

**Ostian Vay** Human 02  
Novice Knight; Dexterous but Rash

**Personality**

A good leader collects information and opinions, then makes a decision and acts. Ostian's most important decision is choosing a leader to serve. Your value and judgement are defined by who you follow and your loyalty. The rest is excuses.

**Quirks**

Frustrated by subtle social cues, he announces his feelings (and he wishes others would too).

**Possessions of Note**

When preparing for battle, he displays an Order of the Linchpin insignia that was awarded his grandmother for service to a royals long deposed.

**Leverage**

Hard to intimidate, easy to deceive or persuade. Impressed by honor and loyalty.

**Background**

Born to a low-ranking knight and her scholar husband, he was raised on tales of the former dynasty's just rule and high ideals, dashed away when the usurper took the throne. His response to an unjust world is seeking out an heir of the former dynasty so he can fight in her service.

*"Frustration. I suppose we'll have to find another way."*

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**Nokbald Courser** Dwarf 01  
Master Thief; Wise but Uncharismatic

**Personality**

He is offended by low quality. In battle, he strikes foes out of irritation that they lack the skill to defend themselves. He is polite to people he doesn't care about, rude to those who he wants to succeed, and friendly with those who have mastered their craft.

**Quirks**

He judges people by the quality of gear they'll settle for.

**Distinguishing Features**

His nose ring is the badge of the Tombguard.

**Leverage**

Hard to influence. Impressed by crafting skill.

**Background**

Courser is a trap-and-locks expert. He installed security on his clan's outlying tomb defenses. He was offered a coveted promotion to working on inner tombs and losing contact with the outer world forever. Annoyed by his family's disappointment when he did not accept the isolation requirements, he left. He feels it is up to the world to prove worthy of the trade he made.

*"A man who trusts his defense to a shortsword that flimsy has clearly given up."*

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**Larissa Softstep** Half-Elf 06  
Experienced Scout/Ranger; Wise but Aloof

**Personality**

She can already sense that you will reject her, and she's angry. Trying to befriend her makes it worse—you are coaxing her into caring about you—and it will hurt when you turn her away.

**Quirks**

- Around people, her hair obscures her face. In danger, it's tied up and back.
- Calls people "pal" or, if irritated, "genius".

**Distinguishing Features**

- Purple irises—in her elven culture, a sign of prophetic ability.
- She can snap her fingers to spark a dim witch light.

**Leverage**

Hard to deceive, easy to intimidate or persuade. Provoked by racism.

**Background**

Her human father had a tryst when visiting a fey court. An elf won her in a game of chance. She grew up too fast among elves and was rejected as a teenager. She developed her woodcraft in a human borderland until a intolerance swept the kingdom and she was banished as a spy.

*"Hey pal, you worry about you, kay?"*

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**Sennia Filiayasekken** Elf 03  
Apprentice Sorcerer; Charismatic & Agile

**Personality**

She is haughty, cunning, and dismissive of the value of "innocents." Dangerous and fey, she feels kinship with anarchists and misanthropes.

**Quirks**

She has a spell-like ability to snap her fingers and deliver a mild shock to everyone within 30 feet, and she uses it to get attention.

**Distinguishing Features**

One blue eye, one green; in her culture, this rare trait reflects conflict between magic and nature. She chose magic, and defiantly got a tattoo by her blue eye to signal that choice.

