



FITZHWEEL'S FANTASTICAL  
PARAPHERNALIA



TOWNSFOLK AND VILLAGERS



**NPC - Name**

*This is something they might say. It's to help with personality/speech style and flavour.*

**Role-playing Hints**

These are a collection of simple physical & vocal mannerisms that you can adopt to help bring this character to life.

**Personality**

This is a list of personality traits that define the character's interactions, to help you with how they may respond to a given situation.

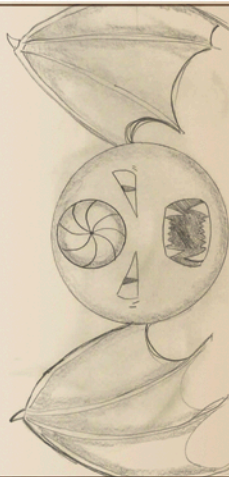

**About**

This is a few short details about the character on a deeper level: their personal history, motivations, and/or current status.

**Hooks**

These are the seeds of adventure. Some are simple, others, the start of larger things. Let them kick-start your ideas.



<p><b>Elf, Merchant</b></p> <p><i>'I ain't the cheapest, but I threw in the polish on the apples at cost, can't do fairer than that.'</i></p> <p><b>Role-playing Hints</b> Why smile, side tilt to head. Delivers 'pithy', barely relevant adages. Talks fast.</p> <p><b>Personality</b> Self-serving con artist. Let the buyer beware. A deals a deal. Everyone cheats and they are in it to win.</p> <p><b>About</b> Has been at the merchant game a long time. Blames others for lack of success. Only cares for one person, themselves.</p> <p><b>Hooks</b> Received a cursed, stolen, religious statue. Wants rival driven out, plant these rats. Sold spoiled food, made folk sick.</p>	<p><b>Elf, Merchant</b></p> <p><i>'I ain't the cheapest, but I threw in the polish on the apples at cost, can't do fairer than that.'</i></p> <p><b>Role-playing Hints</b> Why smile, side tilt to head. Delivers 'pithy', barely relevant adages. Talks fast.</p> <p><b>Personality</b> Self-serving con artist. Let the buyer beware. A deals a deal. Everyone cheats and they are in it to win.</p> <p><b>About</b> Has been at the merchant game a long time. Blames others for lack of success. Only cares for one person, themselves.</p> <p><b>Hooks</b> Received a cursed, stolen, religious statue. Wants rival driven out, plant these rats. Sold spoiled food, made folk sick.</p>	<p><b>Thank you for purchasing this product</b></p> <p>In 1986 at the age of 10, I drew my first fantasy picture. A 'Death's Head' from the 'Dragon Warriors' pen and paper RPG. This would be the start of a love affair with games and illustration that has led me 30+ years later to create this card set. The first of hopefully many supplements and gaming aids.</p>  <p>These cards have been made to enhance your gaming experience. Adding richness and variety to your play whilst reducing your workload. Usable with any fantasy role-playing system.</p> <p>Michael Fitzhywel, art monkey. fitzhywel.com</p>	<p><b>Thank you for purchasing this product</b></p> <p>In 1986 at the age of 10, I drew my first fantasy picture. A 'Death's Head' from the 'Dragon Warriors' pen and paper RPG. This would be the start of a love affair with games and illustration that has led me 30+ years later to create this card set. The first of hopefully many supplements and gaming aids.</p>  <p>These cards have been made to enhance your gaming experience. Adding richness and variety to your play whilst reducing your workload. Usable with any fantasy role-playing system.</p> <p>Michael Fitzhywel, art monkey. fitzhywel.com</p>
<p><b>Dwarf, Priest</b></p> <p><i>'Why am I ploughing a field? My faith is strong but not so strong that my god will do it for me.'</i></p> <p><b>Role-playing Hints</b> Squint one eye, speak out of side of mouth. Punctuate conversation with attentive grunts. Work while talking.</p> <p><b>Personality</b> Down to earth, stoic and practical. A man of faith, but understands that you have to do the work yourself.</p> <p><b>About</b> Found faith while young, lived devoutly since. Lives by example. Helpful and compassionate. Is well liked and respected.</p> <p><b>Hooks</b> Had a prophetic dream: a darkness in the hills. Someone tithed a mysterious gemstone. Church building needs restoration.</p>	<p><b>Dwarf, Priest</b></p> <p><i>'Why am I ploughing a field? My faith is strong but not so strong that my god will do it for me.'</i></p> <p><b>Role-playing Hints</b> Squint one eye, speak out of side of mouth. Punctuate conversation with attentive grunts. Work while talking.</p> <p><b>Personality</b> Down to earth, stoic and practical. A man of faith, but understands that you have to do the work yourself.</p> <p><b>About</b> Found faith while young, lived devoutly since. Lives by example. Helpful and compassionate. Is well liked and respected.</p> <p><b>Hooks</b> Had a prophetic dream: a darkness in the hills. Someone tithed a mysterious gemstone. Church building needs restoration.</p>	<p><b>How To Use The Cards</b></p> <p>The corner of each card contains a sphere with an abbreviation or symbol. When you want a random npc of a specific race, job, gender, or morality, simply shuffle the cards, then fan them to expose the corner with the category you are after. Pick out the first card that qualifies.</p> 	<p><b>How To Use The Cards</b></p> <p>The corner of each card contains a sphere with an abbreviation or symbol. When you want a random npc of a specific race, job, gender, or morality, simply shuffle the cards, then fan them to expose the corner with the category you are after. Pick out the first card that qualifies.</p> 
