	4-5	Frequent Visitor		4-5	A few friends
	6	Newly Arrived		6	Alone

### BACK AND FORTH

This NPC is either going to their job or coming home from it. They are in a hurry, but they have a problem.

#### H Problem

- 0-1 They are lost
- 2 Just tired
- 3 Tripped and fell
- 4-5 PCs in the way
- 6 Being chased

NEUTRAL

LAWFUL

CHAOTIC

## CARD #20

### SECRET

This NPC secretly an investigator for the local government, asked to look into the PCs for an alleged crime.

GOOD

NEUTRAL

GOOD

### RANCHER

This NPC spends most of their time herding, feeding, and caring for their animals.

#### S Animal

- 0-1 Goats
- 2 Chickens
- 3 Cows
- 4 Sheep
- 5 Pigs
- 6 Monsters



If S is 5 and H is 5+, apply the secret.

### PERCEPTIVE

This NPC has a keen eye for detail and is able to make astute observations based on that insight.





**ANCESTRY: HUMAN**  
**ETHNICITY: MWANGI**



### NAMES

- |          |         |
|----------|---------|
| Chausiku | Mukondi |
| Ebe      | Naletre |
| Elewa    | Preba   |
| Emaye    | Usthe   |
| Iphotes  | Xabala  |
| Kotbalun | Zenza   |

<b>Total</b>	0	Newly Arrived	<b>Total</b>	0	Alone
	1-2	Frequent Visitor		1-2	A few friends
	3-6	Local Resident		3-6	Friends and Family

## MESSAGE FOR YOU

This NPC is on their way to deliver an important message, via word, letter, or deed.

NEUTRAL

CHAOTIC

LAWFUL

## CARD #21

NEUTRAL

NEUTRAL

GOOD

## TRAPPER

Just in from the wild, this NPC traps animals to sell their fur or scales.

### S For Sale

- 0-1 Otter
- 2 Fox
- 3 Beaver
- 4 Deer
- 5 Bear
- 6 Scales (lizard, snake, dragon)

### H Recipient

- 0-1 Local business
- 2 Family member
- 3 A close friend
- 4 Their boss
- 5 The world
- 6 The PCs

### SECRET

In reality, this character only does their job when being observed by their boss. The moment they are alone, they stop working and relax.

If H is 2, apply the secret.

### EFFICIENT

This NPC is incredibly skilled at their job, performing it efficiently and with practiced ease.





**ANCESTRY: HUMAN**  
**ETHNICITY: MWANGI**

**NAMES**

- |         |         |
|---------|---------|
| Bwandle | Kwamesa |
| Desta   | Lishan  |
| Elkeje  | Naletre |
| Goddu   | Nuren   |
| Imani   | Powys   |
| Korge   | Tomoko  |



<b>Total</b>	0-3	Local Resident	<b>Total</b>	0	Alone
	4-5	Frequent Visitor		1-2	A few friends
	6	Newly Arrived		3-6	Friends and Family

### UNEMPLOYED

This NPC is unemployed but hoping to find a job soon. They might even be looking to change professions.

#### H Looking For

- 0 Charity work
- 1 New craft
- 2-4 Same job
- 5 New trade
- 6 Adventuring

CHAOTIC

LAWFUL

NEUTRAL

## CARD #22

### SECRET

This character is actually a doppelganger, trying to avoid notice as they hunt for their next victim.

GOOD

NEUTRAL

GOOD

### RESEARCHER

Whether for their own curiosity, or that of a patron, this NPC is trying to learn something.

#### S Subject

- 0 Alchemy
- 1 Weather
- 2 Biology
- 3-4 Plants/animals
- 5 Astronomy
- 6 Monster study



If S and H are 3, apply the secret.

### VERSATILE

This NPC will take on any challenge and is skilled in multiple fields. Draw an additional role card for this NPC.





**ANCESTRY: HUMAN**  
**ETHNICITY: KELISHITE**

**NAMES**

- |         |          |
|---------|----------|
| Abannak | Karif    |
| Ajbal   | Nalhoosh |
| Akim    | Rayane   |
| Baraz   | Sabit    |
| Ifrah   | Veizrir  |
| Jahar   | Zhar     |



<b>Total</b>	0	Newly Arrived	<b>Total</b>	0-3	Friends and Family
	1-2	Frequent Visitor		4-5	A few friends
	3-6	Local Resident		6	Alone

### CHILD CARE

Either with intent or absent-mindedly, this NPC is looking after one of their young children.

#### H Child is

- 0 Hiding
- 1 Causing trouble
- 2 Sleeping
- 3 Playing w/toy
- 4 Being noisy
- 5-6 Wandering

LAWFUL

NEUTRAL

CHAOTIC

## CARD #23

### SECRET

They are secretly very judgemental about the actions of others, keeping a book of grudges and slights.

EVIL

NEUTRAL

EVIL

### CON ARTIST

Selling something that is too good to be true, this NPC is trying to scam the locals and the PCs.

#### S Racket

- 0 Artifact
- 1 Steak knives
- 2 Wonder tool
- 3-4 Miracle cure
- 5 Magic device
- 6 Holy relic



If H is 3, apply the secret.

### APOLOGETIC

This NPC apologizes for almost everything, from the way they're dressed to any possible slight.







**ANCESTRY: HUMAN**  
**ETHNICITY: KELISHITE**



### NAMES

- |           |         |
|-----------|---------|
| Akarrin   | Jehlani |
| Annariz   | Kulil   |
| Bardiyyah | Nahla   |
| Ghali     | Qitarah |
| Halima    | Tumad   |
| Jailyn    | Zaida   |

<b>Total</b>	0-3	Local Resident	<b>Total</b>	0-3	Friends and Family
	4-5	Frequent Visitor		4-5	A few friends
	6	Newly Arrived		6	Alone

### WALK THE PET

Pets need exercise too and this NPC is taking one of their pets for a walk.

