

LOST PET

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

H Pet

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

CHAOTIC

NEUTRAL

LAWFUL

CARD #1

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.

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.

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.



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.



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.



SIGHTSEEING

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

NEUTRAL

CHAOTIC

LAWFUL

CARD #4

GOOD

GOOD

NEUTRAL

LAMPLIGHTER

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

H Sight

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

SECRET

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

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.



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.

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.



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.



**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.



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.



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.



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.



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.



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.



**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.



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.



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.



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.



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.



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.



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.



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.



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.



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.



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.



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



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.



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.



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?

H Method

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

CHAOTIC

CHAOTIC

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.



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.



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.



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.



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.

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

EVIL

EVIL

EVIL

CULTIST

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

H Event

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

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.

S Hidden Power

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

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.

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.

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.



HAVING A MEAL

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

H Meal

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

CHAOTIC

NEUTRAL

LAWFUL

CARD #36

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.

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.

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.



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



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



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.



EXERCISING

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

H Activity

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

CHAOTIC

LAWFUL

NEUTRAL

CARD #40

SECRET

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

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.

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.



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.

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.



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.

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



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.



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.

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.



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.



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.

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.



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.



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.



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.



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.



HEALER NEEDED

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

CHAOTIC

LAWFUL

NEUTRAL

CARD #55

GOOD

GOOD

NEUTRAL

TOY MAKER

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

H Patient

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

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.

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.

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.

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



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.



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.



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



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.



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.



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.



**SELLING
SOMETHING**

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

LAWFUL

CHAOTIC

NEUTRAL

CARD #64

GOOD

EVIL

NEUTRAL

WITCH/WARLOCK

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

H Item

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

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.

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.



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.



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.



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.



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.



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.



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.



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

NEUTRAL

LAWFUL

CHAOTIC

CARD #71

SECRET

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

NEUTRAL

GOOD

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.

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.

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.



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.

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.



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.

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.



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



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.



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.

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.



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



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.



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.



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.

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.



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.



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

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

SECRET

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

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.



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.



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.



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.



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.



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.



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.



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.



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.

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.



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.

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.

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.



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.

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.



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



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.



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.



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.