<p><b>Human, Farmer</b></p> <p><i>'Tiss gods truth. Grew this whole field with seed from just one plant. The Yabhorn Yesterday.'</i></p> <p><b>Role-playing Hints</b> Fakes a wide-eyed innocent look. Cracks a smile when caught out. Large gestures. Tap nose conspiratorially.</p> <p><b>Personality</b> Good natured smart arse. Constantly tells tall tales for a laugh. Gently ribs people, especially high status folk.</p> <p><b>About</b> Farmer born and raised. Almost lost everything a few years ago to blight. Has a smile in the face of adversity outlook.</p> <p><b>Hooks</b> Sold a magic bean to a quillible kid as a joke. Grew a potato that resembles a local god. Sheep have gone missing, no blood.</p>	<p><b>Human, Farmer</b></p> <p><i>'Tiss gods truth. Grew this whole field with seed from just one plant. The Yabhorn Yesterday.'</i></p> <p><b>Role-playing Hints</b> Fakes a wide-eyed innocent look. Cracks a smile when caught out. Large gestures. Tap nose conspiratorially.</p> <p><b>Personality</b> Good natured smart arse. Constantly tells tall tales for a laugh. Gently ribs people, especially high status folk.</p> <p><b>About</b> Farmer born and raised. Almost lost everything a few years ago to blight. Has a smile in the face of adversity outlook.</p> <p><b>Hooks</b> Sold a magic bean to a quillible kid as a joke. Grew a potato that resembles a local god. Sheep have gone missing, no blood.</p>	<p><b>Kront Three Finger Half Orc, Innkeeper</b></p> <p><i>'If you've the money, I've the ale. If not, may I interest you in the door?'</i></p> <p><b>Role-playing Hints</b> Jut your lower jaw. Tilt head down, but keep eye contact. Wipe down bar. Laugh loud and gruff.</p> <p><b>Personality</b> Good natured and of generous spirit. Has little time for selfish people. Loathes racists to the point of violence.</p> <p><b>About</b> Child of two adventurers. Used inheritance to open his bar. Is a philanthropist, gives money and time.</p> <p><b>Hooks</b> Parents sent him a gift... an enchanted tooth. An orphan child he looks after is missing. Let's build a community barn.</p>	<p><b>Kront Three Finger Half Orc, Innkeeper</b></p> <p><i>'If you've the money, I've the ale. If not, may I interest you in the door?'</i></p> <p><b>Role-playing Hints</b> Jut your lower jaw. Tilt head down, but keep eye contact. Wipe down bar. Laugh loud and gruff.</p> <p><b>Personality</b> Good natured and of generous spirit. Has little time for selfish people. Loathes racists to the point of violence.</p> <p><b>About</b> Child of two adventurers. Used inheritance to open his bar. Is a philanthropist, gives money and time.</p> <p><b>Hooks</b> Parents sent him a gift... an enchanted tooth. An orphan child he looks after is missing. Let's build a community barn.</p>
<p><b>Gnome, Server</b></p> <p><i>'It cracks at me, moans. So I clean up after them. But the trees are old and so am I. Patience.'</i></p> <p><b>Role-playing Hints</b> Head down, no eye contact except side eye. Won't speak unless spoken to. Mutters rapid fire nonsense under her breath.</p> <p><b>Personality</b> On the surface is meek, subservient, if eccentric. Is dark, calculating and deeply disturbed. Will one day take a life, or more.</p> <p><b>About</b> Once a free spirit who set out to see the world. Witnessing an abyssal horror broke their mind. Now working, surviving, waiting.</p> <p><b>Hooks</b> Can she be helped or is the wait finally over? In her room there is a seed, watered with her blood. It's growing. It's hungry.</p>	<p><b>Gnome, Server</b></p> <p><i>'It cracks at me, moans. So I clean up after them. But the trees are old and so am I. Patience.'</i></p> <p><b>Role-playing Hints</b> Head down, no eye contact except side eye. Won't speak unless spoken to. Mutters rapid fire nonsense under her breath.</p> <p><b>Personality</b> On the surface is meek, subservient, if eccentric. Is dark, calculating and deeply disturbed. Will one day take a life, or more.</p> <p><b>About</b> Once a free spirit who set out to see the world. Witnessing an abyssal horror broke their mind. Now working, surviving, waiting.</p> <p><b>Hooks</b> Can she be helped or is the wait finally over? In her room there is a seed, watered with her blood. It's growing. It's hungry.</p>	<p><b>Halfing, Innkeeper</b></p> <p><i>'Oh dear, there is nothing a hot roast and spiced potatoes can't cure... cept maybe ague.'</i></p> <p><b>Role-playing Hints</b> Broad friendly smile. Familiar language and affectionate pet names. Exaggerated nods/head shakes.</p> <p><b>Personality</b> Parental to the point of being patronising. Believes in folk remedies over magic. Deeply conservative, doesn't like change.</p> <p><b>About</b> Generally a good person, but quite judgemental. Lost her husband and child in a religious war. Convinced she knows best.</p> <p><b>Hooks</b> Find the lost remains of her husband and child. Farmers aren't giving the Fey their due. Is out of secret spice!</p>	<p><b>Halfing, Innkeeper</b></p> <p><i>'Oh dear, there is nothing a hot roast and spiced potatoes can't cure... cept maybe ague.'</i></p> <p><b>Role-playing Hints</b> Broad friendly smile. Familiar language and affectionate pet names. Exaggerated nods/head shakes.</p> <p><b>Personality</b> Parental to the point of being patronising. Believes in folk remedies over magic. Deeply conservative, doesn't like change.</p> <p><b>About</b> Generally a good person, but quite judgemental. Lost her husband and child in a religious war. Convinced she knows best.</p> <p><b>Hooks</b> Find the lost remains of her husband and child. Farmers aren't giving the Fey their due. Is out of secret spice!</p>



