

RANDOM NPC GREETINGS

A FOREWORD ON THIS TABLE

The goal of this PDF is simple - to give you phrases and sayings that help flesh out your NPCs first impressions as well as help inspire their entire personality!

The greetings you find in this list are not meant to be perfect for every situation, instead they are supposed to prevent every single NPC you introduce from saying "Hail, well met." or "Hello."

Tips on delivery: Try to toy with how you say these lines. For example, say the line as though you're a happy teenager, then an angry old man, maybe a confused foreigner – how you deliver your greeting will set the stage for who that NPC is! Roll for a random introduction or choose one for yourself - regardless, this list is just meant to help guide you on your way.

d100 Greeting

1. Greetings
2. Good Morning/Afternoon/Evening
3. Well met
4. I refuse to hear bad news, only good!
5. A pleasure to meet you, a singular pleasure.
6. My name is - - - , and I've defeated 31 men in combat! Will you be the next, my friend?
7. Greetings, noble master.
8. I'm sorry, but you've got an eyelash on your cheek.
9. Nice to meet ya!
10. G'day, mate.
11. A pleasure...
12. Howdy!
13. Are you well?
14. Your reputation precedes you.
15. Good to see you.
16. What's new?
17. How's the day treating you?
18. Good day, friend.
19. Hello there, can I help you?
20. How are things?
21. What's the story, chief?
22. Eyyyyy! (*finger guns*)
23. The gods smile on you.
24. How now, friend?
25. Good eve'n? (good evening)
26. Gods give you the day!
27. How do you fare?
28. How now, [brother/sister]?
29. Cheers, friend.
30. Blessings!
31. Good on thee, [sir/ma'am].
32. Weather suit you, I pray.
33. Hail and well met!
34. Peace be, hello!
35. I welcome your company.
36. Nice to meet you, master.
37. Ahoy!
38. Ah, yes. Introductions!
39. Speak freely, friend.
40. Who are you?
41. Speak. I'm listening.
42. How is everything?
43. Do I know you?
44. Names first, questions after.
45. [Sir? / Madame?]
46. You've got a look about you...
47. State your business, citizen.
48. And where are you headed?
49. Good meeting you!
50. What can I do for you today?
51. Ah, it's you. Very well.
52. Long time since I've seen an adventurer.
53. How's your day going?
54. Any word on those thieves? No? Yes?
55. Swords or Spells, friend?
56. Don't expect much, been a long day. What do you need?
57. Adventurers, huh?
58. Please, just don't hurt anyone.
59. How can I help?
60. A coin will buy you a **lot** of conversation from me.
61. I *smelled* you before I heard you.
62. ... Eh?
63. Wow, you look... impressive.
64. Wait a second; I've heard of you!
65. Where can I get gear like that?
66. I'd love to hear of your travels!
67. You look the adventuring sort.
68. Stay a while, friend.
69. A copper piece for **your** story...
70. Well, aren't you something!

71. Hail, friend. Well met!
72. Selune watch over you.
73. Torm fight at your back, my friend.
74. My word, you're hideious. Oh dear, that's not your fault. I apologize!
75. Who's this now?
76. Glad to know **someone** will still talk to me.
77. What... are you wearing?
78. My father always said to judge a person by their hands - yours tell one hell of a story!
79. The moment you chit-chat, I'll call for the guard.
80. Noble-blood, common-rabble, you're all the same to me. Just speak your mind.
81. You're welcome to chat for exactly as long as this pipe-weed lasts.
82. No! No adventurers. not again. **Never** again!
83. Health and happiness to you, traveler.
84. Comrade! I trust you're doing well.
85. I'd hear you speak even if it cost me my ears...
86. What is your name - or, maybe angels have no names, only pretty faces.
87. My, my, my... Tymora blessed me today. Who are **you**?
88. Speak softly - I'd keep your words all to myself.
89. Be glad I'm allowing you to speak to me at all...
90. I have places to be; speak quickly.
91. Yes. I've seen you before - not a **trustworthy** sort, are you?
92. People like you spell disaster - make this quick and move on.
93. Certainly! Don't be shy - come closer.
94. How's tricks, mate?
95. You can have my ear - or my heart for that matter. Speak your mind, love.
96. **[shouts their own name and waits awkwardly]**
97. You might be the one I'm looking for.
98. About time; I've been waiting to speak to you!
99. I've been trying to get your attention your whole time, you dolt!
100. Aren't you one of those 'adventuring' types?



'UNIQUE' DIALOGUE

These options do not fit in a traditional setting. Inspired by Christopher Perkins' use of various non-English languages in his games, these options can help remind your players that **Common** is not the only language.

Depending on your use, it may give players the feeling of bumping into languages from other races. If the idea appeals to you, consider what fictional langued in D&D would use which Earth counterpart.

EXAMPLES

- Drow = French
- Dusk Elvish = Italian

d12 Unique Options

1. **[complete silence]**
2. **[approving baby noises in an adult voice]**
3. Bonjour (French)
4. Ni Hau (Mandarin)
5. Guten Tag (German)
6. Ciao (Italian)
7. Namaste (Hindi)
8. Salaam (Farsi)
9. Privet / *pre-VYET* (Russian)
10. Habari (Swahili)
11. Szia / *st-ee-ah* (Hungarian)
12. Merhaba (Turkish)

ACCENTS

Mixing accents into your game can help not only keep your players engaged, but it can entertain you as well. Below is a list of my favorites and the phrases I practiced to help me "find the voice." In no way are any of these suggestions meant to be offensive or trite, just what works for me!

There is absolutely no harm in **not** using accents, so if you're nervous about seeming foolish - skip this. But putting yourself out there and being fun for your players can add a lot of energy to the game!

d10 Accents Trigger Phrase

- | d10 | Accents | Trigger Phrase |
|-----|---------------------|---|
| 1. | British | "We go togeva? Funny lit'al world, innit?" |
| 2. | Irish | "Yeh best sey yer gu-buys." |
| 3. | Scottish | "Yer a wee bit off yar tro'ly." |
| 4. | Russian | "Da, you are like little berd!" |
| 5. | German | "Zer ist no way I'm halping him." |
| 6. | Australian | "I reckauhn it'd be right we hang togetha, mate!" |
| 7. | French | "Zat is, how you say? Poyn-tlass?" |
| 9. | American (Southern) | "I waughtnt uuuuh dr-aeinK" |
| 10. | Romanian | "Dhat kersid sword that Sergie braght!" |