#### H Pet

- 0 Familiar
- 1 Cat
- 2 Goat
- 3 Dog
- 4 Bird
- 5-6 Animal companion

CHAOTIC

NEUTRAL

LAWFUL

## CARD #24

### SECRET

This character was an adventurer some years ago, but the trials of that life left them broken. They sometimes remember small details and events.

NEUTRAL

GOOD

GOOD

### SERVANT

Working for a wealthy patron, this NPC is finely dressed and ready to aid their client.

#### S Client

- 0 Eccentric recluse
- 1-2 Merchant
- 3-4 Noble
- 5 Foreign visitor
- 6 Adventurer



If H is 3+, apply the secret.

### FORGETFUL

Constantly forgetting names, dates, and locations, this NPC has poor short-term memory.







**ANCESTRY: HUMAN**  
**ETHNICITY: VUDRANI**

**NAMES**

- Ajil
- Bahurja
- Dhalieb
- Jalparna
- Ksaya
- Mitul
- Prabmal
- Renar
- Sankelt
- Sohan
- Vasaf
- Wonpan



<b>Total</b>	0	Newly Arrived	<b>Total</b>	0	Alone
	1-2	Frequent Visitor		1-2	A few friends
	3-6	Local Resident		3-6	Friends and Family

### PACKING

This NPC is preparing for a long journey by packing and buying supplies. Where are they going?

### H Destination

- 0-1 Wild expedition
- 2 Border nation
- 3-4 Town nearby
- 5 Far away place
- 6 Another plane

LAWFUL

CHAOTIC

NEUTRAL

## CARD #25

### SECRET

Being on the run can be taxing, and this NPC has been on the move for weeks now without rest. They're looking for a place to lay low for a while.

If S is 4, apply the secret.

### DISTRACTED

Focusing on something else entirely, this NPC is having a hard time paying attention to the situation.

GOOD

NEUTRAL

GOOD

### COOK

Wearing a food-stained apron, this NPC often smells of their latest culinary specialty.

### S Specialty

- 0 Magic food
- 1 Gruel
- 2 Stews
- 3 Roasts
- 4 Pies
- 5-6 Baked goods





**ANCESTRY: HUMAN**  
**ETHNICITY: VUDRANI**

**NAMES**

- |          |            |
|----------|------------|
| Ahanna   | Jaivati    |
| Anjasi   | Narishma   |
| Boshira  | Parana     |
| Cheralya | Pehve      |
| Cunversi | Sauda      |
| Dahara   | Vasundhara |



<b>Total</b>	0	Newly Arrived	<b>Total</b>	0-3	Friends and Family
	1-2	Frequent Visitor		4-5	A few friends
	3-6	Local Resident		6	Alone

### STUDYING

With their nose buried in a book, this NPC is studying up on an important topic.

#### H Topic

- 0-1 Nature
- 2 Law
- 3 History
- 4 Religion
- 5 Philosophy
- 6 Magic theory

NEUTRAL

LAWFUL

CHAOTIC

## CARD #26

### SECRET

A terrible curse was placed on this NPC years ago for a personal slight and they've been clumsy ever since.

GOOD

GOOD

NEUTRAL

### STUDENT

Attending an academy or serving as an apprentice, this NPC is often found studying their craft.

#### S Subject

- 0-1 Magical study
- 2 Soldier training
- 3-4 Crafting goods
- 5 Divine study
- 6 Thief skills



If S is 3, apply the secret.

### CLUMSY

This NPC frequently trips, drops objects, and knocks things over.





**ANCESTRY: HUMAN**  
**ETHNICITY: VUDRANI**

**NAMES**

- |           |         |
|-----------|---------|
| Bala      | Navrish |
| Copichamp | Prem    |
| Espiritu  | Rabin   |
| Jaya      | Rajar   |
| Kanti     | Shyol   |
| Naja      | Vara    |

<b>Total</b>	0-3	Local Resident	<b>Total</b>	0	Alone
	4-5	Frequent Visitor		1-2	A few friends
	6	Newly Arrived		3-6	Friends and Family

## GHOST HUNTING

Did you see that?  
This NPC is looking for a ghost that they saw in the vicinity. What did it look like?

### H Appearance

- 0-1 Monster
- 2 Vile criminal
- 3-4 Loved one
- 5 Local celebrity
- 6 One of the PCs

NEUTRAL

CHAOTIC

LAWFUL

## CARD #27

### SECRET

When not performing their normal role, this NPC is a secret advisor to a powerful local, helping them craft their next move.

NEUTRAL

GOOD

GOOD

## TUTOR

Usually found teaching a student, this NPC is useful in teaching new skills (draw 1 trait for the student).

### S Current Course

- 0-1 Court manners
- 2 History
- 3-4 Specific skill
- 5 Mathematics
- 6 Magical study



If S is 5 and H is 3, apply the secret.

### ARGUMENTATIVE

This NPC enjoys a good debate, but they do so even when the situation does not call for it.





**ANCESTRY: HUMAN**  
**ETHNICITY: TIAN**



### NAMES

Bei	Kao
Din Togara	Nisao
Guiying	Seo
Haetung	Si-Dao
Ishianto	Taji
Isidro	Tejo

<b>Total</b>	0-3	Local Resident	<b>Total</b>	0-3	Friends and Family
	4-5	Frequent Visitor		4-5	A few friends
	6	Newly Arrived		6	Alone

### LEARNING TO FLY

This NPC is trying to learn how to fly and is about to jump off a tall structure. What method are they employing?

CHAOTIC

CHAOTIC

#### H Method

- 0-1 Fake magic
- 2 Known spell
- 3-4 Magic potion
- 5 Wood wings
- 6 Willpower?