<p><b>Brea 'Stone' May</b> Human, Militia Captain <i>'If it bleeds you can kill it? *Snort* Sure you can... Just get behind me kid!'</i></p> <p><b>Role-playing Hints</b> Clench your jaw and squint a bit. Scratch at numerous scars. Spit sporadically.</p> <p><b>Personality</b> Has seen a lot, there is little that phases them. Practical, knows when to fight/when to run. Lacks compassion, 'tough love' type.</p> <p><b>About</b> Ex-farmer who took up arms against an orc raid. Has since faced threats from goblins to bears. Hard as nails. Trains others to fight.</p> <p><b>Hooks</b> Saw the ghost of one of her former cadets. Has a wound that will not heal, cursed? Found troll spoor near town.</p>	<p><b>Nero</b> Human, Priest <i>'The ocean depths contains things, shapeless &amp; evil. They seek to fly the soul as well as the flesh.'</i></p> <p><b>Role-playing Hints</b> Thousand-yard stare. Shudder/shiver as if cold. Touch object around you to ground yourself.</p> <p><b>Personality</b> Intense and haunted. A good person, but a little paranoid. Is on a mission to save people.</p> <p><b>About</b> A former sailor whose ship sank, all hands lost. He saw... horrors in the water. Now fears the sea. He became a priest and moved inland.</p> <p><b>Hooks</b> Has a shell, in it you can hear the sea calling you. Something followed him, it's in the lake. Knows the location of buried gold.</p>	<p><b>Karr Thar'g</b> Half Orc, Militia <i>'Some people think my race makes me angry, violent, even dangerous... They are correct.'</i></p> <p><b>Role-playing Hints</b> Raise top lip into a sneer almost all the time. Slow, deep inhales. Quick exhales. Smash fist on table. Act out.</p> <p><b>Personality</b> Physically disciplined but quick to anger. Believes themselves to be superior. Believes in the rule of law.</p> <p><b>About</b> Was a child bully. Once went too far and really hurt someone. Joined militia to keep themselves in check.</p> <p><b>Hooks</b> A limping stranger is in town seeking revenge. She is using excessive force on a minor felon. Will wrestle for a cash wager.</p>	<p><b>Mahell Smith</b> Human, Unemployed <i>'It chatters, tapping gently on the door, oh yes. But who let it in, answer me that, who? WHO?'</i></p> <p><b>Role-playing Hints</b> Never make direct eye contact. Dart eyes around as if following an imaginary fly. Rub and pull at the back of your head.</p> <p><b>Personality</b> A manic fast-talker. Has no malicious intent. Can be hurtful due to lack of awareness.</p> <p><b>About</b> Once the village priest, honest and diligent. Read a book that broke their sanity. Now a flighty, vague mess.</p> <p><b>Hooks</b> Known to blurt out secrets about the townfolk. Buried the book that broke them in a grave. Can see invisible 'people' in town.</p>
<p><b>Hannerr North</b> Human, Mayor <i>'This is a fine place. These are good people. I count myself lucky to lead them. More chicken?'</i></p> <p><b>Role-playing Hints</b> Speak in short, to the point sentences. Tilt head back when thinking/considering. Mirror all gestures with opposite hand.</p> <p><b>Personality</b> No nonsense person. Dislikes aggrandisement. Can be inflexible in matters of law.</p> <p><b>About</b> Started out as a fabric merchant. Brought to light previous mayors corruption. Has been elected mayor for the last 15 years.</p> <p><b>Hooks</b> Previous mayor is back, could mean trouble. The town drunk is damaging property. Reports of voices in the town well.</p>	<p><b>Terrihan Loxx</b> Dark Elf, Blacksmith <i>'Yes, I'm a dark elf. No, I'm not going to eat your babies. No, you can't buy me a drink. Repairs?'</i></p> <p><b>Role-playing Hints</b> Shield your eyes from light sources and wince. Blink a lot at people (trying to focus). Yawn intermittently if it's daytime.</p> <p><b>Personality</b> Possessed of a dry wit. Has the courage of her convictions. Wants an honest life on the surface world.</p> <p><b>About</b> First born of a noble house. Could not accept the evil her race perpetrated. Fled to the surface for a better life.</p> <p><b>Hooks</b> Her clockwork spider has been roaming at night. Someone nailed a goats head to her door. A dark elf is sent to retrieve her.</p>	<p><b>Carimon Entworth</b> Human, Mayor <i>'If you have something of value to add, then do so. If you've nothing, kindly shut your mouth.'</i></p> <p><b>Role-playing Hints</b> Impatient sighs delivered through teeth. Keep doing paperwork while talking (busy).</p> <p><b>Personality</b> Workaholic, competent but micromanaging. Does not suffer fools gladly. Law, order, and rules are good for everyone.</p> <p><b>About</b> Lost an eye leading militia against goblins. Has brought economic prosperity to the town. Is not well liked, but is respected.</p> <p><b>Hooks</b> The local Priest is protesting her 'harshness'. Received an anonymous death threat. Found a cap, blood red, by the road.</p>	<p><b>Nhilip Stenner</b> Gnome, Tailor <i>'Sit still! It's just like hemming a dress. But if you wiggle, it will heal all wonky.'</i></p> <p><b>Role-playing Hints</b> Talk in quick but very short sound bites. Tap out rhythms on surfaces when not talking. Bite the inside of your cheek when thinking.</p> <p><b>Personality</b> Happy, kind, and a little hyper. Takes great pleasure in his work. Is always on the lookout for fantastic stories.</p> <p><b>About</b> Uses his job to make contacts and conversation. Has seen war and death and can deal with it. Can patch up people as well as clothes.</p> <p><b>Hooks</b> Has heard about a lake with immovable water. Owlbear hide... how good would that be? Overheard talk of an illicit affair.</p>



