





ANCESTRY: ELF
ETHNICITY: AIUDEEN

NAMES

- | | |
|--------------|-----------|
| Casarern | Oparethe |
| Catalyn | Paerisal |
| Faunra | Qinladden |
| Jyesayr | Seldenna |
| Lorauvial | Seldon |
| Nyrosendalen | Yesrinti |

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

CELEBRATING

This NPC is out having a good time, celebrating a special event or achievement.

H Cause

- 0 Victory
- 1 Promotion
- 2 Achievement
- 3 Birthday
- 4 Anniversary
- 5-6 Wedding

NEUTRAL

LAWFUL

CHAOTIC

CARD #53

SECRET

This NPC has lost everything. Their home was consumed in a blaze that took the lives of their loved ones. If S is 5+, it was not an accident.

NEUTRAL

GOOD

GOOD

COOPER

Wearing a leather apron and carrying wood-working tools, this NPC makes barrels for a living.

S Current Project

- 0-1 Buckets
- 2 Vats
- 3 Barrels
- 4 Casks
- 5-6 Tubs



If H is 2, apply the secret.

SAD

This NPC is just not in a good mood. They have suffered a loss or got into a heated argument with a friend.





ANCESTRY: ELF
ETHNICITY: AIUDEEN

NAMES

- | | |
|------------|-------------|
| Aledrin | Envisserol |
| Audeonal | Llewelyn |
| Calinver | Maernallen |
| Ceandevin | Nantelendre |
| Crypellion | Opalossand |
| Darsevelle | Variel |



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

ARRESTED

The local guard has taken this NPC into custody, hauling them to jail or the nearby stocks.

H Crime

- 0-1 Political
- 2 Trespassing
- 3 Theft
- 4 Assault
- 5 Vandalism
- 6 Murder

NEUTRAL

CHAOTIC

CHAOTIC

CARD #54

SECRET

After a dangerous past, this NPC accepted their current role instead of facing the consequences. One day, there might be a reckoning and they might turn to the PCs for help.

GOOD

NEUTRAL

GOOD

STREET COOK

This NPC operates a small street cart, selling fresh food or local treats to those in town.

S What's Cooking

- 0 Roasted nuts
- 1 Candied fruit
- 2 Fresh bread
- 3 Local specialty
- 4 Meat skewers
- 5-6 Cold treat



If H is 4, apply the secret.

SELF-ASSURED

This NPC works with practiced ease. They are at peace with their lot in life and are not afraid to own their mistakes.





ANCESTRY: GNOME
ETHNICITY: MWANGI



NAMES

- | | |
|----------|----------|
| Almina | Piloga |
| Aurilara | Seentes |
| Calnara | Swamilia |
| Engwede | Tarek |
| Furenda | Taweo |
| Neji | Wigna |

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

HEALER NEEDED

With desperation in their voice, this NPC is wandering about, looking for a healer.

H Patient

- 0-1 Dying
- 2 Unconscious
- 3 Badly hurt
- 4 Diseased
- 5 Poisoned
- 6 Dead

CHAOTIC

LAWFUL

NEUTRAL

CARD #55

SECRET

Either through dreams or other divine signs, this NPC has been chosen to carry out some grand design on behalf of their deity. They bear a mark to prove it.

GOOD

GOOD

NEUTRAL

TOY MAKER

Wearing brightly colored clothing, this NPC makes wooden toys and games for children.

S Known for

- 0-1 Strategy games
- 2 Outdoor games
- 3 Wood carvings
- 4 Fantasy Dolls
- 5 Scopperils
- 6 Clockwork toys



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

GODLY



This NPC is a firm believer in their deity's cause, working in every way possible to make their will manifest.

ANCESTRY: GNOME
ETHNICITY: TALDAN

NAMES

- Abroshtor
- Bastargre
- Egreb
- Eilmornt
- Fendry
- Holvey
- Pateus
- Peterkin
- Purpean
- Samalin
- Thoros
- Zeuken



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

ON BREAK

This NPC is on break from their normal job, relaxing outside or behind the building before returning to work.

H Mood

- 0-1 Very frustrated
- 2 Agitated
- 3 Pensive
- 4 Tired
- 5-6 Exhausted

LAWFUL

NEUTRAL

CHAOTIC

CARD #56

SECRET

This NPC just got away with a crime and they are pretty sure that no one knows they were involved. If H is 0, it was murder.

NEUTRAL

GOOD

NEUTRAL

TAILOR

With a measuring tape around their neck and scissors in their belt, this NPC is clearly a tailor.

S Specialty

- 0 Royal garb
- 1 Noble outfits
- 2 Work clothes
- 3 Trousers/tunics
- 4 Dresses
- 5-6 Travel wear



If S is 2, apply the secret.

CHEERY



This NPC is just in a good mood, greeting everyone with enthusiasm, with a smile beaming on their face.

ANCESTRY: GNOME
ETHNICITY: CHELAXIAN 

NAMES

- Bertome
- Catrelle
- Corgaide
- Dillantri
- Noosie
- Pevara
- Poldanlin
- Poshment
- Sarene
- Taborwin
- Wandanda
- Zatqualmie



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

RUNNING LATE

This NPC is in quite a hurry, making their way to an appointment and they have no time to spare.

H Appointment

- 0-1 Secret meeting
- 2 A gathering
- 3 Business deal
- 4 Dinner date
- 5-6 Court meeting

CHAOTIC

NEUTRAL

LAWFUL

CARD #57

SECRET

There is a pickpocket who has targeted this NPC and is about to rob them. They might be oblivious, but the PCs might see this crime take place.

If H is 4, apply the secret.

OBLIVIOUS

This NPC has no idea what is going on around them, missing obvious commotions and anyone talking to them.

GOOD

NEUTRAL

GOOD

BREWER

Smelling of hops and yeast, this NPC brews beers, ales, and maybe even liquor for a living.

S Current Brew

- 0-1 Shackles rum
- 2 Kyonin pale
- 3 Andoran lager
- 4 5 Kings stout
- 5 Varisian ale
- 6 Goblin firewater







ANCESTRY: GNOME
ETHNICITY: SVIRFNEBLIN

NAMES

Calofren	Naris
Conail	Nasrin
Deblin	Pai
Fijit	Quante
Gagne	Ricern
Gradle	Teppler

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

WAITING IN LINE

This NPC is patiently waiting their turn to get into a business or to be served.

LAWFUL

CHAOTIC

NEUTRAL

CARD #58

EVIL

EVIL

NEUTRAL

PIRATE

Dressed for the open sea, this NPC spends their time plundering other vessels for profit.

H Passing Time

- 0-1 Complaining
- 2 Being annoyed
- 3 Silent stares
- 4 Toe tapping
- 5 Whistling
- 6 Picking pockets

SECRET

There are terrible rumors spreading around town about the PCs and this NPC does not think very highly of them as a result.

S Role Onboard

- 0 Cook
- 1 Surgeon
- 2 Bosun
- 3 Gunner
- 4-5 Deckhand
- 6 Captain

If H is 4+, apply the secret.



UNFRIENDLY

This NPC is in no mood to talk or get to know anyone. They are unhelpful, giving curt answers to questions.



ANCESTRY: GNOME
ETHNICITY: FELL

NAMES

- Besh
- Carinde
- Cumere
- Daneth
- Dyda
- Kriscaryn
- Queck
- Rubinde
- Swittlesan
- Trig
- Ula
- Wynekke



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

FOUND OBJECT

This NPC has found a thing on the ground nearby and is trying to return it to its owner.