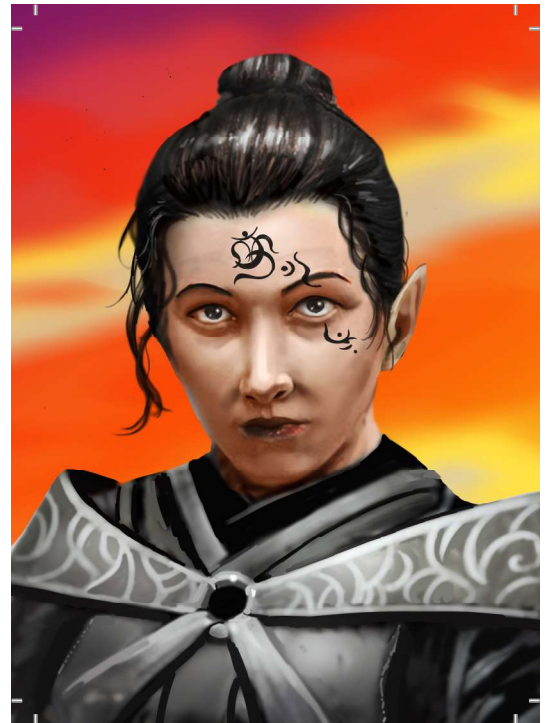
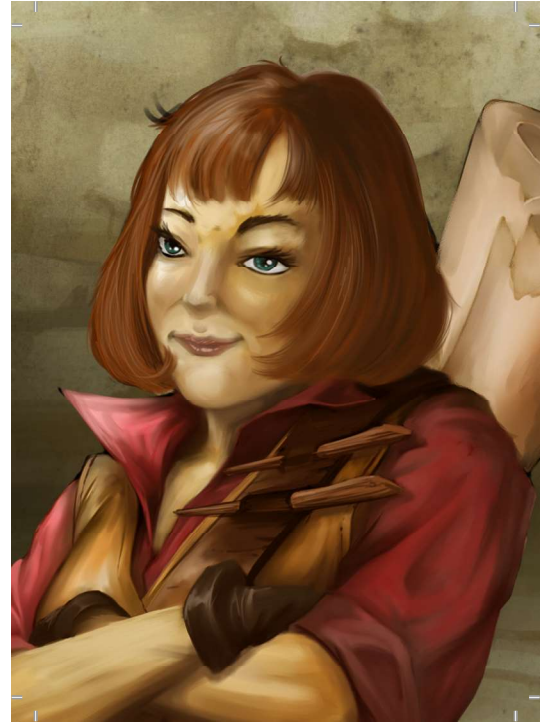
**Leverage**

Hard to intimidate, easy to deceive or persuade through flattery.

**Background**

Sennia's mother led a mystic research conclave who delved into dark experimentation, sacrificing victims to power rituals. The conclave was stopped 75 years ago when she was a child. Her mother was executed. Sennia was blacklisted by most wizards because of her mother's crimes. Resentful, she thirsts for mystical power on her own terms. She sees herself as aristocracy of the apocalypse.

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**Seeka LeMeeker** Halfling 26

Veteran Mage; Scholarly & Nimble but Reckless

**Personality**

She is a deep thinker, but her mind is not agile. She gets flustered when she has to improvise, so she compensates by scripting conversations and researching context.

**Quirks**

Seeka often refuses to have a conversation. She insists on an agenda and a set time to discuss it later (even if it is just a few minutes later).

**Possessions of Note**

Timerleaf Gloves. Concentrate to hold a leaf and set a timer, a clock face magically woven into the leaf's veins. It counts down any time she assigns. She uses timerleaves to inform precision ritual elements, and set appointments with people.

**Leverage**

Easy to influence in the moment, but she compensates when she has a chance to reflect.

**Background**

Seeka's village was destroyed by ogres. Adventurers freed survivors from the pantry cages. Seeka became the apprentice of one of her rescuers, a kindly old wizard.

*"Intriguing. Consider your request for discussion lodged, we will take the matter up at sundown."*

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**Marl Nothrayze** Elf 07

Acolyte Cleric; Delicate but Charismatic

**Personality**

She has endless patience and does not feel the press of time. She remains calm; decades of meditation and etiquette training steady her reactions.

**Distinguishing Features**

**Possessions of Note**

- Tower Adept Set (torc, comb, necklace): Indicates she was chosen to speak for her god in a nearby ruler's court.
- Speaker's Scepter: Mace that dispels magical mind control with a touch.

**Leverage**

Hard to influence. Resistant to urgency.