<p><b>Hu</b> <b>Heldra Shore</b> Human, Innkeeper</p> <p><i>...the goblin thrusts his spear upward. An inch closer and I'd be standing here a dead woman today!</i></p> <p><b>Role-playing Hints</b> Talkative and boisterous. Lean in as if to whisper but talk very loudly. Clap people on the back, spilling their drinks.</p> <p><b>Personality</b> Good to the very core. Willing to lay down their life to protect others. Loves telling tales, mainly how she got her scar.</p> <p><b>About</b> Inn was recently gifted to her by its owner. She saved his children in a goblin raid. An act that almost cost her own life.</p> <p><b>Hooks</b> The goblin still lives and wants to finish the job! The scar pains her, maybe a rare ointment? The former heir wants the inn.</p>	<p><b>El</b> <b>Dohranne Taine</b> Elven, Jeweller</p> <p><i>The way the necklace brings forth your beauty, your colour. You simply must take it... I insist.</i></p> <p><b>Role-playing Hints</b> Move hands in fluid, smooth, constant motions. Speaks in fast, amiable banter. Breathe deep, head back as if smelling the air.</p> <p><b>Personality</b> Projects a facade: friendly, personable, caring. At heart, a deeply evil servant of the old ones. Seeks to corrupt and taint those around her.</p> <p><b>About</b> Has heard the voices of the 'old ones' since birth. They compel her to corrupt those around her. Every item she makes works their will.</p> <p><b>Hooks</b> A travelling merchant is missing, killed by her. She's sold many 'protective' amulets in town. Something is starting to manifest.</p>	<p><b>HE</b> <b>Kaharan Fashe</b> Half Elf, Merchant</p> <p><i>Three of long leaf in hot water, stirred sharp! If that don't fix ya right up, it's cause you're dead!</i></p> <p><b>Role-playing Hints</b> Be chatty, lots of 'ummmms' and 'oh yes?' Sporadically trail off and go quiet. Stare into the mid distance, then snap back.</p> <p><b>Personality</b> A caring healer through natural medicines. Making coin through their sale, even better! Friends and family are very important to her.</p> <p><b>About</b> In her youth was a medic during a great war. Took those skills and expanded on them. Sells herbs with the 'how to' added for free.</p> <p><b>Hooks</b> A distant farm needs medicine for a sick child. A soldier arrived, telling lies about the war. Someone has been poisoned!</p>	<p><b>Hu</b> <b>Annwhie Thistle</b> Human, Cook</p> <p><i>'We're similar. You read your tomes, wave your fingers and make magic. So do I, it's called food!'</i></p> <p><b>Role-playing Hints</b> Act a little distracted, lost in thought. Count on your fingers, write lists. Tap on the table while thinking.</p> <p><b>Personality</b> Orders, lists and recipes are her life. Make a plan, follow it. Nothing can go wrong. Really dislikes being out of her home or element.</p> <p><b>About</b> Grew up an orphan in the kitchens of a keep. Food is a comfort and a creative release. Lost a job to a rival cook, never again!</p> <p><b>Hooks</b> Needs a rare ingredient to spice a perfect dish. Her rival is in town, time for a bake off! More to life than this? Adventure?</p>	<p><b>DW</b> <b>Gorehang Grace</b> Dwarf, Farmer</p> <p><i>'Ya work hard, ya eat. Work harder, eat better. Don't work, starve. This farm ain't no charity!'</i></p> <p><b>Role-playing Hints</b> Curl lip into a judgemental sneer. Look people up &amp; down appraisingly. Clear throat loudly before speaking.</p> <p><b>Personality</b> Is fair to a fault. Will only help people if it's worth his while. Tends to lack compassion and empathy.</p> <p><b>About</b> Born into a farming family. His fathers generosity almost lost them the farm. Never again, not now he's in charge!</p> <p><b>Hooks</b> He 'knows' one of his workers is slacking off! His destitute father has returned... changed. A charity needs donations of grain.</p>	<p><b>Hu</b> <b>Gregor Klint</b> Human, Unemployed</p> <p><i>'Look how high I can jump... I'm this many years old!... Do you have chocolate?'</i></p> <p><b>Role-playing Hints</b> Make your eyes as wide as possible. Have a broad, innocent smile. Run one sentence into another.</p> <p><b>Personality</b> Innocent child, the world is filled with wonders. Can be mischievous but never malicious. Mind tends to drift from topic to topic.</p> <p><b>About</b> Local child, lives on the edge of the village. Wants to be a grand adventurer one day. That, or a Dragon!</p> <p><b>Hooks</b> Found a pool of water which casts no reflection. Will follow (sneak) players into danger. Is friends with a local tree (a Dryad).</p>	<p><b>Hu</b> <b>Katthan - The Shade</b> Human, Mayor</p> <p><i>Swords, spell components... adventurers. You're welcome. But draw that sword and you won't be.</i></p> <p><b>Role-playing Hints</b> Wry, corner of mouth smile. Distractedly finger trace arcane sigils on surfaces. Draw weapon fast if given provocation.</p> <p><b>Personality</b> Good natured and comradely. Blunt of speech, no airs and graces. Deadly and direct if town is endangered.</p> <p><b>About</b> Ex-adventurer. Struck it rich early in their life. Founded this settlement. Is generally well liked.</p> <p><b>Hooks</b> A farmer was murdered, players are suspects. The gallows tree is invading peoples dreams. Unknowingly has a Lich phylactery.</p>	<p><b>Hu</b> <b>Lilliana Stillhart</b> Human, Priest</p> <p><i>The river weeps not for the man it drowns, nor bear for its prey. Nature, like myself, is indifferent.</i></p> <p><b>Role-playing Hints</b> Talk in a calm, sing-song way. Half close your eyes. Gently sway to music only you can hear.</p> <p><b>Personality</b> Has a calm acceptance of the 'natural order'. She can seem cold and callous. Yet she cares deeply for all things.</p> <p><b>About</b> Grew up a wild child alone in the woods. Her experiences led her to a druidic faith. Now helps farms keep balance with nature.</p> <p><b>Hooks</b> Wants the skin of a slain bear, to calm its spirit. Some of the villagers are growing bark skin. Can become possessed by nature!</p>