NEUTRAL

LAWFUL

CHAOTIC

CARD #59

NEUTRAL

NEUTRAL

GOOD

BUTCHER

Wearing a blood-stained apron, this NPC is skilled at preparing various cuts of meat.

H Found Item

- 0 Magic item
- 1 Missing pack
- 2 Hat or cloak
- 3 Coin purse
- 4 Tool or weapon
- 5-6 Child's toy

SECRET

Staying up late to participate in a secret society is taking its toll on this NPC. They have another clandestine meeting scheduled tonight.

S Specialty

- 0-1 Poultry
- 2 Pork
- 3 Beef
- 4-5 Lamb
- 6 Monster meat



If H is 1, apply the secret.

TIRED

This NPC is exhausted. They would like to go home and get some rest, but they have to finish their task.







ANCESTRY: GNOME
ETHNICITY: BLEACHLING ➔

NAMES

Beldair	Metthew
Blaydder	Northan
Elsin	Piltchwin
Erasant	Tephran
Eyewick	Weary
Grammond	Welthan

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

PANICKED

Something has got this NPC truly frightened and they've taken to the streets to find help.

H Terror

- 0-1 Missing person
- 2 Robbery
- 3 Monster in their house
- 4 Fire!
- 5-6 Found a body

NEUTRAL

CHAOTIC

LAWFUL

CARD #60

SECRET

This NPC is being manipulated by a close friend or relative into doing something illegal. They know it's wrong, but they are going to do it anyway.

If S is 2+, apply the secret.

WEAK-WILLED

This NPC is unable to control their impulses and is easily cajoled by others into acting against their interests.

GOOD

NEUTRAL

GOOD

HERMIT

This NPC exists on the fringe of society, preferring to live alone, relying only on themselves.

S Disposition

- 0-1 Militant grouch
- 2 Friendly
- 3 Lurking shadow
- 4 Curmudgeon
- 5-6 Conspiracy theorist





ANCESTRY: GNOME
ETHNICITY: KELISHITE

NAMES

- Anatta
- Calinu
- Halungalom
- Hamedin
- Harine
- Janhara
- Lomesh
- Majet
- Mina
- Sinhar
- Suana
- Tetheras



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

HUNGRY

Depending on the setting, this NPC is either enjoying a meal or out in search for food.

H Craving

- 0-1 Vegetarian fare
- 2 Roast boar
- 3 Mutton or beef
- 4 Fresh fish
- 5 Warm bread
- 6 Sweet desserts

CHAOTIC

LAWFUL

NEUTRAL

CARD #61

SECRET

This character overheard a rumor about a local noble or merchant that claims they're looking to buy a dragon to raise as a pet and will pay handsomely for the beast.

EVIL

NEUTRAL

EVIL

BANDIT

This NPC makes a living off robbing travelers on the road. In town, they are seen spending their stolen coin.

S Posted Reward

- 0-1 100 gp
- 2 50 gp
- 3 10 gp
- 4-5 None
- 6 Title and wealth



If S is 6, apply the secret.

TALKATIVE

This NPC loves to make small talk about the weather, local politics, and gossip. They never shut up.







ANCESTRY: GNOME
ETHNICITY: KELLID

NAMES

- Frosen
- Jabbaren
- Juubil
- Kalabac
- Kanal
- Kidrick
- Krolmnite
- Miltveg
- Orelizeb
- Urisent
- Yanmed
- Zarzuket



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

HELPING OUT

This NPC is spending their time helping out a worthy cause.

H Cause

- 0 Public art
- 1 Protest injustice
- 2 Religious cause
- 3 Feed the poor
- 4 Help the sick
- 5-6 Pick up trash

LAWFUL

NEUTRAL

LAWFUL

CARD #62

SECRET

This character is at the center of a controversy or scandal that's about to come to light and working with them will be key in getting to the bottom of it.

NEUTRAL

GOOD

GOOD

RANGER

Spending most of their time in the wilderness, this NPC keeps the area safe for travelers and locals.

S Specialty

- 0 Nature magic
- 1-2 Animal taming
- 3 Hunting
- 4 Navigation
- 5-6 Snares/traps



If S is 5+, apply the secret.

OBNOXIOUS

This NPC is unpleasant to be around. They might have bad odor, talk over people, or just belittle perceived lessers.





ANCESTRY: GOBLIN
ETHNICITY: FOREST

NAMES

- | | |
|--------|---------|
| Berd | Pickwin |
| Boof | Ranzak |
| Droke | Saff |
| Guzmuk | Soggle |
| Mung | Yonk |
| Numnik | Zeg |



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

WHITTLING

This NPC is working diligently with a small carving knife, creating a sculpture from wood.

H What is it?

- 0-1 Dream image
- 2 Gift for spouse
- 3 Child's toy
- 4 Friend's likeness
- 5-6 Art piece

CHAOTIC

NEUTRAL

LAWFUL

CARD #63

SECRET

In reality, this NPC is trying to save as much as they can to pay for a spell to bring a loved one back to life.

GOOD

NEUTRAL

NEUTRAL

LOGGER

Wearing rugged clothing, this NPC is quite skilled with the woodcutting axe strapped to their back.

S Job

- 0 Foreman
- 1 Climber
- 2-3 Faller
- 4-5 Bucker
- 6 Grader

If S is 4, apply the secret.

STINGY

This NPC constantly haggles for a better price and never spends coin unless they have to.







ANCESTRY: GOBLIN
ETHNICITY: FOREST

NAMES

- | | |
|---------|--------|
| Ak | Kaglak |
| Badder | Kalla |
| Boral | Sot |
| Cax | Vultty |
| Ekie | Wakla |
| Glolong | Zrah |

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

**SELLING
SOMETHING**

This NPC is looking to sell something to the PCs for a very reasonable price.

H Item

- 0-1 Odd heirloom
- 2 Delicious snack
- 3 Crafted item
- 4 Armor/weapon
- 5 Miracle cure
- 6 Ancient map

LAWFUL

CHAOTIC

NEUTRAL

CARD #64

SECRET

Their stern, dangerous attitude is all a facade. If challenged by anyone willing to stand up for themselves, they flee from the scene immediately.

GOOD

EVIL

NEUTRAL

WITCH/WARLOCK

Living on the outskirts, this NPC sells charms, poisons, curses and cures.

S Specialty

- 0 Charlatan
- 1 Spellcasting
- 2 Poisons
- 3 Cures
- 4 Charms
- 5-6 Curses

If S is 2+, apply the secret.

RUTHLESS

This NPC will do anything to secure victory, including intimidation or violence if the problem calls for it.





ANCESTRY: GOBLIN
ETHNICITY: FROST



NAMES

- Dezoc
- Feg
- Frudhiffs
- Klug
- Leb
- Manter
- Nemdal
- Omgot
- Scrud
- Soot
- Thorg
- Wendle



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

WORKING HARD

This NPC is very busy working their job and not interested in idle chat or distractions.

LAWFUL

LAWFUL

NEUTRAL

CARD #65

NEUTRAL

GOOD

GOOD

EXPLORER

Dressed for travel, this NPC can often be found studying maps or planning their next expedition.

H Detail

- 0-1 Overworked
- 2 Just started
- 3 Very focused
- 4 Almost done
- 5-6 Looking for a promotion

SECRET

This character is living a double life, with two families, two jobs, and two sets of friends. They are just barely keeping it together.

S Goal

- 0 Travel planes
- 1 Summit peaks
- 2 Catalog beasts
- 3 See the world
- 4 Chart unknown
- 5-6 Explore ruins



If S is 2, apply the secret.