NEUTRAL

## CARD #28

### SECRET

This character is far older than they appear, having achieved a great age through magic or some aspect of their ancestry.

NEUTRAL

GOOD

EVIL

### VAGRANT

This homeless NPC can often be found looking for simple work or trying to find a place to sleep.

#### S Cause

- 0-1 Accident
- 2 War refugee
- 3 Displaced by greed or beast
- 5 Business failure
- 6 Disgraced noble



If S is 3, apply the secret.

### PATIENT

This NPC is more than happy to wait their turn or to allow events to unfold before making a decision.







**ANCESTRY: HUMAN**  
**ETHNICITY: TIAN**

**NAMES**

Fiki	Qian
Jin-Shan	Sokorin
Lai	Takima
Luan	Waytan
Minu	Xiao
Nyako	Yukiri



<b>Total</b>	0	Newly Arrived	<b>Total</b>	0	Alone
	1-2	Frequent Visitor		1-2	A few friends
	3-6	Local Resident		3-6	Friends and Family

**PAY ME!**

With shouts and pleas, this NPC is demanding to be paid for past goods or services.

**H Scene**

- 0 Public display
- 1 Pleading
- 2 Irate yelling
- 3 Polite question
- 4 Gentle demand
- 5-6 Violent threats

LAWFUL

NEUTRAL

CHAOTIC

**CARD #29**

**SECRET**

When they were young, this NPC believes they caused a bad thing to happen due to their poor decision. They don't know it wasn't their fault.

GOOD

NEUTRAL

EVIL

**ADVENTURER**

Always headed out on the next quest, this adventurer is a skilled spellcaster.

**S Class**

- 0 Witch
- 1 Druid
- 2 Sorcerer
- 3 Cleric
- 4 Wizard
- 5 Oracle
- 6 Summoner

If H is 5, apply the secret.

**UNSURE**

Lacking confidence, this NPC second-guesses every decision they make, often changing their mind at least once.





**ANCESTRY: HUMAN**  
**ETHNICITY: TIAN**



**NAMES**

- Dai
- Iricha
- Kumira
- Ming
- Miya
- Riku
- Samitsu
- Sky
- Su
- Sumeko
- Yamada
- Yi

<b>Total</b>	0-3	Local Resident	<b>Total</b>	0	Alone
	4-5	Frequent Visitor		1-2	A few friends
	6	Newly Arrived		3-6	Friends and Family

## RENDEZVOUS

Biding their time, this NPC is waiting to meet someone at this location.

CHAOTIC

## CARD #30

NEUTRAL

## ADVENTURER

Always headed out on the next quest, this adventurer is a skilled warrior.

### H Who is it?

- 0 Victim
- 1 Conspirator
- 2 Work partner
- 3 Friend
- 4 Family member
- 5 Secret admirer
- 6 Guard contact

NEUTRAL

### SECRET

A family member is desperately looking for this NPC. If S is 1, it's a dangerous outsider who plans to kidnap the NPC to another plane.

EVIL

### S Class

- 0 Gunslinger
- 1 Monk
- 2 Barbarian
- 3 Fighter
- 4 Champion
- 5 Magus
- 6 Swashbuckler

LAWFUL

GOOD

If H is 3, apply the secret.

### BORING

There just is not much that is very interesting about this NPC. They dress plainly and don't have much to say.





**ANCESTRY: HUMAN**  
**HERITAGE: HALF-ELF**

### NAMES

- |           |           |
|-----------|-----------|
| Cyprien   | Lyontan   |
| Eryatatis | Mecrithil |
| Eturin    | Sedacian  |
| Honarin   | Siminor   |
| Inderial  | Tuduci    |
| Korstish  | Viaranto  |



<b>Total</b>	0	Newly Arrived	<b>Total</b>	0-3	Friends and Family
	1-2	Frequent Visitor		4-5	A few friends
	3-6	Local Resident		6	Alone

### BLENDING IN

This NPC is trying to blend in with the locals, but a careful inspection reveals they're an outsider.

### H Who are they?

- 0-1 Thief on a job
- 2 Investigator
- 3 Guard member
- 4 Rival guild
- 5 Foreign spy
- 6 Hidden fiend

LAWFUL

CHAOTIC

NEUTRAL

## CARD #31

### SECRET

With bloody vengeance in mind, this NPC is on the hunt for a character whose description includes their fixation.

EVIL

GOOD

NEUTRAL

### ADVENTURER

Always headed out on the next quest, this adventurer is an expert in skills and combat.

### S Class

- 0 Inventor
- 1 Alchemist
- 2 Ranger
- 3 Rogue
- 4 Bard
- 5-6 Investigator

If H is 3, apply the secret.

### FIXATED

This NPC is transfixed by a specific personal detail (tattoo, eye color, mole pattern, etc.), asking about it all the time.



**ANCESTRY: HUMAN**  
**HERITAGE: HALF-ELF**

**NAMES**

- |           |        |
|-----------|--------|
| Almera    | Ilya   |
| Caseille  | Ivnara |
| Duplencia | Janya  |
| Ettie     | Lavona |
| Ferane    | Lordi  |
| Hilkka    | Thera  |



<b>Total</b>	0-3	Local Resident	<b>Total</b>	0-3	Friends and Family
	4-5	Frequent Visitor		4-5	A few friends
	6	Newly Arrived		6	Alone

### PASSING THRU

This NPC is passing through the area, just one stop on a long journey.

NEUTRAL

## CARD #32

EVIL

### BUREAUCRAT

Collecting taxes, delivering notices, and approving contracts, this NPC is vital in keeping a town moving.

### H Heading to?

- 0 Exile
- 1 War front
- 2 Meet a friend
- 3 Home
- 4 Visit family
- 5 Just wandering
- 6 Ancestral home

LAWFUL

### SECRET

The folk of this town have come to despise this NPC, calling them rude and insulting. There is talk of trying to drive them out of town.