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<p><b>♀</b></p> <p><b>Local widow needs help, but too proud to ask.</b> Had a prophetic dream about the PCs (hint). Has received a threatening letter.</p> <p><b>♂</b></p>	<p><b>DF</b></p> <p><b>Kroaa-Ghalup</b> <b>Dragon Folk, Priest</b></p> <p><i>Gods cannot always aid mortals directly. That is why it falls to us to help where we can.</i></p> <p><b>Role-playing Hints</b> Blink very slowly and deliberately. Stop/start head movements, smooth transitions. Speak with a rasping dry quality.</p> <p><b>Personality</b> Solemn, serious and attentive. Will put themselves in danger to protect people. Has the courage of her convictions.</p> <p><b>About</b> Was given over to the church as a child. Grew up with a solid faith and conviction. Believes in the spirit, not the letter of her faith.</p> <p><b>Hooks</b> Local widow needs help, but too proud to ask. Had a prophetic dream about the PCs (hint). Has received a threatening letter.</p> <p><b>♂</b></p>	<p><b>♂</b></p> <p><b>Always been a well liked part of the community.</b> Has a history of helping and supporting others. Has known tragedy, but remains unbowed.</p> <p><b>Hooks</b> Wants assistance with playing matchmaker. Needs help, to drink this wine that is! People want to make him Mayor.</p> <p><b>♂</b></p>	<p><b>♂</b></p> <p><b>Elf, Jeweller</b></p> <p><i>Sorry, I'll be with you in a second... So, Mrs Grose said that halflings' been all up in her apples!</i></p> <p><b>Role-playing Hints</b> Squint at and scrutinise people. Click your tongue when thinking. Speak quietly, go louder/higher when excited.</p> <p><b>Personality</b> One day at a time, take life as it comes. Can be a bit obsessive and mono-focused. Is fair minded both in morality and trade.</p> <p><b>About</b> Travelled far picking up the secrets of the trade. Loves and takes pride in their work. The town gossip, can't really keep a secret.</p> <p><b>Hooks</b> A rival jeweller claims his technique was stolen! Wants a lock of dryad hair for a necklace. A gemstone is speaking to him.</p> <p><b>♂</b></p>	<p><b>♂</b></p> <p><b>Human, Mayor</b></p> <p><i>A unicorn with an extra horn, it's so rare. How could I say no, it'll put us on the map!</i></p> <p><b>Role-playing Hints</b> Place 2 fingers against your temple and tap. Smile broadly and honestly at interesting ideas. When others talk, respond with 'great, fantastic!'</p> <p><b>Personality</b> Is a very happy and upbeat person. Is deeply interested in trade. Gets excited by inventions and bold plans.</p> <p><b>About</b> Has lived a life of civil service. Is focused on town prosperity. Is fooled by get rich quick type schemes.</p> <p><b>Hooks</b> Commissioned a wondrous steam carousel. Bought a 2 horned unicorn, wants a refund! Help! Bandits are stifling trade.</p> <p><b>♂</b></p>	<p><b>♂</b></p> <p><b>Human, Militia</b></p> <p><i>The world is filled with dangers. Sometimes it takes violence to protect people from violence.</i></p> <p><b>Role-playing Hints</b> Close a book, hold it in your hands while talking. Lace your speech with complex words. Let your emotions show, no subterfuge.</p> <p><b>Personality</b> Calm, thoughtful and kind. Enjoys simple pleasures, spring air, bird calls. Pragmatic, some things just need to be done.</p> <p><b>About</b> An orphan raised by forest gnomes. Understands someone must provide protection. Delights in the wonders of the natural world.</p> <p><b>Hooks</b> Lost a clockwork beetle, a childhood memento. Someone needs to deal with the local drunk. A rabid unicorn must be put down.</p> <p><b>♀</b></p>	<p><b>♀</b></p> <p><b>Human, Militia</b></p> <p><i>The world is filled with dangers. Sometimes it takes violence to protect people from violence.</i></p> <p><b>Role-playing Hints</b> Close a book, hold it in your hands while talking. Lace your speech with complex words. Let your emotions show, no subterfuge.</p> <p><b>Personality</b> Calm, thoughtful and kind. Enjoys simple pleasures, spring air, bird calls. Pragmatic, some things just need to be done.</p> <p><b>About</b> An orphan raised by forest gnomes. Understands someone must provide protection. Delights in the wonders of the natural world.</p> <p><b>Hooks</b> Lost a clockwork beetle, a childhood memento. Someone needs to deal with the local drunk. A rabid unicorn must be put down.</p> <p><b>♀</b></p>
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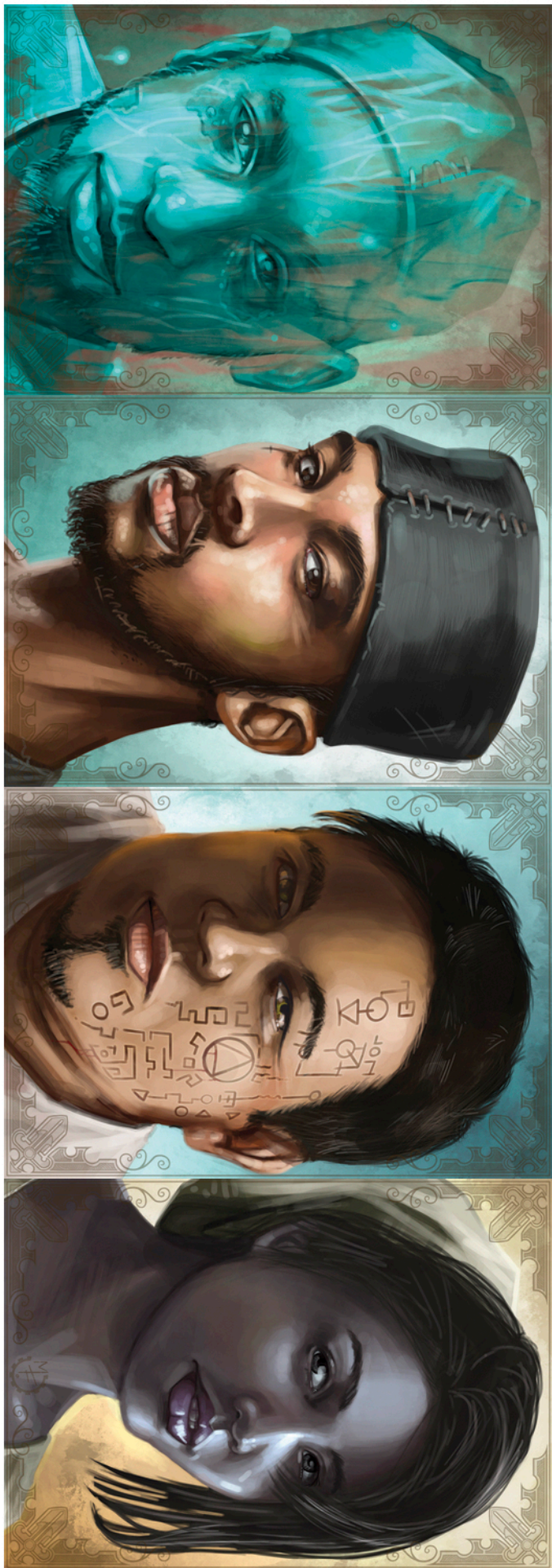