**Background**

A local ruler was frustrated by his mortality. Over the course of his reign he replaced key leaders with elves to provide the mostly human population with stability. Marl was identified as a child to succeed the human High Cleric, and for 50 years she trained in the sedate temple, conservative and isolated. When the ruler was overthrown a year ago, the new regime rejected elves. Marl became a fugitive in a chaotic world. Her adept set and stolen scepter remind her of who she was.

*"Stop. Breathe. Try again."*

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**Yulin Feerasker** Half-Elf 29

Master Sorcerer; Frail but Smart & Poised

**Personality**

She doesn't judge others. Her demeanor is eerie and penetrating. Appears to always listen intently.

**Quirks**

She wastes no time on "normal", studying others for common ground to connect—a favorite food, an emotion, or experience. Talking with her, others feel understood and acknowledged. Interactions often provoke an unsettled emotional response.

**Possessions of Note**

Inkwrither: Bone gauntlet with needle-tipped fingers, mixes tattooing with arcane gestures, binds spell-like abilities to flesh. Only works for her.

**Leverage**

Unpredictable to influence. Keenly interested in sincere emotion.

**Background**

She studies how magic moves in her blood and in symbol. She can grant spell-like abilities through tattooed symbols with special inks. She resents the current lore that magic is chained to text rather than life. She adventures for test subjects and rare components for her research.

*"Words breathe writing when spoken, and write breath when inked. I draw breath, and draw blood."*

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**Treya Sul** Human 27

Novice Spy/Rogue; Nimble & Alluring but Weak

**Personality**

She has regal dignity and wicked humor. She likes being mysterious.

**Quirks**

She carries knotted ropes and likes to slip them over hands, ankles, gear, or necks to tie people to things. Sometimes it's a prank, sometimes it's a threat, and sometimes it's flirting.

**Possessions of Note**

Pendant of Gleese. A plain silver pendant. If ritually activated or dipped in blood, it projects her cult's holy symbol into the minds of those who see it.

**Leverage**

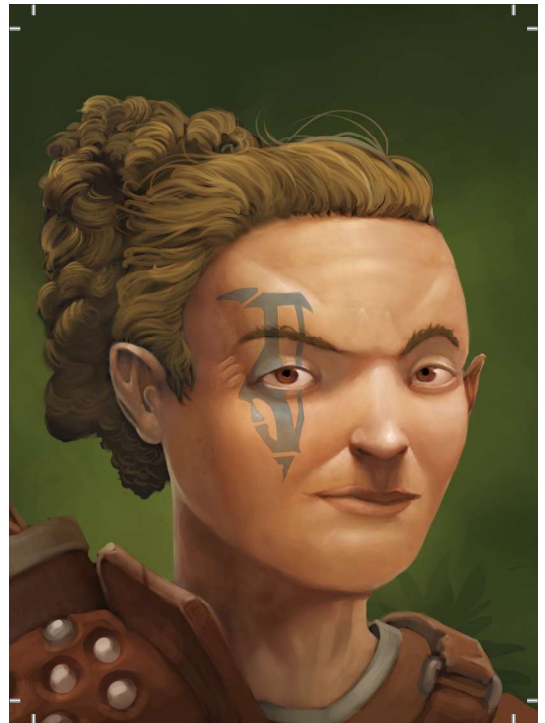
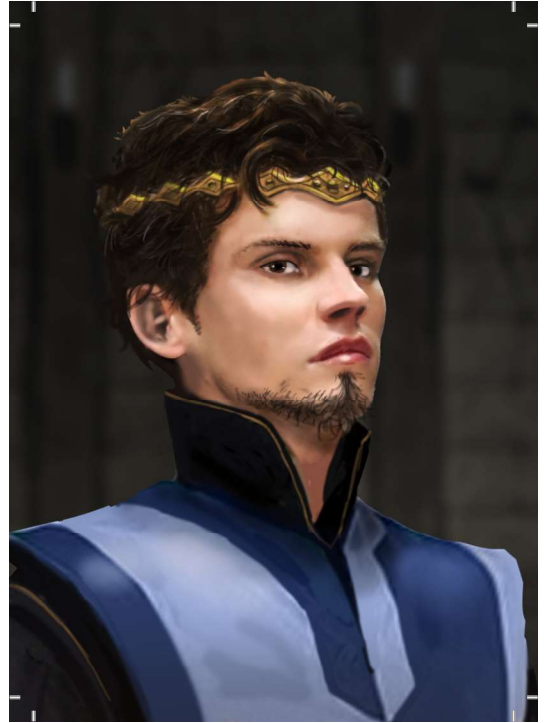
Easily influenced—if not embarrassed. Humiliated, gains vicious strength for resistance or revenge.