NEUTRAL

### S Function

- 0-1 Warrant officer
- 2 Accountant
- 3 Tax collector
- 4-5 Messenger
- 6 Royal agent

CHAOTIC

GOOD



If H is 0, apply the secret.

### IMPATIENT

Delays of any kind infuriate this NPC and they become rude if anyone wastes their valuable time.





**ANCESTRY: HUMAN**  
**HERITAGE: HALF-ELF**



**NAMES**

- Ethar
- Jorinir
- Loramalin
- Maethin
- Marcomir
- Quinervo
- Rolandar
- Sybaine
- Tanmel
- Thienal
- Urien
- Wyntan

<b>Total</b>	0	Newly Arrived	<b>Total</b>	0	Alone
	1-2	Frequent Visitor		1-2	A few friends
	3-6	Local Resident		3-6	Friends and Family

**EVENT PLANNING**

Wandering the area, this NPC is looking to see if this place is suitable for an upcoming event?

LAWFUL

NEUTRAL

LAWFUL

**CARD #33**

**SECRET**

In reality, this character is actually an expert, but they're pretending to be less experienced as bait to identify those who might take advantage of them.

EVIL

EVIL

EVIL

**CULTIST**

This NPC is dressed like everyone else, but they have a hidden symbol under their clothes.

**S Hidden Power**

- 0-1 Aberrant power
- 2 Archdevil
- 3 Demon lord
- 4-5 Forbidden deity
- 6 Dominion of the Black

**H Event**

- 0-1 Funeral
- 2 Religious celebration
- 3 Birthday party
- 4 Wedding
- 5-6 Secret meeting

If S is 2+, apply the secret.

**INEXPERIENCED**

This NPC does not seem to have much skill or experience in their chosen career or current endeavor.



**ANCESTRY: HUMAN**  
**HERITAGE: HALF-ELF**

### NAMES

- |          |          |
|----------|----------|
| Adelorna | Mondri   |
| Beonin   | Pallanah |
| Cherala  | Ravakaih |
| Ishara   | Rena     |
| Jocibed  | Sareitha |
| Kina     | Shavlar  |



<b>Total</b>	0-3	Local Resident	<b>Total</b>	0	Alone
	4-5	Frequent Visitor		1-2	A few friends
	6	Newly Arrived		3-6	Friends and Family

## RELAXING

After a long day of work, this NPC is just trying to relax, indulging in a simple pleasure.

### H Activity

- 0-1 Daydreaming
- 2 Reading
- 3 Having a drink
- 4-5 Napping
- 6 Making art

CHAOTIC

LAWFUL

NEUTRAL

# CARD #34

## SECRET

The NPC is actually a hag in disguise, living amongst the people, looking for their next victim.

GOOD

EVIL

NEUTRAL

## GUARD

Wearing light armor and carrying weapons, this NPC bears an insignia showing their rank and organization.

### S Organization

- 0-1 Bodyguard
- 2 Guild guard
- 3 Town watch
- 4 Business guard
- 5-6 Royal guard



If H is 0, apply the secret.



## TOO SWEET

This NPC has a cloying saccharine attitude toward everyone, talking to them as if they were innocent children.

**ANCESTRY: HUMAN**  
**HERITAGE: HALF-ORC**

**NAMES**

- |         |         |
|---------|---------|
| Ahnx    | Rendril |
| Amrided | Shlok   |
| Kint    | Terag   |
| Korfir  | Thubo   |
| Norbane | Undren  |
| Ravorel | Windled |

<b>Total</b>	0	Newly Arrived	<b>Total</b>	0-3	Friends and Family
	1-2	Frequent Visitor		4-5	A few friends
	3-6	Local Resident		6	Alone

### OUT FOR REVENGE

Someone has wronged this NPC, and they're planning their revenge!

LAWFUL

NEUTRAL

CHAOTIC

## CARD #35

NEUTRAL

GOOD

EVIL

### MONEY LENDER

Preying upon the poor and desperate, the NPC lends money at exorbitant rates.

#### H Target

- 0 Local leader
- 1 Town rival
- 2 Past lover
- 3 Former friend
- 4 Family member
- 5-6 Business cohort

#### SECRET

This NPC is just trying to break in a new pair of shoes, and it's causing them no end of discomfort (or some other similar personal nuisance).

#### S Clients

- 0 Adventurers
- 1-2 Common folk
- 3 Merchants
- 4 Crafters
- 5 Farmers
- 6 The wealthy

If H is 4+, apply the secret.

#### FOUL MOOD

With a pessimistic attitude about everything, this NPC is in a foul mood and just wants to go home.



**ANCESTRY: HUMAN**  
**HERITAGE: HALF-ORC**

**NAMES**

- |         |             |
|---------|-------------|
| Anarnd  | Narenwin    |
| Bregg   | Raened      |
| Carnan  | Selvahn     |
| Ellior  | Socofta     |
| Milgria | Vanna       |
| Muscan  | Wilendithas |



<b>Total</b>	0-3	Local Resident	<b>Total</b>	0-3	Friends and Family
	4-5	Frequent Visitor		4-5	A few friends
	6	Newly Arrived		6	Alone

### HAVING A MEAL

This NPC wants nothing more than to finish their meal in peace.

CHAOTIC

NEUTRAL

LAWFUL

## CARD #36

GOOD

GOOD

NEUTRAL

### DANCER

Dressed in light, flowing clothes, this NPC always has a spring in their step, on their way to the next performance.

### H Meal

- 0 Discarded food
- 1 Meager rations
- 2 Mighty feast
- 3 Local delicacy
- 4 Light snack
- 5 Tasty dessert
- 6 Stolen food

### SECRET

In truth, this NPC is serving as a distraction while a crime is being committed in the area. Most likely, pickpockets are working the crowd.