UNRELIABLE

This NPC is always late, rarely keeps their word, and frequently cancels plans at the last moment.







ANCESTRY: GOBLIN
ETHNICITY: MONKEY



NAMES

- | | |
|-----------|-----------|
| Bokker | Querd |
| Cattypip | Rikki |
| Kigbun | Scrabbles |
| Loohi | Tocli |
| Loop Loop | Tumble |
| Quanbo | Xyma |

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

HARDLY WORKING

This NPC is slacking off at their job, putting in only the bare minimum effort.

H Wasting time

- 0 Studying
- 1 Napping
- 2-3 Looking busy
- 4 Talking with a few friends
- 5-6 Sitting/resting

NEUTRAL

CHAOTIC

CHAOTIC

CARD #66

SECRET

This NPC is the leader of a small group looking to overthrow the local government, wanting to install themselves as the new rulers.

GOOD

NEUTRAL

EVIL

PILGRIM

This NPC is on a journey to visit a special site that is sacred to their faith, and carries religious texts and symbols.

S Site

- 0-1 Battlefield
- 2 Sacred teacher
- 3 Miracle site
- 4-5 Temple/shrine
- 6 Apocryphal site



If S is 2 and H is 6, apply the secret.

OPEN-MINDED

This NPC is willing to hear out other ideas, even if they challenge their own. They are fair and considerate to others.







ANCESTRY: GOBLIN
ETHNICITY: RASP

NAMES

- | | |
|---------|----------|
| Criq | Relvin |
| Darby | Sawsak |
| Falth | Sidnak |
| Frum | Spitball |
| Mazmard | Stit |
| Rangdo | Tartle |

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

ESCORTING A FRIEND

This NPC is showing a friend around town, seeing the sights, getting food, and visiting locals.

H Friend

- 0-1 Hired as guide
- 2 Trade partner
- 3 Relative
- 4-5 Old friend
- 6 Adventurer

CHAOTIC

LAWFUL

NEUTRAL

CARD #67

SECRET

A rival is planning the downfall of this NPC by humiliating them in a very public way. They plan to strike soon.

NEUTRAL

GOOD

EVIL

PETTY NOBLE

This NPC is technically a member of the nobility, but only just barely.

S Noble Claim

- 0-1 Fake title
- 2 Knight/squire
- 3 Married into a title
- 4 Distant relative
- 5-6 Bribed title



If H is 2, apply the secret.

CONFIDENT

This NPC is clearly assured of their own skill, but they know their limits and do not take unnecessary risks.







ANCESTRY: GOBLIN
ETHNICITY: RASP

NAMES

- Arna
- Fela
- Felba
- Krobby
- Oomma
- Raspberg
- Triz
- Vom
- Wrendle
- Yiva
- Zella
- Zibini



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

CHASE!

This NPC is being chased by another character who is about to catch up with them.

LAWFUL

NEUTRAL

CHAOTIC

CARD #68

NEUTRAL

GOOD

GOOD

NOBLE

This NPC is a noble with some amount of power and influence in the local government.

H Reason

- 0-1 Warn of danger
- 2 Give a message
- 3 Stole a thing
- 4 Return lost item
- 5 Wanted poster
- 6 To attack them

SECRET

This NPC is madly in love with someone that is above their station, probably a noble. Although the feeling is mutual, they believe that they can never be together. Maybe the PCs can help?

S Title

- 0-1 Knight
Commander
- 2 Earl/Countess
- 3-4 Lady/Lord
- 5 Baron/Baroness
- 6 Duke/Duchess

If S is 3, apply the secret.

WITTY

This NPC is a master of subtle jabs and jokes, making comical observations about the world around them.





ANCESTRY: GOBLIN
ETHNICITY: RASP



NAMES

- | | |
|---------|--------|
| Biscuit | Meats |
| Blurnny | Nuk |
| Gazben | Regbug |
| Geets | Rickle |
| Gurk | Syd |
| Jirk | Tup |

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

LEAVING A NOTE

This NPC is in the middle of leaving a note on a wall or post for messages.

CHAOTIC

CARD #69

GOOD

ROYAL

This NPC is either the local ruler or a member of the royal family. They are accompanied by guards and servants.

H Form

- 0 Magic glyph
- 1 Strange sigil
- 2 Wanted poster
- 3 Business flyer
- 4 Graffiti
- 5 Job offer
- 6 Coded message

NEUTRAL

NEUTRAL

SECRET

This NPC had their memory erased quite recently by someone who wanted to make sure they did not remember something they saw.

GOOD

S Escort

- 0-1 Family member
- 2 Servants
- 3 Knights
- 4 Retainers
- 5-6 Bodyguard

If S is 0 and H is 4, apply the secret.

INNOCENT

This NPC has a innocence about them. They are not cynical about the world, seeing it with wonder and excitement.







ANCESTRY: GOBLIN
ETHNICITY: FOREST

NAMES

- | | |
|--------|---------|
| Bono | Neeka |
| Felma | Nraka |
| Fert | Peafiss |
| Gronna | Pin Pin |
| Leepa | Smids |
| Liverk | Tzigan |



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

HAGGLING

This NPC is current bargaining with another character over the price of some deal.

LAWFUL

CHAOTIC

NEUTRAL

CARD #70

EVIL

GOOD

NEUTRAL

MOURNER

This NPC is dressed for a funeral and is paid to attend them and weep for the departed.

H Deal

- 0 Criminal act
- 1 Magic item
- 2 Shipping price
- 3 Common good
- 4 Land deal
- 5-6 Service price

SECRET

This NPC is planning a surprise party for a close friend, and they're trying to make sure that no one spoils the celebration.

S Next Stiff

- 0-1 Beloved local
- 2 Noble
- 3 Commoner
- 4 Merchant
- 5 Local hero
- 6 A living person



If S is 5, apply the secret.

SECRETIVE

This NPC takes reasonable precautions to ensure that others do not overhear their business or conversations.



ANCESTRY: HALFLING
ETHNICITY: CHELAXIAN

NAMES

- | | |
|---------|-----------|
| Alsed | Penington |
| Avis | Postald |
| Boram | Talbot |
| Eroch | Theo |
| Kaleb | Trimbald |
| Pelivar | Turnip |



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

NEUTRAL

LAWFUL

CHAOTIC

NEUTRAL

GOOD

EVIL

CARD #71

PICKING UP

This NPC is here to pick up an item (related to the location) and they are in a hurry.

H Why rush?

- 0-1 Emergency
- 2 Always rush
- 3 Just late
- 4 Angry client
- 5-6 Avoiding someone

SECRET

Not only do they lie, but they cheat and steal as well. Change their alignment to chaotic evil.

DRUID

This NPC spends most of their time in nature, looking after the plants and animals that dwell in their domain.

S Domain

- 0-1 Waterways
- 2 Hills and plains
- 3-4 Nearby forest
- 5 Mountain pass
- 6 Cave system

If H is 0, apply the secret.



LIAR

This NPC sees no reason to tell the truth if lying will benefit them in any way. They sometimes lie for fun.

ANCESTRY: HALFLING
ETHNICITY: CHELAXIAN



NAMES

- | | |
|----------|----------|
| Abelle | Leta |
| Ainsley | Linna |
| Anafa | Maslin |
| Berana | Meyna |
| Camillia | Sashalle |
| Gretty | Sumak |



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

GUARDS!

This NPC is calling out for the local guards or watch to help them with an urgent problem.