<p><b>♂</b></p> <p><b>Ha</b></p> <p><b>Leahaton Meagoes</b> Halfling, Blacksmith</p> <p><i>'Oh aye, Dwarves craft the best? Sure, if your idea of intricate is a club. For fine stuff, see a halfling!'</i></p> <p><b>Role-playing Hints</b> Polish an apple on your jacket while you talk. Start every statement with 'Oh aye...' Give people a cheeky wink and a smile.</p> <p><b>Personality</b> If it's worth doing, it's worth doing well. Always willing to lend a hand. Diplomatic and charismatic.</p> <p><b>About</b> Farming family, but drawn to the art of smithing. Can't resist adding artistic flourishes in his work. Is generous and quite charitable.</p> <p><b>Hooks</b> Play matchmaker and deliver this iron rose? A gold ingot was stolen from his workshop. He has a secret kobold apprentice.</p> <p><b>♀</b></p>	<p><b>♂</b></p> <p><b>Hu</b></p> <p><b>Zentar 'Shaggy' Miat</b> Human, Server</p> <p><i>'You came from that far away? Did you see the troll of Grimfang? It's on my map here, see?'</i></p> <p><b>Role-playing Hints</b> Wipe down tables, clean mugs and glasses. Smile and nod earnestly. Scratch at beard, find things in there.</p> <p><b>Personality</b> A simple, but honest, hard working person. Bubbly &amp; enthusiastic. Likes meeting new folk. Curious about the world, but intimidated by it.</p> <p><b>About</b> Grew up in the village, has never travelled. Has been working at the inn for years. Loves it. Has no time for selfish or cruel people.</p> <p><b>Hooks</b> Is 'The Innocent' that can stop an apocalypse. Overheard someone planning an ambush. Collects maps, some are old &amp; rare.</p> <p><b>♀</b></p>	<p><b>♂</b></p> <p><b>Dk</b></p> <p><b>Mordai Kabot</b> Demon-kin, Innkeeper</p> <p><i>'Welcome to the Broken Cup. Don't let the horns throw you. Only danger here is eating too much!'</i></p> <p><b>Role-playing Hints</b> Have a broad smile, and an easy laugh. Wink, slap people on the back, be genial. Compliment folk, be interested in their stories.</p> <p><b>Personality</b> Cold and calculating. Constantly evaluating people, risk/reward. Utterly selfish &amp; convinced the world owes him.</p> <p><b>About</b> Chased from his home town as a 'devil child'. Acquired an inn through blackmail &amp; threat. Uses the inn as a way to evaluate targets.</p> <p><b>Hooks</b> Slow poisons people &amp; arranges for an ambush. Basement contains bones of lone victims. A ghost haunts the private room.</p> <p><b>♀</b></p>	<p><b>♂</b></p> <p><b>Ha</b></p> <p><b>Joan Seedburrrow</b> Halfling, Farmer</p> <p><i>'Daily I work the fields with sweat 'n plough, but at night I eat just like my sow... Oh, that rhymed!'</i></p> <p><b>Role-playing Hints</b> Clean dirt from under your nails. Speak in an unusually high pitched voice. Become flustered if even slightly flattered.</p> <p><b>Personality</b> Practical, yet hopeful. Can be a bit of a day dreamer. Is honest, hard working, and loves a good song.</p> <p><b>About</b> Her family have been farmers since forever. Has unusual farming practices, but they work. She is the 7th daughter of a 7th daughter.</p> <p><b>Hooks</b> She had a strange dream last night (prophetic). She is hosting a solstice feast. It's a bit odd. Found human remains while tilling.</p> <p><b>♀</b></p>
<p><b>♂</b></p> <p><b>Hu</b></p> <p><b>Mahagret Delour</b> Human, Unemployed</p> <p><i>'Do you hear me sister? Can you feel it? The heat, the blood pounding in your veins? Run with me!'</i></p> <p><b>Role-playing Hints</b> Speak in a worn, croaky, tired voice. Pat down and smooth your clothes. Lightly sniff the air (not aware of doing this).</p> <p><b>Personality</b> A kind soul, with a streak of black humour. Always looks for the best in people. Prone to fatalism and deep depression.</p> <p><b>About</b> Was a farmer, but lost the farm to a blight. Now begs for coin and does odd jobs. Is a werewolf, but doesn't know it.</p> <p><b>Hooks</b> There is still some coin buried at her old farm. Last night, someone's throat was torn out! She overheard an unearthly poem.</p> <p><b>♀</b></p>	<p><b>♂</b></p> <p><b>Hu</b></p> <p><b>Nake 'Earbite' Kris</b> Human, Militia</p> <p><i>'Adventurers? Pfff! It's just another name for a band of unemployed, homeless troublemakers.'</i></p> <p><b>Role-playing Hints</b> Intense unblinking stare. Clench jaw when people are flippant. Speak in gravelly short statements.</p> <p><b>Personality</b> Believes that rules are there to make society safe. Hates even minor infractions, it's the principal! Is quite callous, often blind, to suffering.</p> <p><b>About</b> Grew up with incredibly strict (abusive) parents. Decided to better the world by fighting for it. Lost part of his ear duelling an orc raider.</p> <p><b>Hooks</b> There's a scarecrow killing folk, help him end it. He put a starving man in stocks for food theft. He is close to breaking point.</p> <p><b>♂</b></p>	<p><b>♂</b></p> <p><b>He</b></p> <p><b>Ixlow Tarr</b> Half Elf, Farmer</p> <p><i>'Ever looked at a bug and wondered what little buggy thoughts it thinks in its little buggy head?'</i></p> <p><b>Role-playing Hints</b> Narrow one eye and examine things intensely. Use pity sayings and colloquialisms. Often speak in conspiratorial whispers.</p> <p><b>Personality</b> Of keen wit and friendly disposition. Loves a good, non-adversarial debate. Intensely curious about the living world.</p> <p><b>About</b> Owns a large farm and is quite prosperous. Catalogues and studies all the life in the area. Owns a collection of natural wonders.</p> <p><b>Hooks</b> Has a living stone scarab that's started singing. Wants to study, not harm, a local owlbear. One of his study papers is missing!</p> <p><b>♀</b></p>	<p><b>♂</b></p> <p><b>Hu</b></p> <p><b>Hiasha Kinmark</b> Human, Unemployed</p> <p><i>'You're really tall, and dressed in metal! Could I have a metal pants too? So shiny!'</i></p> <p><b>Role-playing Hints</b> Tilt head down a little and look around shyly. Pull at people's clothes to get their attention. Offer people dusty, hard candy or bits of pastry.</p> <p><b>Personality</b> Generous, innocent child. Doesn't really trust strangers. Can be a little shy.</p> <p><b>About</b> Only child to farmer parents. Really loves blue things. Has the best collection of fancy rocks.</p> <p><b>Hooks</b> Would really like an extra fancy, pretty rock. Somehow knows an ancient, dead language. Overheard a plot involving poison.</p> <p><b>♀</b></p>