### S Venue

- 0-1 Private patron
- 2 Street corner
- 3 Local tavern
- 4-5 Theater
- 6 The court

If H is 1, apply the secret.

### GREGARIOUS

This NPC is here to have a good time and to make sure you do too! They buy drinks, sing songs, and join in the fun.









**ANCESTRY: HUMAN**  
**HERITAGE: HALF-ORC**



### NAMES

- |            |           |
|------------|-----------|
| Blenmen    | Korggen   |
| Brymmys    | Sheg      |
| Cleade     | Thrukka   |
| Drinastron | Tondred   |
| Harfor     | Yordilear |
| Isvan      | Zilder    |

<b>Total</b>	0	Newly Arrived	<b>Total</b>	0	Alone
	1-2	Frequent Visitor		1-2	A few friends
	3-6	Local Resident		3-6	Friends and Family

### SHOPPING

This NPC is perusing the local stalls, buying common goods for their household.

### H Looking for?

- 0-1 Furniture
- 2 Clothing
- 3 Food
- 4 Cookware
- 5 Crafting tool
- 6 Luxury good

LAWFUL

CHAOTIC

NEUTRAL

## CARD #37

### SECRET

The NPC is carrying something of value in their backpack. If S is 4, it's worth over 100 gold. If S is 4 and H is 3, it's something special, like a mysterious glowing egg or a talking sword.

If S is 3+, apply the secret.

### PROTECTIVE

Above all else, this NPC is being very guarded, going out of their way to avoid confrontation.

GOOD

NEUTRAL

GOOD

### SINGER

With a tune on their lips, this performer is dressed to draw attention, heading to their next performance.

### S Venue

- 0-1 Private patron
- 2 Street corner
- 3 Local tavern
- 4-5 Theater
- 6 The court







**ANCESTRY: HUMAN**  
**HERITAGE: HALF-ORC**

**NAMES**

- Briggs
- Damash
- Gassrenda
- Ghenor
- Gnarish
- Polensa
- Ralin
- Ranomear
- Rildt
- Sildern
- Tellona
- Youngblood



<b>Total</b>	0	Newly Arrived	<b>Total</b>	0-3	Friends and Family
	1-2	Frequent Visitor		4-5	A few friends
	3-6	Local Resident		6	Alone

### SHOPPING

This NPC is out looking to purchase gear and equipment for an adventure!

### H Looking for?

- 0 Henchmen
- 1 Climbing gear
- 2 Camping gear
- 3 Weapons
- 4 Armor
- 5 Travel supplies
- 6 Magic items

NEUTRAL

LAWFUL

CHAOTIC

## CARD #38

### SECRET

This NPC is being controlled by another creature that is trying to blend in, but not doing a particularly good job. If H is 3 or less, it has an evil intent.

If S is 1, apply the secret.

### ILLEIST

This NPC always refers to themselves in the third person.

NEUTRAL

GOOD

GOOD

### MUSICIAN

With their instrument in hand, this NPC is tuning, practicing, and getting ready to put on a show.

### S Venue

- 0-1 Private patron
- 2 Street corner
- 3 Local tavern
- 4-5 Theater
- 6 The court





**ANCESTRY: DWARF**  
**ETHNICITY: GRONDAKSEN** 

**NAMES**

- Bronden Khrysted
- Chazgard Korted
- Dolgrin Mordrellen
- Gongred Rudon
- Grunyar Wegar
- Kazmuk Weland



<b>Total</b>	0-3	Local Resident	<b>Total</b>	0	Alone
	4-5	Frequent Visitor		1-2	A few friends
	6	Newly Arrived		3-6	Friends and Family

### TRAINING A SKILL

Working with a tutor, this NPC is trying to improve a particular skill.

#### H Skill?

- 0 Acrobatics
- 1 Religion
- 2 Athletics
- 3 Craft
- 4 Performance
- 5 Medicine
- 6 Thievery

NEUTRAL

CHAOTIC

LAWFUL

## CARD #39

### SECRET

This character is secretly an angel, traveling from the higher planes on a sacred quest and nothing can stand in their way.

GOOD

NEUTRAL

GOOD

### POET

Often found with a sheaf of scrolls tucked under one arm, this NPC is working on their next masterpiece.

#### S Subject

- 0-1 Death's touch
- 2 Noble truths
- 3 Lost love
- 4 Daring deeds
- 5-6 Nature of life

If S is 3 and H is 6, apply the secret.

### RESILIENT

This NPC does not back down from hardship, facing down challenges and setbacks in pursuit of their goal.





**ANCESTRY: DWARF**  
**ETHNICITY: ERGAKSEN**

**NAMES**

- |             |          |
|-------------|----------|
| Agna        | Grondhal |
| Barbenta    | Mabelern |
| Beulah      | Marbriss |
| Biltterlynd | Marne    |
| Fentayne    | Strova   |
| Flonnda     | Yangrit  |



<b>Total</b>	0-3	Local Resident	<b>Total</b>	0-3	Friends and Family
	4-5	Frequent Visitor		4-5	A few friends
	6	Newly Arrived		6	Alone

### EXERCISING

The only thing this NPC is interested in right now is completing their workout regimen.

CHAOTIC

LAWFUL

NEUTRAL

## CARD #40

GOOD

GOOD

NEUTRAL

### STORYTELLER

Keeper of local lore, this NPC will happily tell stories to any who will listen, often at just the right time.

### H Activity

- 0 Mental exercise
- 1 Sparring
- 2 Agility training
- 3 Jogging
- 4 Weight lifting
- 5-6 Weapon forms

### SECRET

Local businesses cater to the whims of this NPC, all the while overcharging them and giving them shoddy service.