NEUTRAL

LAWFUL

LAWFUL

CARD #72

GOOD

NEUTRAL

GOOD

MAGE

This NPC is known for being skilled in the mystic arts, and those with magical troubles seek them out for aid.

H Problem

- 0-1 Monster attack
- 2 Fire!
- 3 Theft/burglary
- 4 Assault
- 5 Murder
- 6 Legal dispute

SECRET

Locals assume this NPC is hiding something, that no one can be that nice, but they are mistaken. This is just a honest, good person.

S Dwelling

- 0-1 Observatory
- 2 Hidden location
- 3 Crooked tower
- 4 Rustic shack
- 5-6 Nearby cave



If H is 2+, apply the secret.

PLEASANT

There is just something about this NPC that makes them a joy to be around. They are kind, witty, and warm.



ANCESTRY: HALFLING
ETHNICITY: JARIC



NAMES

- | | |
|---------|--------|
| Antal | Kitos |
| Bertone | Lanner |
| Beusces | Marim |
| Drobern | Melden |
| Dubric | Ocalin |
| Jamir | Rolin |

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

WEAPON TRAINING

This NPC is learning to use a weapon, either from a trainer or by themselves.

H Weapon

- 0-1 Axe/hammer
- 2 Crossbow
- 3 Staff/spear
- 4 Dagger/sword
- 5 Bow
- 6 Deity's weapon

CHAOTIC

LAWFUL

NEUTRAL

CARD #73

SECRET

This NPC just has a lot on their mind right now, ever since they learned that a close family member has gone missing in the nearby ruins.

NEUTRAL

GOOD

NEUTRAL

PATHFINDER

This NPC is a member of the Pathfinder organization. Why are they here?

S Reason for visit

- 0-1 Secret mission
- 2 Nearby ruin
- 3 Passing thru
- 4 Local legend
- 5 Rare monster
- 6 Recruit PCs

If S is 4, apply the secret.

INEFFICIENT

This NPC just takes longer to do just about everything. They are not even methodical, just slow and disorganized.



ANCESTRY: HALFLING
ETHNICITY: MIHRINI

NAMES

- | | |
|-----------|---------|
| Bollenda | Moschen |
| Branlet | Rillka |
| Brindel | Shalon |
| Etena | Sistra |
| Etune | Wendira |
| Fristessa | Yamra |



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

HAPPY CUSTOMER

This NPC is currently a happy customer at a local establishment. They are happy to give a recommendation.

H Visit?

- 0 Actually works for them
- 1 First time
- 2-4 Regular
- 5-6 Occasional

LAWFUL

NEUTRAL

CHAOTIC

CARD #74

SECRET

This NPC is part of a religious cult that is trying to undermine all other faiths and beliefs. They openly scorn all other religions.

NEUTRAL

GOOD

EVIL

HABERDASHER

This NPC spends most of their time making and selling various types of hats.

S Specialty

- 0 Crowns
- 1 Chaperon
- 2 Hunting hat
- 3-4 Simple cap
- 5 Bonnet
- 6 Skull cap



If H is 0, apply the secret.

NARROW-MINDED

This NPC is not a fan of change, and they constantly complain that things used to be better in some distant past.





ANCESTRY: HALFLING
ETHNICITY: OTHOBAN



NAMES

- | | |
|----------|------------|
| Bellis | Lomass |
| Credus | Mandretten |
| Culen | Naeleon |
| Derrem | Sanfeld |
| Edreggar | Vasserten |
| Escarlad | Wilton |



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

ELDER CARE

This NPC is spending time with an elder from the community.

H Activity

- 0 Planning a trip
- 1 Sharing stories
- 2 Running errand
- 3 Just talking
- 4 Having a meal
- 5-6 Taking a walk

CHAOTIC

NEUTRAL

LAWFUL

CARD #75

SECRET

This NPC is actually an outsider from another plane of existence, looking for someone who is perfect in their chosen field, hoping that they might be able to solve some ancient problem.

GOOD

NEUTRAL

GOOD

GARDENER

This NPC works to help the locals maintain healthy, productive gardens.

S Patron

- 0 Royal sponsor
- 1 Wealthy recluse
- 2 Merchant
- 3 Local co-op
- 4 Noble
- 5-6 Eccentric local



If S is 6 and H is 1, apply the secret.

CRITICAL

Looking at everything for its flaws, this NPC is not afraid to share how others might improve at their jobs.





ANCESTRY: HALFLING
ETHNICITY: UHLAM

NAMES

- | | |
|----------|-----------|
| Bassin | Marra |
| Bree | Parchessa |
| Carpetta | Pepper |
| Draunan | Rebee |
| Filiu | Verin |
| Goria | Wendria |



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

CHASING A PEST

This NPC is hunting a pest that has been plaguing them for several days. They need help!

H Pest

- 0 Pesky familiar
- 1 Clever crow
- 2 Local thief
- 3 Sneaky rat
- 4 Foul pigeon
- 5-6 Hungry raccoon

LAWFUL

CHAOTIC

NEUTRAL

CARD #76

SECRET

This NPC saw something very important recently concerning the PCs' current endeavors. They happily share the information if asked.

GOOD

NEUTRAL

NEUTRAL

ASTRONOMER

Rarely seen during the day, this NPC spends most nights looking up at the stars, charting their movements.

S Project

- 0-1 Moon study
- 2 Strange comet
- 3 Planet gazing
- 4-5 Star chart
- 6 Ominous sign



If H is 4+, apply the secret.

ATTENTIVE

This NPC pays close attention to their surroundings and can be counted on to remember details and useful facts.

ANCESTRY: HALFLING
ETHNICITY: SONG'O

NAMES

- | | |
|---------|----------|
| Catelar | Miro |
| Caulri | Muffew |
| Enedo | Pio |
| Fren | Sandoval |
| Karro | Santel |
| Kippen | Sleen |



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

SINGING

This NPC is quietly singing a song to themselves while doing some other chore or task.

NEUTRAL

LAWFUL

CHAOTIC

CARD #77

NEUTRAL

EVIL

GOOD

SCHOLAR

Carrying books and scrolls on various topics, this NPC is clearly on a quest for knowledge!

H Singing about

- 0-1 Historical event
- 2 Adventure
- 3 Local story
- 4 Lost love
- 5 Strange beast
- 6 Part of a spell

SECRET

This NPC was once an active priest for a local faith, but they left after a scandal from their past resurfaced. They live a good life, hoping to make amends.

S Realm of study

- 0-1 Math
- 2 Local politics
- 3 History
- 4 Religion
- 5 Science
- 6 Magic

If H is 4, apply the secret.



WISE

This NPC is known for thinking things through, considering their options, and offering up good advice.







ANCESTRY: HALFLING
ETHNICITY: UHLAM



NAMES

- Chanworn
- Dorwin
- Karrell
- Kladdar
- Nerry
- Palmen
- Philven
- Sawdill
- Swiddleton
- Varaf
- Vasserten
- Voll

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

TINKERING

With tools in hand, this NPC is experimenting with a strange little device. What are they doing?

H Goal

- 0-1 Understand it
- 2 Turn it on
- 3 Fix the gadget
- 4 Open the box
- 5-6 Break it

NEUTRAL

CHAOTIC

LAWFUL

CARD #78

SECRET

This NPC is a member of the local thieves guild, and they are currently investigating this place for an upcoming job.

If H is 2, apply the secret.

NIMBLE

This NPC moves with grace, easily dodging past obstacles to get where they are going.

GOOD

NEUTRAL

GOOD

MIDWIFE

Helping expecting mothers deliver their children, this NPC offers advice before and after birth as well.