**Background**

Treya is a non-spellcasting priestess of a secret, evil cult. Her family has a major leadership role. When it became clear she was not going to be able to cast spells, she became an embarrassment to them. She has trained as an infiltrator. She is determined to prove her value by recovering books and holy objects that have been taken from the cult over the centuries.

*"Family is boring. Let's talk about crime."*

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**Dilith Friklin** Human 37  
Acolyte; Wise & Charismatic, but Frail.

**Personality**

If everyone else was as smart as him, the world wouldn't have all these problems he inherited. He knows his god has the answers, and he's going to make sure people listen and obey. He has little patience for context.

**Quirks**

He interrupts any time he has an idea.

**Possessions of Note**

The Anointing Circlet allows him to speak as an elder in church gatherings.

**Leverage**

Easy to deceive, difficult to intimidate or persuade. He likes his own ideas best.

**Background**

Dilith's religious tradition favors emotion over facts, trusting feelings more than ideas. He learned at an early age that confident hyperbole got better results than reasoned plans. Praise has made him arrogant, and he has not faced real adversity. He is flush with unearned confidence. He plans to convert rulers to his religion, so their communities worship by decree; he finds it incredible no one has thought to do this before now.

*"Let me explain it to him, it's really quite simple."*

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**Captain Nora Del** Human 34  
Swashbuckler; Agile & Smart but not Strong

**Personality**

Crisp, bright, and forceful, she is a born leader. She accumulated lifetimes of experiences before adulthood, and she is uniquely prepared for endless change.

**Quirks**

- Her reality sometimes hiccups, changing her hair color or other details; she's used to it.
- She drinks to process experiences that would shatter her unprotected mind.

**Leverage**

Difficult to deceive or intimidate, easy to persuade. She focuses on the big picture, flexible in details.

**Background**

Captain Nora has sailed seas, skies, and space. In her earliest memories, she was a cabin girl. As a teen, she was involved in a proxy war between interdimensional beings, and she went along on a quest beyond her home world as the battle spiralled through weird locales against improbable foes. She has been cursed, blessed, polymorphed, rich, penniless, and undead. Currently, she is between ships and dodging enemies.

*"I plan to sail right on through life, then through death, into whatever's next. Endings are a fiction."*

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**Nari Busurus** Dwarf 42  
Ranger/Scout; Strong, Agile, & Cunning

**Personality**

She is quietly pragmatic. Her heart is full of awe at the craftsmanship of the natural world, and she is content when she is in the midst of the stark beauty of hostile environments.

**Quirks**

Intolerant of complaints, quietly asking people to stop (leaving earshot if they don't).

**Distinguishing Features**

Face tattoo is a glyph for "paid in full" inspired by seeing a rare and beautiful natural site that few have visited. Her struggles are all worthwhile just for that experience, she will always be grateful.

**Leverage**

Hard to influence. Feels kinship with those who live out of deep gratitude.

**Possessions of Note**

Her gear, weapons, and armor have custom climbing equipment built in.

**Background**

As a child, she was often scolded for sneaking off to dangerous locations. She developed adventuring skills so she could be an armed escort as a reason to go see the breathtaking sites of the vast world.