<p><b>♂</b></p> <p><b>Ha</b> <b>Rodan 'Cuss' Burusa</b></p> <p><b>Halfling, Militia</b></p> <p><i>'Take your 'sir' 'n put it where the sun don't shine. If that's a problem, I got a boot here that can help.'</i></p> <p><b>Role-playing Hints</b> Talk loudly and bluntly. Scratch, burp, snifle, spit. Pull out a whet stone and sharpen your spear.</p> <p><b>Personality</b> Is a good person with a very rough exterior. Is out to prove himself and his race. Thinks manners are just another form of lie.</p> <p><b>About</b> Joined militia to prove a human mayor wrong. Found he was quite good at it. Has seen battle. Is obsessed with fighting styles, military tactics.</p> <p><b>Hooks</b> Militia leader is corrupt, help him expose them. He is looking for love, but doesn't know it. Town drunk wants revenge.</p> <p><b>♂</b></p>	<p><b>♀</b></p> <p><b>Hu</b> <b>Trillis Hadric</b></p> <p><b>Human, Maid</b></p> <p><i>'Adventurers! Tell me if you would, did you always know you would be that, or did you fall into it?'</i></p> <p><b>Role-playing Hints</b> Respectfully address people, always courteous. Work while you talk, wipe tables, clean mugs. In quiet moments, drift off in your head.</p> <p><b>Personality</b> A happy and uncynical person. Is genuine, honest, and forthright. A bit of a dreamer.</p> <p><b>About</b> An abandoned orphan, she grew up in town. Works several jobs to save for an education. Believes she is marked for greatness.</p> <p><b>Hooks</b> Got angry and a table caught fire (Wild magic). Her mother, an evil mage, is looking for her. She is after educational books.</p> <p><b>♂</b></p>	<p><b>♂</b></p> <p><b>Hu</b> <b>Ehvan Rizon</b></p> <p><b>Human, Merchant</b></p> <p><i>'But it was Temnum the Corpulent who let a goblin trader open a shop in... oh when was that... 871!'</i></p> <p><b>Role-playing Hints</b> Read a book, don't look up, just grunt answers. If forced to interact, sigh, make a big deal of it. Become animated if people mention history.</p> <p><b>Personality</b> Would rather be in a book, than the present. Is polite but distracted, and far from warm. Is excited and interested on topics of history.</p> <p><b>About</b> A history buff, collects books and maps. Runs a goods store, but would rather study. Fancies himself quite the scholar.</p> <p><b>Hooks</b> This town was founded to summon a demon! Local kid stole a book to torment him. Will pay good money for old texts.</p> <p><b>♂</b></p>	<p><b>♂</b></p> <p><b>El</b> <b>Jarreth Udoh</b></p> <p><b>Elf, Merchant</b></p> <p><i>'Food is just food, spices are what make it a feast, and at those prices even you can be a king.'</i></p> <p><b>Role-playing Hints</b> Light smile, small nods as people talk. Feather touch surfaces as he moves around. Slow, measured, and considered conversation.</p> <p><b>Personality</b> Calm. Little agitates or excites him. Enjoys simple pleasures, rich tea, fine food. Is a bit of a puzzle solver, likes the challenge.</p> <p><b>About</b> Was born blind. Runs a shop selling spices and teas. Has lived long and is content.</p> <p><b>Hooks</b> Collect package for him from the underdark. Snatches food from PC, it's been poisoned... Slavers are after him for his talents.</p> <p><b>♂</b></p>	<p><b>♂</b></p> <p><b>Dw</b> <b>Fennhal Uust</b></p> <p><b>Dwarf, Innkeeper</b></p> <p><i>'It's not what you think! I mean... mmmm ketchup testing. Don't want give people bad condiments.'</i></p> <p><b>Role-playing Hints</b> Pick at your teeth, look guilty if noticed. Stare overly long at people's necks. Sigh loudly in the presence of joy.</p> <p><b>Personality</b> Used to be chatty and warm, now timid. Hungry all the time, it colours her thoughts. To fight it or despair, she is no a knife edge.</p> <p><b>About</b> The inn was her dream... now not so sure. Is a new vampire, scared and alone. Has given into her hunger, but doesn't want to.</p> <p><b>Hooks</b> Body of a traveller was found in a shallow grave. She is after holy water, as much as possible. Can she be helped?</p> <p><b>♀</b></p>	<p><b>♂</b></p> <p><b>Dw</b> <b>Sunvara Rubin</b></p> <p><b>Dwarf, Merchant</b></p> <p><i>'That item's from a race of aquatic bears. Turns red around lies. Red now is it? How confusing! Ha!'</i></p> <p><b>Role-playing Hints</b> Broad smile, a little suggestive, wink overtly. Rub the palm of your hand with other thumb. Sneeze deliberately loudly in tense moments.</p> <p><b>Personality</b> Direct and to the point, no embellishment. Does big business over a drink and a good meal. Fair, but understands the value of her goods.</p> <p><b>About</b> Used to be the first mate on an explorer ship. Travelled far and made contacts in distant lands. Now trades in rare goods and rarer information.</p> <p><b>Hooks</b> Has a map, with an island that fades in and out. Need rare info or items? She has it/can get it. A contact has gone missing.</p> <p><b>♀</b></p>	<p><b>♂</b></p> <p><b>Hu</b> <b>Pah'marra Hest</b></p> <p><b>Human, Blacksmith</b></p> <p><i>'A hook, a clasp, a piton. This is my life. Yet, it is a good one. Isn't it? Who would trade for it?'</i></p> <p><b>Role-playing Hints</b> Smile/laugh at inappropriate times. Make eye contact, do not break. Scratch at face till bleeding, notice, then stop.</p> <p><b>Personality</b> Emotional reactions lag, watches others first. Always hungry, and impatient. Alien, inhuman, unknowable motives.