S Works for

- 0 Royal court
- 1-2 Nearby temple
- 3-4 Local folk
- 5-6 Wealthy families



ANCESTRY: CATFOLK



NAMES

- | | |
|---------|----------|
| Brunos | Ruun |
| Crinto | Sevastin |
| Ferrus | Weryow |
| Gerran | Yival |
| Memnet | Yonsol |
| Perival | Zakkar |



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

PRAYER

Reciting a quick litany to their faith, this NPC is in the middle of prayer.

H Cause

- 0-1 Deity specific
- 2 For protection
- 3 Daily ritual
- 4 Before meal
- 5 Forgive misdeed
- 6 For the PCs

CHAOTIC

LAWFUL

NEUTRAL

CARD #79

SECRET

This NPC recently learned of the death of a distant relative who left them an estate. They would pay for someone to go investigate and report back.

NEUTRAL

GOOD

NEUTRAL

CARTOGRAPHER

This NPC spends their days making maps for travelers. They even sell the occasional strange map or diagram.

S Strange maps

- 0-1 Lost island
- 2 Dungeon map
- 3-4 Treasure map
- 5 Ruined fortress
- 6 Phasing tower

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

AGREEABLE

This NPC is easy to get along with, happy to work with a reasonable requests or answer simple questions.





ANCESTRY: CATFOLK



NAMES

- | | |
|----------|-----------|
| Alyara | Hoya |
| Ciquell | Shalond |
| Drewan | Sismanet |
| Espes | Surrasass |
| Faiselle | Tespa |
| Halhat | Zathra |

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

MENDING

With tools and supplies piled around them, this NPC is trying to fix a thing.

H What is it?

- 0-1 Dull weapon
- 2 Dented armor
- 3 Torn clothes
- 4 Broken tool
- 5 Small toy
- 6 Magic item

LAWFUL

NEUTRAL

CHAOTIC

CARD #80

SECRET

Growing up in the gutters of a large city, this NPC never learned any manners. Worse still, someone from that old life is looking for them to settle a score.

NEUTRAL

EVIL

EVIL

MERCENARY

If you have a job, this NPC is more than happy to do it if the price is right. They have few moral boundaries.

S Current job

- 0-1 Local raid
- 2 Hired muscle
- 3 Soldier work
- 4 Guard duty
- 5-6 Intimidation

If H is 3, apply the secret.

FOUL-MOUTHED



Colorful language simply rolls off the tongue of this NPC. Most assume they are easy to anger and rude.

ANCESTRY: KOBOLD



NAMES

- | | |
|----------|---------|
| Azmak | Parvan |
| Derukal | Skirsos |
| Jekkajak | Urkak |
| KirroK | Vroklan |
| KriktoS | Yaggest |
| Mirkol | Zgaz |

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

DROWNING SORROWS

This NPC is having a few drinks to forget about the terrible day they have had.

H **Tragedy**

- 0-1 Evicted
- 2 Bad day
- 3 Lost job
- 4 Broken heart
- 5 Got robbed
- 6 Angered wizard

CHAOTIC

NEUTRAL

LAWFUL

CARD #81

SECRET

This NPC has been reborn countless times, retaining only glimpses of their past selves. It's a terrible curse to remember just a little about everything.

GOOD

NEUTRAL

GOOD

MERCENARY

Willing to take on dangerous tasks, this NPC refuses to do anything against their moral code.

S **Current job**

- 0 Torch bearer
- 1 Messenger
- 2 Nightwatch
- 3 Bodyguard
- 4 Caravan escort
- 5-6 Monster hunter

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



LEARNED

With a surprising depth of knowledge, this NPC seems to have the answer to most common questions.





ANCESTRY: KOBOLD



NAMES

Dezdinora	Kib
Draahzin	Magded
Enga	Neeusha
Fazgyn	Tarka
Fazij	Varshez
Kaess	Zekstikah

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

LEAVING TOWN

This NPC is packing up to leave town for good. They might be in a hurry, depending on the reason.

H Why?

- 0-1 Owe money
- 2 Need a change
- 3 Family reasons
- 4 Work reasons
- 5-6 Fleeing danger

LAWFUL

CHAOTIC

NEUTRAL

CARD #82

SECRET

This NPC brought something back from their travels that's actually quite dangerous. It will soon awaken, hatch, or otherwise activate.

If S is 3, apply the secret.

WORLDLY

This NPC has spent years traveling around the world, seeing all the sights. They have many stories to tell.

GOOD

GOOD

NEUTRAL

SQUIRE

Constantly running errands for their knight, this NPC is training to become a skilled warrior.

S Errand

- 0-1 Study the code
- 2 Armor polish
- 3 Horse care
- 4 Weapon maintenance
- 5-6 Martial training





ANCESTRY: ORC



NAMES

- Arkus
- Bataklos
- Clegarr
- Garrim
- Kalghuth
- Ollak
- Onyat
- Rotrick
- Strandok
- Thurk
- Uirch
- Unach



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

STANDING OUT

This NPC is intentionally trying to draw attention to themselves for a specific reason.

NEUTRAL

LAWFUL

CHAOTIC

CARD #83

NEUTRAL

GOOD

EVIL

WATCH CAPTAIN

This NPC is in charge of a local watch, responsible for keeping the community safe.

H Reason

- 0 Sharing rumors
- 1 Thief on a job
- 2 Religious cause
- 3 New business
- 4 Selling services
- 5-6 Political agenda

SECRET

With dreams of thrilling quests and mountains of gold on their mind, this NPC wants to become an adventurer, and they ask the PCs for help.

S Reputation

- 0-1 Lazy and slow
- 2 Swift and silent
- 3 Tough but fair
- 4 Mean spirited
- 5 Inexperienced
- 6 Morally corrupt



If S is 5+, apply the secret.

ISOLATED

This NPC has spent all of their time in this vicinity, and they're fascinated by things and people from far away places.





ANCESTRY: ORC



NAMES

- | | |
|-----------|-----------|
| Ausk | Krugga |
| Bekka | Mahja |
| Durra | Murdut |
| Grask | Rasoria |
| Grillgiss | Rulen |
| Kilungra | Tetoranna |

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

GOSSIPING

Walking with a close friend, this NPC is sharing all the gossip they have heard in the past few days.

H Talking about?

- 0 PC gossip
- 1 Royal chatter
- 2-3 Family drama
- 4 Local news
- 5-6 Religious talk

NEUTRAL

CHAOTIC

CHAOTIC

CARD #84

SECRET

Underneath their cool exterior, this NPC is actually hiding an entirely different secret. Draw another card and apply the secret to this NPC.

EVIL

NEUTRAL

GOOD

BEGGAR

With hat in hand, this NPC is just looking for a few coins to help them get by.

S Need

- 0-1 Medicine
- 2 Shelter
- 3 Food and drink
- 4 Clothes
- 5 Aid for a child
- 6 Magical remedy

If S is 4, apply the secret.

RELAXED

It takes a lot of complications and frustrations to break this NPC's cool, calm demeanor.



ANCESTRY: RATFOLK



NAMES

- | | |
|--------|--------|
| Barnan | Nos |
| Chikis | Rak |
| Deto | Renzi |
| Kerep | Skigim |
| Kubi | Thodak |
| Ninnec | Tuthen |



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

ARGUING

This NPC is in the middle of an argument with a customer or shopkeep.

H Reason

- 0-1 Mistaken order
- 2 Exchange
- 3 Quality of good or service
- 4 Price or refund
- 5-6 Rude treatment

CHAOTIC

LAWFUL

NEUTRAL

CARD #85

SECRET

This NPC has learned to use florid language to prevent their rural farm accent from being noticed.