*"Look at it. Majestic, is it not?"*

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**Harri Sumarri** Gnome 41  
Bard; Wise, Hypnotic, but Frail

**Personality**

She is worried about money, exhausted by timing upcoming paydays and expenses. She used to be easy-going and friendly, she resents her debts.

**Quirks**

At every break, she consults a book of dates and scribbles letters to send home acknowledging birthdays, anniversaries, and social niceties for her numerous clan. If she does not have money to put in them, she puts in I.O.U. tokens.

**Possessions of Note**

Book of Dates: Lists of clan special occasions.

**Leverage**

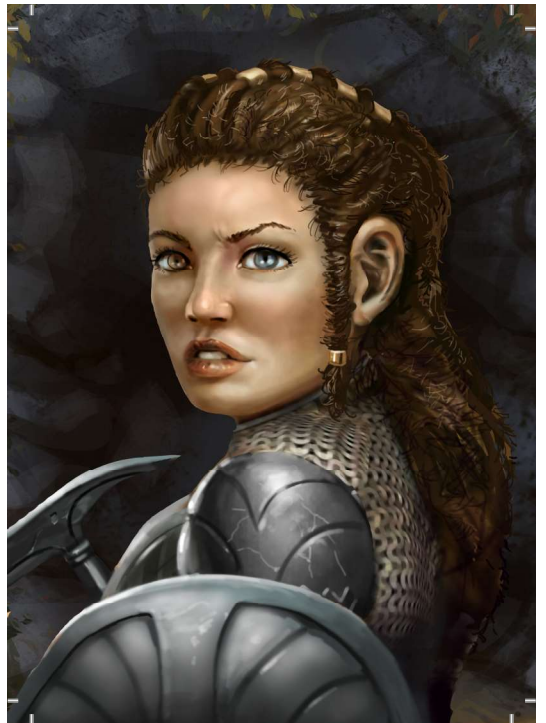
Easy to intimidate or persuade, difficult to deceive. Desperate for coin, struggles against shame.

**Background**

Members of her clan borrowed from human lenders for a risky venture that failed. The clan tried to pay off the debt but got behind because of the high interest. As matriarch, Harri is supposed to fix the debt and also provide culturally expected gifts within and beyond the clan. She never wanted to use her skills for violence, but she is desperate.

*"Assurances of a bonus for meeting the client, half up front."*

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**Blokka Wedge** Dwarf 44

High Cleric. Wise & Mesmerizing, but Frail

**Personality**

Blokka has been entrusted by her god with authority to adjust timelines and life force, revising Fate's draft schedule of deaths. She is constantly evaluating the value of every life around her.

**Quirks**

When impatient, she hisses quietly to herself, echoing the sound of sand falling through the hourglass.

**Leverage**

Hard to influence. Favors caution and humility.

**Background**

When her children died, she railed against the gods. She grieved by demolishing a temple to the God of Death, and she was cursed with the ability to contest the decision of Fate. When she glimpsed the interactive cosmic causality, she was shaken to the core and sobered by the balance underpinning life and death. Gifted with cosmic spellcasting, she became acutely aware of how her decisions to speed or slow death ripple outward far beyond her control. Pulling on one thread causes others to shift.

*"You are so certain living is better than dying. You cannot see what I have seen."*

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**Varius Sleen** Elf 43

Knight; Strong & Dexterous but Slender

**Personality**

Varius finds others extremely interesting. He has good humor, enjoying a little teasing, and he is difficult to offend. He will support a leader's decisions, and also a dissenter's perspective. He looks for the bright side.

**Quirks**

He keeps his hands busy fixing bows: sharpening arrows, preparing fletching, oiling bowstrings.

**Possessions of Note**

Arcing Armor: Enchanted plate that does not inhibit archery, and encumbers as leather armor.

**Leverage**

Easy to persuade, difficult to intimidate or deceive. Eager to hide his allegiance and collect magic.