### S Tale

- 0-1 Historical event
- 2 Inspiring tale
- 3 Morale story
- 4 Local tragedy
- 5-6 Flight of fancy

If S is 2 or less, apply the secret.

### SELF-CENTERED

Whatever you are doing is not important to this NPC. It is all about them and their needs.







**ANCESTRY: DWARF**  
**ETHNICITY: KULENETT**

**NAMES**

- Breman
- Dagoueth
- Dosendeg
- Dureggen
- Forneldam
- Horndel
- Karezthan
- Lupp
- Maleeg
- Morgrym
- Quantern
- Radeccen



<b>Total</b>	0	Newly Arrived	<b>Total</b>	0	Alone
	1-2	Frequent Visitor		1-2	A few friends
	3-6	Local Resident		3-6	Friends and Family

### TAKING A STROLL

Just out for a walk, this NPC is wandering from place to place, lost in thought.

LAWFUL

NEUTRAL

CHAOTIC

## CARD #41

GOOD

NEUTRAL

EVIL

### GUILD MEMBER

This NPC specializes in an important local craft, proudly wearing the badge of a local guild.

### H Contemplating

- 0-1 Trivial question
- 2 Work challenge
- 3 Personal problem
- 4 Family matter
- 5-6 Meaning of life

### SECRET

This character has a very dark past that they have tried hard to put behind them. They've spent years working on being a better person, but someone knows what they did and seeks justice.

### S Guild

- 0-1 Merchants
- 2 Blacksmiths
- 3 Woodworkers
- 4 Leather crafters
- 5 Jewelers
- 6 Alchemists

If H is 3, apply the secret.



### TRUSTWORTHY

Everyone in the community trusts this individual as a pillar of honesty and fair dealings.

**ANCESTRY: DWARF**  
**ETHNICITY: MBE'KE**



### NAMES

- |          |          |
|----------|----------|
| Bado     | Kirkired |
| Cardanta | Kunda    |
| Dondrina | Lirma    |
| Gredda   | Nomera   |
| Guon     | Sol      |
| Ikko     | Stalla   |



<b>Total</b>	0-3	Local Resident	<b>Total</b>	0	Alone
	4-5	Frequent Visitor		1-2	A few friends
	6	Newly Arrived		3-6	Friends and Family

### WORKING

To put it simply, this NPC is working at their job with complete focus.

### H Mood

- 0 Furious
- 1 Sparring
- 2 Irritable
- 3 Focused
- 4 Bored
- 5-6 Cheerful

CHAOTIC

NEUTRAL

LAWFUL

## CARD #42

### SECRET

After retiring from the life of an adventurer, this NPC swore off violence, but they have one last quest that they need to see accomplished.

NEUTRAL

EVIL

EVIL

### MISCREANT

Wanted by the local watch, this NPC has no qualms with breaking the law if it serves their goal.

### S Favorite crime

- 0-1 Assault
- 2 Vandalism
- 3 Pickpocket
- 4 Burglary
- 5 Arson
- 6 Murder

If S is 0, apply the secret.

### GENTLE

This NPC has a very caring, delicate nature. They refuse to harm another creature if they can avoid it.





**ANCESTRY: DWARF**  
**ETHNICITY: PARAHEEN**

**NAMES**

- |         |          |
|---------|----------|
| Altrudd | Rogar    |
| Armagh  | Selos    |
| Baghar  | Simirken |
| Gahaur  | Swidaryn |
| Hasdren | Tharmetu |
| Rodus   | Torval   |



<b>Total</b>	0	Newly Arrived	<b>Total</b>	0-3	Friends and Family
	1-2	Frequent Visitor		4-5	A few friends
	3-6	Local Resident		6	Alone

### CLEANING UP

This place is a mess. The NPC is busy tidying or cleaning the area.

LAWFUL

CHAOTIC

NEUTRAL

## CARD #43

NEUTRAL

GOOD

NEUTRAL

### JUGGLER

Usually found performing for money, this NPC is adept at juggling all manner of objects.

#### H Focus

- 0 Looking for filth
- 1 Polishing
- 2 Washing
- 3 Organizing
- 4 Sweeping
- 5 Dusting
- 6 Detail work

#### S Object

- 0 Alc. Bombs
- 1 Torches
- 2 Rings
- 3 Balls
- 4 Clubs
- 5-6 Knives

### SECRET

Someone has poisoned this NPC and it is only a matter of time before they collapse or hurt themselves.

If H is 0, apply the secret.

### OUT OF CONTROL

This NPC is behaving erratically. They might be drunk, under the influence of a spell, or just having a bad day.





**ANCESTRY: DWARF**  
**ETHNICITY: PAHMET**

**NAMES**

- |            |          |
|------------|----------|
| Daratha    | Reynalda |
| Huaten     | Shara    |
| Kotri      | Tarna    |
| Ledarr     | Thrazza  |
| Marandevin | Tuysubla |
| Mogesh     | Zild     |



<b>Total</b>	0-3	Local Resident	<b>Total</b>	0-3	Friends and Family
	4-5	Frequent Visitor		4-5	A few friends
	6	Newly Arrived		6	Alone

## PRACTICING MAGIC

This NPC is trying to sound out magic phrases, maybe even attempting to cast a spell.

### H Source

- 0-1 Secret friend
- 2 Tutor
- 3 Spellbook
- 4 From memory
- 5-6 In a trance

NEUTRAL

LAWFUL

CHAOTIC

# CARD #44

## SECRET

This NPC is secretly from an entirely different social class, trying to blend in to this situation. If S is 0, they are here for nefarious purposes.

If H is 6, apply the secret.

## AWKWARD

Greeting everyone with a shy smile and broken pleasantries, this NPC just looks uncomfortable in this setting.

GOOD

NEUTRAL

EVIL

## EMISSARY

Based on their dress and mannerisms, this NPC is from a foreign land, here on a diplomatic errand.