GOOD

GOOD

NEUTRAL

BAKER

Wearing an apron covered in flour, this NPC spends most of their time baking bread, cakes, and other tasty treats.

S Specialty

- 0-1 Cookies
- 2 Pie/tarts
- 3 Cake/muffins
- 4-5 Bread/rolls
- 6 Pastries



If H is 0, apply the secret.

FLORID

This NPC speaks in ornate, flowery language and is prone to lengthy diatribes about their exploits.



ANCESTRY: RATFOLK



NAMES

- | | |
|--------|--------|
| Berbs | Lolo |
| Chonan | Nocus |
| Jass | Ringla |
| Jix | Sursin |
| Kalee | Tali |
| Knagi | Zess |



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

READING

This NPC is busy reading a book or maybe even going through a small pile of tomes.

LAWFUL

NEUTRAL

CHAOTIC

CARD #86

NEUTRAL

EVIL

GOOD

PROPHET

Preaching from the street and offering up revelations, this NPC claims to be the voice of their deity.

H Subject

- 0-1 Salacious story
- 2 Religious text
- 3 Adventure tale
- 4 World history
- 5 Esoteric study
- 6 Magical theory

SECRET

A close family member or friend of this NPC went off to become an adventurer and they were never heard from again.

S Oration theme

- 0-1 Doomsday
- 2 Coming glory
- 3 Salvation
- 4 Repenting sins
- 5-6 New way of life



If S is 4+, apply the secret.

INSULTING

This NPC specifically dislikes adventurers and they're not afraid to show it, insulting them at every turn.



ANCESTRY: TENGU



NAMES

- | | |
|-----------|----------|
| Arkkak | Kikbun |
| Bek | Kovkorin |
| Chuko | Marrak |
| Garrak | Nakko |
| Irrikki | Rarorel |
| Kashrakil | Ruk |

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

GIFT GIVING

This NPC is handing out gifts in celebration of a holiday or other special event.

H Reason

- 0-1 Guild promotion
- 2 Personal celebration
- 3 Holiday cheer
- 4 Local tradition
- 5-6 Anniversary

CHAOTIC

NEUTRAL

LAWFUL

CARD #87

SECRET

This hopefulness is just a cover for this NPC's true motives. They are a spy from the Darklands, sent to learn about the surface for an upcoming invasion!

GOOD

NEUTRAL

GOOD

VETERAN

Bearing the scars of war, this NPC saw a fair amount of fighting in recent conflicts.

S Duty

- 0-1 Cavalry
- 2 Archer
- 3 Foot soldier
- 4 Support
- 5 Drummer
- 6 Siege engineer

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

OPTIMISTIC

No matter how dire the situation, this NPC always looks on the bright side and hopes for a better tomorrow.





ANCESTRY: TENGU

NAMES

- | | |
|-----------|------------|
| Dolgra | Kora |
| Dorodara | Mossarah |
| Geena | Nira |
| Kakkariel | Pularrka |
| Kanchu | Tak-Tak |
| Kokrais | Tsukotarra |



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

ENJOYING THE DAY

Sitting outside, taking in the fresh air, this NPC is just having a pleasant day and doesn't want to be disturbed by annoying adventurers.

LAWFUL

CHAOTIC

NEUTRAL

CARD #88

SECRET

Every year the town throws a birthday party for this NPC and it's coming up. They hate it every year.

EVIL

GOOD

NEUTRAL

VISITOR

Here from a far away land, this NPC is exploring or looking to find a new home.

S From where?

- 0-1 Another plane
- 2 Distant realm
- 3 Nearby nation
- 4 Another continent
- 5-6 Darklands

H Really?

- 0 No, they're actually evil
- 1-6 Yes, really



If S is 2, apply the secret.

NO FUN

This NPC is in a foul mood and is easily irritated by jokes, commotion, and the antics of adventurers.





ANCESTRY: HOBGOBLIN



NAMES

- | | |
|----------|---------|
| Awag | Narmass |
| Drukhar | Saighan |
| Ghargam | Toglen |
| Hathkren | Vedlin |
| Kinovosh | Volmak |
| Mazkol | Zornum |

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

SETTING TRAPS

Putting down small snares and traps, this NPC is attempting to catch a tiny creature.

NEUTRAL

LAWFUL

CHAOTIC

CARD #89

NEUTRAL

GOOD

GOOD

MONSTER HUNTER

Decked out in specialized gear, this NPC is ready to go out and hunt monsters!

H What is it?

- 0 Mystery beast
- 1 Ghosts
- 2 Bats
- 3 Rats
- 4 Vermin
- 5-6 Fey

SECRET

Long ago, this NPC was viciously mocked by the locals in a particularly cruel and mean-spirited prank.

S Type

- 0-1 Giants
- 2 Fiends
- 3 Beasts
- 4 Undead
- 5 Fey
- 6 Dragon



If H is 3+, apply the secret.

SELFISH

This NPC shows little care or compassion toward anyone else. Their needs always come first.



ANCESTRY: HOBGOBLIN



NAMES

- | | |
|-----------|-----------|
| Aze | Kralaeng |
| Cadroc | Namantul |
| Ervestath | Olzu |
| Farren | Rezal |
| Imakra | Sceptanna |
| Jynta | Sivkrag |



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

OFF TO CHURCH

This NPC is making their way to the nearest temple or shrine to offer up prayers.

H Reason

- 0-1 Beseech deity
- 2 Help the poor
- 3 Weekly sermon
- 4 Receive healing
- 5 Seek penance
- 6 Divine calling

NEUTRAL

CHAOTIC

LAWFUL

CARD #90

SECRET

Formerly part of a noble court, this NPC learned manners at a young age, but ran away before they were forced to take their title. They now live a simple life.

EVIL

NEUTRAL

EVIL

KNAVE

This NPC is a cheat, conning merchants and honest folk out of their gold with promises of even greater riches.

S Current Scam

- 0-1 Treasure map
- 2 Alchemical ruse
- 3 Business idea
- 4 New magic
- 5-6 Inheritance plot



If H is 4, apply the secret.

POLITE

Always asking for permission and giving thanks, this NPC is particularly polite and mindful of others.





ANCESTRY: LESHY
HERITAGE: LEAF



NAMES

- Big Sprout Scarlet Summer
- Blue Pebble Shine Stalk
- Falling Ohia Snowy Branch
- Moss Wind Sun Drinker
- New Flower Thorn Edge
- Warm Petal Verdant Wind

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

SIGNING UP

This NPC is waiting in line to sign up for an upcoming activity along with a number of others.

CHAOTIC

LAWFUL

NEUTRAL

CARD #91

NEUTRAL

GOOD

NEUTRAL

AUTHOR

This NPC spends their time spinning fantastic tales of daring, courtly love, and stirring drama.

H Activity

- 0-1 Fortune telling
- 2 Reservations at a business
- 3 Contest of skill
- 4 Performance
- 5-6 Volunteering

SECRET

Despite avoiding conflict, this NPC is surprisingly lucky. If ever they find themselves in danger, they always seem to come out unscathed.

S Current Work

- 0-1 Tragic play
- 2 History novel
- 3 Fiction novel
- 4 Musical play
- 5 Comedy play
- 6 Stirring opera



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

COWARDLY

There isn't a fight that this NPC won't flee from. They back down at the first sign of any adversity.