**Background**

Varius was chosen by his elven masters for his forgettable ease with people of all kinds, and his exceptional cunning. He serves a cabal of wizards. His mission is to acquire spellbooks and info to aid spell research—the more unusual, the better. He has been adventuring for decades, keeping his true mission secret. He is a superb sniper.

*"What an amazing staff! I'll bet you've seen some extraordinary adventure. I'd love to hear about it."*

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**Channa Picks** Dwarf 07

**Roles** Guard & Locksmith

**Gear** Pick, Chainmail, Shield

**Personality**

She focuses on the job, keeping busy to distract herself from homesickness. Her humor is understated. She expects others to be rude and foolish, but holds herself to a high standard.

**Extra Value**

She has many dwarven contacts.

**Quirk**

Quietly sings old, sad songs when standing watch.

**Flaw**

Understands Common, but only speaks Dwarven.

**Leverage**

Easy to persuade or deceive, difficult to intimidate. It is important to pay debts.

**Background**

Her uncle committed a crime and was sentenced to banishment. She took the punishment in his place. She keenly feels the stain on the family honor and knows she can't restore them to good standing. She has centuries of shame ahead, and thinks she has to be a henchman because her family name disqualifies her from commanding respect.

*(In Dwarven) "Lock's crude, I can pop it with a dagger."*

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**Old Barzin** Human 01

**Roles** Guard & Sentry

**Gear** Mace, Chainmail, Shield

**Personality**

He doesn't like surprises, so he's clear about what he expects and what he's willing to do. When he accepts a responsibility, he sees it to the end.

**Extra Value**

He never shirks guard duty, nor does he drowse while standing watch.

**Quirk**

He constantly cleans his fingernails with a dagger.

**Flaw**

He demands bonus pay if he is required to get wet.

**Leverage**

Hard to influence. Flustered by surprises or accusations of shirking.

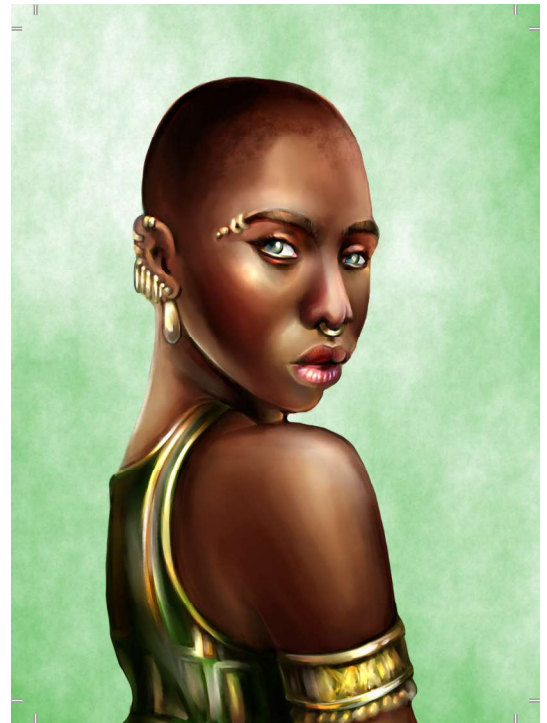
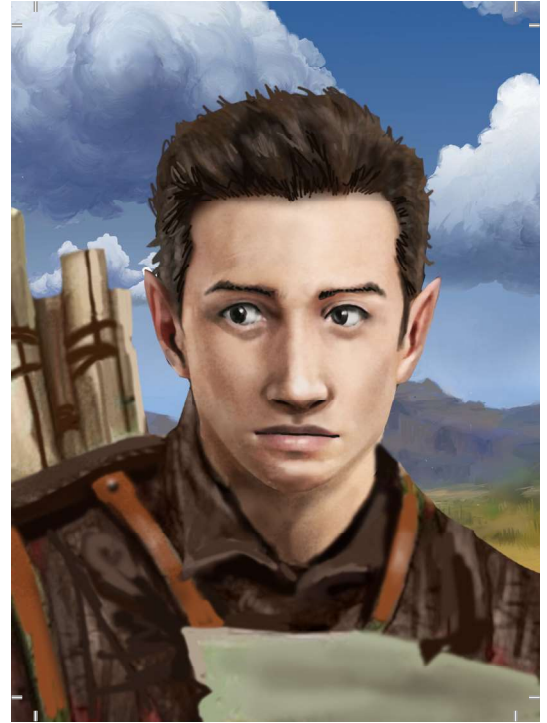
**Background**