### S From Where?

- 0-1 Far away land
- 2 Enemy land
- 3-4 Nearby ally
- 5 Neutral land
- 6 Planar nation







**ANCESTRY: DWARF**  
**ETHNICITY: GRONDAKSEN**

**NAMES**

- |          |          |
|----------|----------|
| Ashperd  | Haevin   |
| Bodill   | Olbareth |
| Braethos | Oubran   |
| Clonir   | Thaldan  |
| Edrukk   | Thern    |
| Gornick  | Torra    |



<b>Total</b>	0	Newly Arrived	<b>Total</b>	0	Alone
	1-2	Frequent Visitor		1-2	A few friends
	3-6	Local Resident		3-6	Friends and Family

## ASLEEP AT WORK

This NPC is clearly taking a nap at work, either asleep at their post or curled up nearby.

### H Why so tired?

- 0 Magic spell
- 1 Got drunk
- 2 Just bored
- 3 Stayed up late
- 4 Worked hard
- 5-6 Lazy

NEUTRAL

CHAOTIC

LAWFUL

# CARD #45

## SECRET

There is a fiend hunting this NPC, and it's the only thing they fear. It preys upon the brave and feasts upon breaking them.

GOOD

NEUTRAL

GOOD

## SCRIBE

With ink-stained fingers, this NPC can often be found reading or transcribing an important work.

### S Specialty

- 0-1 Religious work
- 2 Historical texts
- 3-4 Transcription
- 5 Literature
- 6 Magic treatises



If S is 2 and H is 5, apply the secret.

## BRAVE

Willing to face down any danger, this NPC does not shy away from conflict if they believe it's the right thing to do.





**ANCESTRY: DWARF**  
**ETHNICITY: ERGAKSEN**



### NAMES

- Bev
- Braithos
- Eltruda
- Helena
- Ingra
- Magla
- Mimender
- Pruonna
- Rhysese
- Rusilka
- Talene
- Thalgrenda

<b>Total</b>	0	Newly Arrived	<b>Total</b>	0-3	Friends and Family
	1-2	Frequent Visitor		4-5	A few friends
	3-6	Local Resident		6	Alone

### SHARPENING

With a sharp tool or weapon in hand, this NPC is carefully sharpening the edge with a whetstone.

#### H Tool

- 0-1 Large blade
- 2 Dagger
- 3 Kitchen knife
- 4 Wood-chopping axe
- 5-6 Other weapon

CHAOTIC

LAWFUL

NEUTRAL

## CARD #46

### SECRET

This NPC has a friend who is in trouble with the law, and they're currently helping their friend avoid capture.

NEUTRAL

NEUTRAL

GOOD

### FALCONER

Training birds of prey for sport and hunting, this NPC often wears a heavy leather glove.

#### S Bird of Prey

- 0-1 Kestrel
- 2 Owl
- 3 Falcon
- 4 Eagle
- 5 Buzzard
- 6 House drake

If S is 0, apply the secret.

### LOYAL



True friends know this NPC to be a trusting and honorable companion, standing by them in times of need.

**ANCESTRY: ELF**  
**ETHNICITY: AIUDEEN**

**NAMES**

- Aerel
- Alvora
- Elmerindala
- Falena
- Lyrelle
- Miedelle
- Naliatha
- Seldensa
- Talathel
- Tassarillende
- Tessara
- Yalandara



<b>Total</b>	0-3	Local Resident	<b>Total</b>	0	Alone
	4-5	Frequent Visitor		1-2	A few friends
	6	Newly Arrived		3-6	Friends and Family

### WHISTLING

This NPC is going about their business, whistling a catchy tune.

### H Tune

- 0 Inspiring song
- 1 Sad melody
- 2 Child's song
- 3 Simple tune
- 4 Famous song
- 5-6 Hard to say, they're bad at it

LAWFUL

NEUTRAL

CHAOTIC

## CARD #47

### SECRET

This character is visiting from a far away place, using magic to speak and read the local language. Unfortunately, that magic has failed and they cannot communicate with anyone.

NEUTRAL

EVIL

GOOD

### BARBER

Performing shaves, cuts, and minor surgeries, this NPC is at least trained in medicine.

### S Specialty

- 0 Surgery
- 1 Treat poison
- 2 Stitch wounds
- 3 Cuts/shaves
- 4 Pull teeth
- 5-6 Treat disease



If H is 3, apply the secret.

### CONFUSED

This NPC appears to be lost, unable to follow directions, and does not appear to know anyone in the area.







**ANCESTRY: ELF**  
**ETHNICITY: AIUDEEN**



**NAMES**

- Auronis
- Brenarenn
- Caladrel
- Calysallen
- Lanliss
- Luenthorn
- Nabirel
- Nelein
- Nerelynn
- Soumral
- Torrenadrin
- Zordlon



<b>Total</b>	0-3	Local Resident	<b>Total</b>	0-3	Friends and Family
	4-5	Frequent Visitor		4-5	A few friends
	6	Newly Arrived		6	Alone

## PRACTICING MUSIC

Clearly not a professional, this NPC is trying to learn how to play an instrument.

### H Instrument

- 0-1 Trumpet/horns
- 2 Piano
- 3 Lute/guitar
- 4 Flute/pipes
- 5-6 Drums

CHAOTIC

NEUTRAL

LAWFUL

## CARD #48

### SECRET

This NPC is actually a very powerful member of a secret organization. Making them mad is a very bad idea, likely to draw a deadly response.

GOOD

EVIL

NEUTRAL

## HERBALIST

Using rare herbs and local plants, this NPC can cure all manner of ailments.

### S Specialty

- 0 Poisons
- 1 Recreation
- 2 Preventatives
- 3 Common remedies
- 4 Healing elixirs
- 5-6 Allergy relief



If H is 5, apply the secret.