ANCESTRY: LESHY
HERITAGE: GOURD

NAMES

- Dusk Bloom
- Evening Song
- Falling Water
- Greedy Hornet
- Lurking Hunter
- Madder Red
- Noon Sky
- Silent Mound
- Spiced Hope
- Stout Vine
- Sweet Stone
- Whistle Peak



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

VISITING NEIGHBORS

This NPC is currently visiting with their neighbor, sharing gossip and idle talk.

H Concern

- 0-1 Current events
- 2 Politics
- 3 Local troubles
- 4 Business news
- 5-6 New neighbors

LAWFUL

NEUTRAL

CHAOTIC

CARD #92

SECRET

Even if things are terrible, this NPC wants things to remain as they are, primarily because they are benefitting in some meaningful way. Any change is met with hostility.

NEUTRAL

GOOD

GOOD

KNIGHT

Sworn to uphold a code of values, this warrior is a beacon of valor and looked upon with respect.

S Sworn Vow

- 0-1 Obey the liege
- 2 Serve the faith
- 3 Protect the weak
- 4 Live in honor
- 5-6 Fight for glory



If H is 1, apply the secret.

CONTENT

While they have their concerns, this NPC is generally happy about the current state of affairs.





ANCESTRY: LIZARDFOLK
HERITAGE: WETLANDER 

NAMES

- | | |
|----------|----------|
| Ahkis | Rasek |
| Barashk | Rhoxl |
| Drass | Shizik |
| Enshuk | Utakish |
| Inishish | Zarken |
| Kutak | Zelkekek |



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

LAUNDRY DAY

Nothing is clean, so this NPC is either hanging clothes to dry or taking them to be washed.

H Distraction

- 0-1 Someone else's clothes
- 2 Pesky stain
- 3 Dropped sock
- 4 Fallen basket
- 5-6 Stolen item

CHAOTIC

NEUTRAL

LAWFUL

CARD #93

SECRET

This NPC desperately wants to become a bard, focusing on comedy and pranks, maybe even hoping to one day become a royal jester, but there's just one problem. They're not very funny.

EVIL

EVIL

NEUTRAL

THIEF

This NPC is an experienced thief here on an important job for their guild master.

S Job

- 0 Steal from PCs
- 1 Plant evidence
- 2 Fence goods
- 3 Burglary
- 4 Make a contact
- 5-6 Recruit member

If S is 3, apply the secret.

PRANKSTER

All of the locals know this NPC to be fond of pranks and jokes, but the PCs are not so fortunate.





ANCESTRY: LIZARDFOLK
HERITAGE: SANDSTRIDER

NAMES

- | | |
|----------|----------|
| Arasheg | Nasha |
| Chorkada | Rushuk |
| Essaru | Shulkuru |
| Gishkim | Sirkos |
| Hazi | Tizkar |
| Luxatess | Ujatta |



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

INVENTORY

With a scroll in hand, this NPC is carefully counting and cataloging items for their business or helping a friend.

H Mood

- 0-1 Panicked
- 2-3 Focused
- 4 Hurried
- 5-6 Disorganized

LAWFUL

CHAOTIC

NEUTRAL

CARD #94

SECRET

Unsurprisingly, this NPC is part of a gang that shakes down businesses for coin and demands payment from locals for protection.

GOOD

GOOD

NEUTRAL

INVENTOR

When not in their steaming workshop, this NPC can be found all around town testing their newest invention.

S Current project

- 0-1 Steam armor
- 2 Small construct
- 3 Clockwork toy
- 4 Gadget trap
- 5-6 Siege weapon

If H is 2, apply the secret.

AGGRESSIVE

More than willing to yell, shout, and threaten, this NPC is not afraid of pushing others around to get their way.







ANCESTRY: ELF
HERITAGE: CHANGELING

NAMES

- | | |
|-----------|-----------|
| Adranetal | Nesiliant |
| Chalmeran | Niveval |
| Donnael | Teprethan |
| Emariel | Tornelan |
| Kokraes | Varelu |
| Lefrenti | Yarnello |



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

QUITTING

They've had enough and this NPC is in the middle of quitting their current job.

H Reason

- 0-1 No breaks
- 2 Long hours
- 3 Lousy pay
- 4 Bad customers
- 5 New offer
- 6 Dark secret

NEUTRAL

LAWFUL

CHAOTIC

CARD #95

SECRET

A fiend has made contact with this character and is negotiating with them to perform some terrible deed. All that's left is to settle on a price.

NEUTRAL

GOOD

EVIL

SOLDIER

This NPC is an active member of the nation's military forces, trained to use a variety of weapons.

S Assignment

- 0-1 Recovering
- 2 On leave
- 3 Training
- 4 Local patrol
- 5-6 Heading to war



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

CALCULATING

Dispassionate and cold, this NPC evaluates everything before making any important decision.





ANCESTRY: HUMAN
HERITAGE: CHANGELING 

NAMES

- | | |
|-----------|----------|
| Adeel | Induren |
| Adirishol | Irora |
| Beataa | Nashiwar |
| Deldipa | Saroiya |
| Farhanna | Sartor |
| Gari | Shevan |



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

UNDER A SPELL

This NPC is under the effects of a powerful spell that is causing them to behave oddly.

H Spell theme

- 0 Transformation
- 1 Mood altering
- 2-3 Mind control
- 4 Prohibits certain actions
- 5-6 Hallucinations

NEUTRAL

CHAOTIC

LAWFUL

CARD #96

SECRET

This NPC has a surprise gift for one of the PCs, as thanks for their recent actions in helping the town.

GOOD

NEUTRAL

GOOD

CLERGY

Anointed and blessed by the church, this NPC is a member of the local faith, ministering to those in need.

S Focus

- 0-1 Advice on faith
- 2 Healing
- 3 Prayer/study
- 4 Community aid
- 5-6 Counseling

If H is 2+, apply the secret.

THOUGHTFUL

This NPC is kind and considerate, always saying thanks and going out of their way to mark special occasions.



ANCESTRY: HUMAN
HERITAGE: DHAMPIR

NAMES

- Agregund
- Bellik
- Ciesluk
- Cronder
- Draneck
- Entethis
- Karetheol
- Klavnon
- Norbed
- Pront
- Raimenar
- Selun



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

RIDING LESSON

Clearly in need of training, this NPC is trying to figure out how to properly ride a horse.

CHAOTIC

LAWFUL

NEUTRAL

CARD #97

GOOD

GOOD

NEUTRAL

HIGH PRIEST

The leader of a local religious order, this NPC is a font of knowledge and wisdom.

H Trouble?

- 0 Horse ran away
- 1 Can't mount
- 2-3 They can't control it
- 4 Saddle fell off
- 5-6 Threw off horse

SECRET

This NPC is wanted in a neighboring nation for attempting to start a revolution against the local leaders. Their bounty continues to grow.

S Known for

- 0-1 Powerful spells
- 2 Wise sayings
- 3 Fiery sermons
- 4 Cool demeanor
- 5 Biting tone
- 6 Local leader



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

REBELLIOUS

This NPC has no regard for rules or boundaries and does whatever they like. Change alignment to Chaotic.



ANCESTRY: DWARF
HERITAGE: DHAMPIR

NAMES

- | | |
|-----------|-----------|
| Bludnarra | Mettibond |
| Embregga | Orleggia |
| Higren | Perinolen |
| Karldin | Poznyn |
| Khautara | Skuldy |
| Mabal | Waunda |



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

OUTSIDE CHORE

There are a lot of things to get done and this NPC is in the middle of an important task.