</p> <p><b>About</b> Was a humble and well liked blacksmith. Is now a possessed vessel for an ancient evil. Is adjusting to this body, this time period.</p> <p><b>Hooks</b> Local pets have been going missing (eaten). Knows deep and ancient lore/rituals. Can he be saved?</p> <p><b>♂</b></p>	<p><b>♂</b></p> <p><b>CF</b> <b>Kroshka 'The Vice' Catfolk, Innkeeper</b></p> <p><i>'Food, drink, something mind expanding? Pick thy poison. Just not harkroot, that's actual poison.'</i></p> <p><b>Role-playing Hints</b> Call everyone 'friend'. Smoke odd smelling pipe constantly. Occasionally zone out, thousand yard stare.</p> <p><b>Personality</b> Gregarious, friendly and quite hedonistic. Always looking for new experiences. Is not big on personal accountability.</p> <p><b>About</b> Is all about fine food, fine wine, fine substances! Is infamous for their 'altered state' evenings. Their illicit trade is overt, guards are paid off.</p> <p><b>Hooks</b> Local clergy is on a crusade against them, again! A bad drug trip leads to a prophetic vision. Green slime snuff... really?</p> <p><b>♂</b></p>
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<p><b>Hu</b></p> <p><b>Melcor Donnakino</b> Human, Farmer</p> <p><i>'Melon seeds that's the key holy water to stave off rot but then Monday that's tomorrow yikes.'</i></p> <p><b>Role-playing Hints</b></p> <ul style="list-style-type: none"> <li>Talk very fast with run on sentences.</li> <li>Pick seeds and plant matter off people.</li> <li>Rub eyes, yawn, but no time for rest!</li> </ul> <p><b>Personality</b></p> <ul style="list-style-type: none"> <li>A charitable soul, wants to feed the world.</li> <li>Hyperactive and can become easily flustered.</li> <li>Often forgets to think things through.</li> </ul> <p><b>About</b></p> <ul style="list-style-type: none"> <li>Runs a farm known for its 'unusual' crops.</li> <li>Always experimenting with magic hybrids.</li> <li>Her farmhouse is a giant mushroom.</li> </ul> <p><b>Hooks</b></p> <ul style="list-style-type: none"> <li>Pests in the south field are growing giant.</li> <li>A sentient bush is plotting against her.</li> <li>Her hybrid melon floated away.</li> </ul> <p></p>	<p><b>Hu</b></p> <p><b>Willer 'Sigil' Karpon</b> Human, Town Crier</p> <p><i>'Gods aren't inherently moral, but they use their values as its measure, damning many innocents.'</i></p> <p><b>Role-playing Hints</b></p> <ul style="list-style-type: none"> <li>Serene, with a quiet, understanding smile.</li> <li>Hands together, fingertips just under chin.</li> <li>Close eyes, breathe deep while thinking.</li> </ul> <p><b>Personality</b></p> <ul style="list-style-type: none"> <li>Thoughtful and deeply philosophical.</li> <li>Believes all paths and lives have value.</li> <li>Prone to introspection, depression.</li> </ul> <p><b>About</b></p> <ul style="list-style-type: none"> <li>Was once a devout priest of considerable power.</li> <li>Decided faith shouldn't be the arbiter of good.</li> <li>Now lives a simple life of service.</li> </ul> <p><b>Hooks</b></p> <ul style="list-style-type: none"> <li>His blood cures disease, he doesn't know it.</li> <li>He's having nightmares of killing someone.</li> <li>A disguised angel is seeking him.</li> </ul> <p></p>	<p><b>Hu</b></p> <p><b>Lenner Ray</b> Human, Stable Hand</p> <p><i>'Here, *sigh* let me help. Wouldn't want you slipping. Break your neck that way. *chuckles*'</i></p> <p><b>Role-playing Hints</b></p> <ul style="list-style-type: none"> <li>Sneer almost perpetually.</li> <li>When slighted, mutter 'That's going on the list.'</li> <li>Look daggers at people, until noticed.</li> </ul> <p><b>Personality</b></p> <ul style="list-style-type: none"> <li>Petty, and evil to his core.</li> <li>Risk adverse and currently powerless.</li> <li>Sadistic, and not great at hiding it.</li> </ul> <p><b>About</b></p> <ul style="list-style-type: none"> <li>Was a powerful cult leader, now undercover.</li> <li>Seeking the Goreshen mage that stole his power.</li> <li>Keeps a tally of those who've 'wronged' him.</li> </ul> <p><b>Hooks</b></p> <ul style="list-style-type: none"> <li>He know things, dark things, he shouldn't.</li> <li>Vandalism/petty crime has gone up recently.</li> <li>Cook saw him 'talking' to shadows.</li> </ul> <p></p>	<p><b>Hu</b></p> <p><b>Remero Lake</b> Human, Cleaner</p> <p><i>'Sorry, gave you a fright did I? Happens all the time, I walk very quietly. Maybe I should whistle.'</i></p> <p><b>Role-playing Hints</b></p> <ul style="list-style-type: none"> <li>Chat in a matter-of-fact, casual way.</li> <li>Scratch at wounds as if mildly irritating.</li> <li>Lean in conspiratorially when gossiping.</li> </ul> <p><b>Personality</b></p> <ul style="list-style-type: none"> <li>Gossips constantly, but all info is 50 years old.</li> <li>Fastidious to a fault.</li> <li>If pushed about his death, screams in rage.</li> </ul> <p><b>About</b></p> <ul style="list-style-type: none"> <li>Bound to the Inn.</li> <li>Doesn't know he is dead. Forgets if told.</li> <li>Appears, cleans rooms, vanishes.</li> </ul> <p><b>Hooks</b></p> <ul style="list-style-type: none"> <li>Mayor wants him exorcised, but should they?</li> <li>Knows there are bones (not his) in the wall.</li> <li>His murderer still lives in town.</li> </ul> <p></p>
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