### DEMANDING

Treating everyone like their personal servant, this NPC demands that everyone bow to their whims.







**ANCESTRY: ELF**

**ETHNICITY: VOURINDI**

**NAMES**

- Amrunelara
- Carasawyen
- Derendrel
- Entenallyn
- Federincia
- Ganelle
- Ippielandra
- Iridansa
- Isobel
- Koriellena
- Merise
- Miarali



<b>Total</b>	0	Newly Arrived	<b>Total</b>	0	Alone
	1-2	Frequent Visitor		1-2	A few friends
	3-6	Local Resident		3-6	Friends and Family

### **JOB INTERVIEW**

This NPC is in the middle of or on their way to a job interview. Draw another role for the job.

LAWFUL

CHAOTIC

NEUTRAL

## **CARD #49**

NEUTRAL

NEUTRAL

GOOD

### **LOCKSMITH**

A highly specialized crafter, this NPC makes all manner of locks and often sells the tools to pick them.

### **H Experience**

- 0-1 Bad at it
- 2 Some skill
- 3 Practiced
- 4 Hoping to learn
- 5-6 Gifted natural

### **SECRET**

An encounter with a deadly creature a few years ago gave this NPC a new-found appreciation for life. Unfortunately, the creature is still hunting them.

### **S Known For**

- 0-1 Traps
- 2 Ornate locks
- 3 Solid work
- 4 Intricate keys
- 5-6 Underworld ties



If S is 6, apply the secret.

### **ENERGETIC**

This NPC is always on the move and never seems to tire. They are always up for another adventure.

**ANCESTRY: ELF**  
**ETHNICITY: ALIJAE**

**NAMES**

- |           |            |
|-----------|------------|
| Akilu     | Herelotond |
| Bonterran | Hindro     |
| Corcoran  | Isodral    |
| Didi      | Loshuara   |
| Garendro  | Nananet    |
| Heldalel  | Sielaran   |



<b>Total</b>	0-3	Local Resident	<b>Total</b>	0	Alone
	4-5	Frequent Visitor		1-2	A few friends
	6	Newly Arrived		3-6	Friends and Family

### PLAYTIME

This NPC is in the middle of a game with 1d3 children, laughing and having fun.

### H Game

- 0-1 Tug of War
- 2 Ring toss
- 3 Tag
- 4 Hide and Seek
- 5 Marbles
- 6 Archery

NEUTRAL

LAWFUL

CHAOTIC

## CARD #50

### SECRET

This NPC is not actually skilled at their job or position, but they're compensating for it by being loud and overly expressive.

GOOD

NEUTRAL

NEUTRAL

### BLACKSMITH

Spending all day at a forge gives this NPC an impressive physique and plenty of small cuts and burns.

### S Specialty

- 0-1 Armor
- 2 Weapons
- 3 Tools
- 4-5 Common goods
- 6 Magic items

If H is 5, apply the secret.

### LOUD

You can always hear this NPC coming. Their voice carries easily, cutting through nearly any background din.



**ANCESTRY: ELF**  
**ETHNICITY: EKUJAE**



## NAMES

Alera	Monaelle
Anoendalle	Oolinda
Dandreselle	Plumarada
Dardlara	Teppamicca
Duli	Weymarian
Madirabo	Yalanta



<b>Total</b>	0	Newly Arrived	<b>Total</b>	0-3	Friends and Family
	1-2	Frequent Visitor		4-5	A few friends
	3-6	Local Resident		6	Alone

### PLAYING A GAME

Sitting with a friend, this NPC is playing a game, perhaps even for a small wager.

#### H Game

- 0 Magical game
- 1 Draughts
- 2 Card game
- 3 Chess
- 4 Knucklebones
- 5-6 Nine men's morris

NEUTRAL

CHAOTIC

LAWFUL

## CARD #51

### SECRET

This character is carrying a virulent plague that is about to spread throughout the community.

NEUTRAL

GOOD

NEUTRAL

### JEWELER

Often found wearing goggles to help them see fine details, this NPC makes all manner of jewelry.

#### S Specialty

- 0-1 Bracelets
- 2 Earrings
- 3 Necklaces
- 4-5 Rings
- 6 Regalia



If S is 4+ and H is 1, apply the secret.

### SICK

Sniffing and coughing, this NPC is clearly not well. They should probably be at home in bed.





**ANCESTRY: ELF**  
**ETHNICITY: KALLIJAE**

**NAMES**

- Cherarian
- Folmiranel
- Ilosaran
- Jathal
- Josandre
- Keydanno
- Kyruntendel
- Nisolender
- Nitan
- Oparal
- Shadarten
- Yenrarlelle



<b>Total</b>	0-3	Local Resident	<b>Total</b>	0-3	Friends and Family
	4-5	Frequent Visitor		4-5	A few friends
	6	Newly Arrived		6	Alone

## TELLING A TALE

This NPC is being followed around by a bard or scribe who is recording a tale they're in the middle of telling.

### H Why?

- 0-1 Memorial
- 2 Bardic inquiry
- 3 Interview
- 4 Autobiography
- 5-6 Legal case

CHAOTIC

LAWFUL

NEUTRAL

## CARD #52

### SECRET

Guilty over their great wealth and how they acquired it, this NPC is trying to make amends for their past misdeeds.

NEUTRAL

EVIL

GOOD

## ALCHEMIST

This NPC specializes in making potions or alchemical items. They often smell of their ingredients.

### S Specialty

- 0-1 Tools
- 2 Bombs
- 3 Elixirs
- 4 Potions
- 5 Oils
- 6 Poisons



If H is 3, apply the secret.

### GENEROUS

This NPC is giving with their wealth, buying meals for friends, helping the poor, and supporting their family.