H Tool

- 0-1 Painting
- 2 Cleaning up
- 3 Chopping wood
- 4 Tending garden
- 5 Mending fence
- 6 Fixing roof

LAWFUL

NEUTRAL

CHAOTIC

CARD #98

SECRET

This NPC is going to be meeting their spouse's family for the first time today, and they're very nervous about it.

NEUTRAL

GOOD

EVIL

DOOMSAYER

Didn't you hear? The end is coming! Any day now, the world is going to end!

S Form

- 0-1 Vengeful deity
- 2 Dragon rage
- 3 Meteor strike
- 4 Fiery cataclysm
- 5 Earthquake
- 6 Rovagug spawn



If H is 3, apply the secret.

TENSE

This NPC is under a lot of strain, and they're set off by the slightest challenge or unexpected turn.



ANCESTRY: HALFLING
HERITAGE: AASIMAR

NAMES

Asultega	Mopal
Corelad	Norontel
Craysen	Nosdace
Dionel	Salita
Ernlyn	Wisocray
Fenix	Yesdlen



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

ADVENTURERS NEEDED

This NPC is looking for some adventurers to solve a problem.

H Quest

- 0-1 Recover item
- 2 Solve mystery
- 3 Slay monster
- 4 Rescue friend
- 5 Purge dungeon
- 6 Destroy artifact

CHAOTIC

NEUTRAL

LAWFUL

CARD #99

SECRET

This NPC has grandiose dreams of true power, seeking to take over the town or maybe even the world. They're willing to do anything to make that happen.

GOOD

NEUTRAL

GOOD

SHOPKEEPER

This NPC has a store nearby where they sell a variety of useful goods to the locals.

S Specialty

- 0 Furniture
- 1 Farming tools
- 2 Craft supplies
- 3 Food and spices
- 4 Cooking tools
- 5-6 Clothing



If S is 6, apply the secret.

AMBITIOUS

With big ideas dancing through their head, this NPC is always striving for bigger and better things.



ANCESTRY: HUMAN
HERITAGE: AASIMAR



NAMES

- | | |
|----------|-----------|
| Afsun | Debasirin |
| Amahin | Khersha |
| Anayasha | Masoolir |
| Andaya | Nimora |
| Bootal | Saph |
| Daria | Yindera |

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

LAWFUL

CHAOTIC

NEUTRAL

GOOD

GOOD

NEUTRAL

CARD #100

DEAD

This NPC is dead and there's a crowd forming around the body. What is the cause of death?

H Cause

- 0 Magical effect
- 1 Terrible burns
- 2 Long cuts
- 3 Blunt trauma
- 4 Deep stabs
- 5-6 Suffocation

SHOPKEEPER

This NPC has a store nearby where they sell a variety of useful goods to adventurers.

S Specialty

- 0 Cursed items
- 1 Magic items
- 2 Armor
- 3 Weapons
- 4 Consumables
- 5-6 Kits and gear

SECRET

Quite recently, this NPC tried to summon a fiend to deal with a rival, but now it has broken loose and is on a rampage. They need help killing it.

If S is 0 and H is 4+, apply the secret.

CREATIVE

This NPC always has an innovative solution to problems, even if they're not always practical.







ANCESTRY: HUMAN
HERITAGE: DUSKWALKER

NAMES

- Anledar
- Asa
- Bacur
- Denn
- Jothren
- Joul
- Matherin
- Raskovni
- Shyzan
- Sototh
- Wenyen
- Zavion



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

IN A FOG

Wandering without any clear direction, this NPC is not paying attention to their surroundings.

H Reason

- 0-1 Saw something
- 2 Intoxicated
- 3 Just tired
- 4 Head trauma
- 5 Magic effect
- 6 They're undead

NEUTRAL

LAWFUL

CHAOTIC

CARD #101

SECRET

The locals like to assume this NPC is under some spell or hex that makes them slow, but despite all the rumors, they just run at their own pace.

NEUTRAL

GOOD

GOOD

GUIDE

This NPC can take you to where you need to go and avoid any dangers along the way.

S Expertise

- 0-1 Cave system
- 2 Mountain pass
- 3 Nearby town
- 4 Local forest
- 5 Waterways
- 6 City sewers



If H is 1, apply the secret.

SLOW

Moving with measured speed and talking in a low, even tone, this NPC never does anything too hastily.





ANCESTRY: GOBLIN
HERITAGE: DUSKWALKER 



NAMES

- | | |
|------------|--------|
| Clush | Merma |
| Dordor | Nudral |
| Drina | Renbit |
| Fingersnap | Seksek |
| Greenga | Yappa |
| Luxken | Yezvig |

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

GETTING WATER

With bucket in hand, this NPC is getting water from the nearby well or river.

NEUTRAL

CHAOTIC

LAWFUL

CARD #102

GOOD

NEUTRAL

GOOD

SURVIVOR

This NPC witnessed a pivotal moment in history and lived to tell the tale. They will never be the same.

H Need

- 0-1 Tend to animals
- 2 Thirsty
- 3 Cooking
- 4 Cleaning
- 5 Water plants
- 6 Put out fire

SECRET

This NPC works as the personal servant of a very powerful local, and they can often be found delivering messages or running errands, acting with the utmost discretion.

S Moment

- 0-1 Magic anomaly
- 2 Massacre
- 3 Historic event
- 4-5 Huge battle
- 6 Evil ceremony



If S is 5, apply the secret.

QUIET

Speaking with a soft, but intense voice, this NPC is also silent in their actions.







ANCESTRY: ORC
HERITAGE: TIEFLING

NAMES

- Arun
- Ban
- Chadi
- Dashi
- Dukayan
- Jetherit
- Mee
- Ping
- Sidrij
- Teepat
- Treui
- Tuan

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

ON THE PROWL

This NPC is looking for a new romantic partner, but they're very particular.

CHAOTIC

LAWFUL

NEUTRAL

CARD #103

GOOD

GOOD

NEUTRAL

FORTUNE TELLER

With a Harrow deck in hand, this NPC can turn the cards and see into your future!

H Looking for?

- 0 Adventurer
- 1 Noble title
- 2 Sense of humor
- 3 Someone kind
- 4 Great wealth
- 5-6 Someone who wants children

SECRET

In truth, this NPC is addicted to potions and elixirs that enhance their physical form. They are almost out of doses, though, and the withdrawal is terrifying.

S Today's Omen

- 0-1 Hope fades
- 2 Death looms
- 3 Storm coming
- 4 Fortune awaits
- 5 Love blossoms
- 6 Doom for all



If H is 2, apply the secret.

FIT

This NPC is clearly very hale and full of vigor. They're full of energy and excited to help with physical tasks.



ANCESTRY: HUMAN
HERITAGE: TIEFLING

NAMES

Cardina	Litscend
Dazag	Mosenaime
Egwen	Ramey
Indoria	Rebek
Jerika	Tansril
Kornamli	Zella



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

SEEKING ADVENTURE

This NPC is tired of their mundane life and wants to go be an adventurer.

H Why?

- 0-1 Follow idol
- 2 Fame and glory
- 3 Great riches
- 4 Thrilling stories
- 5 Just bored
- 6 Escape trouble

LAWFUL

NEUTRAL

CHAOTIC

CARD #104

SECRET

Awakened from 1,000 years of slumber, this immortal lich seeks to learn more about the world they hope to conquer!

NEUTRAL

EVIL

EVIL

CHARLATAN

Never having the same face twice, this character can assume any role and be nearly anyone. Draw an additional role card to represent who this character is currently pretending to be, but use the symbols on this card.



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

CURIOUS

With a genuine interest, this NPC asks questions and investigates new things and experiences, eager to learn more.