Old Barzin refuses to die in a mine like his dad, grandad, uncles, and sons did. He was born into a refugee camp of miners escaping a war. The camp was captured by orcs and put to work in a quarry. They were liberated to settle in human territories where a human noble put them to work in a mine anyway. Neither master much cared for safety.

*"They may catch us—but they won't catch us by surprise."*

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**Slippers** Half Elf 11

**Roles** Porter & Messenger

**Gear** Oil Skin Messenger Pouch, Writing Kit

**Personality**

He is an outsider, vulnerable to humans and their savagery. He works with them anyway because he trusts his charm and reflexes. He believes humans will act violently, it's only a matter of time.

**Extra Value**

Reads and writes several languages.

**Quirk**

Frequently stretches as if he is about to exercise.

**Flaw**

Fixates on one person, and is emotionally needy.

**Leverage**

Easy to influence. He is future oriented, looking for opportunities.

**Background**

Slippers is currently between crime syndicates. He grew up the son of a merchant, but when his father was slain by bandits, he joined them to save his skin. He made friends and enemies, and when his boss ordered his death he escaped. He's been through three crime families, and he is looking for his next (temporary) criminal family.

*"The trick to a joke is the delivery. Bow out before the punchline."*

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**Solemn Sorn** Dwarf 09

**Roles** Porter & Musician

**Gear** Drum, Facepaint Kit

**Personality**

He finds danger inspiring for his music. Solemn does not see himself as a hero. He is determined to believe his employers are heroes until they prove they aren't. If he cannot inspire them to be better, then he'll look for new employers.

**Extra Value**

His drumming can make any situation seem epic.

**Quirk**

Wears warpaint for courage.

**Flaw**

Cannot sit quietly, always making noise.

**Leverage**

Easy to influence. He considers himself a coward and he wants to believe people are good.

**Background**

He knows many legends and stories about heroes of his clan, and he wanted to be like them. He lost his first command because he made a rash decision, and he cannot face the burden of life-or-death decisions. He shifted from heroic action to the stories about heroic action, telling the tale.

*"You smack the monsters, I'll smack the drum."*

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**Leya Snout** Human 15

**Roles** Porter & Fixer

**Gear** Blackjack

**Personality**

Easygoing and friendly, she thinks work is noble and she is proud of her strength and health. Her religious upbringing forbids her injuring others. She respects people who build others up and pities people who act out their insecurities.

**Extra Value**

Makes local friends easily.

**Quirk**

Likes to trade jewelry, offers to do piercings.

**Flaw**

Reveals too much of her employers' plans.

**Leverage**

Easy to persuade, difficult to intimidate or deceive. She thinks gentleness is strength.

**Background**

Her parents were priests in an ancient sect. They took oaths of non-violence and raised her in those traditions. She has two brothers who have gambling debts, and one is now hostage to a loan shark she must pay quarterly. Other work won't pay enough to keep up with her debt payments.

*"This man, I met him drinking last night, maybe you want to hire him too?"*

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**Howdah** Dragonborn 13

**Roles** Porter & Strongman

**Gear** None

**Personality**

He believes his only value is his muscle, and no one should want to know his opinions. He is convinced he is stupid. He is polite to arcane casters, eager to please them and indifferent to others.

**Extra Value**

Can carry a double load.

**Quirk**

Spits tiny flickers of flame when bored, or blows smoke when straining.

**Flaw**

Skin infection—smells terrible. Needs 2x rations.

**Leverage**

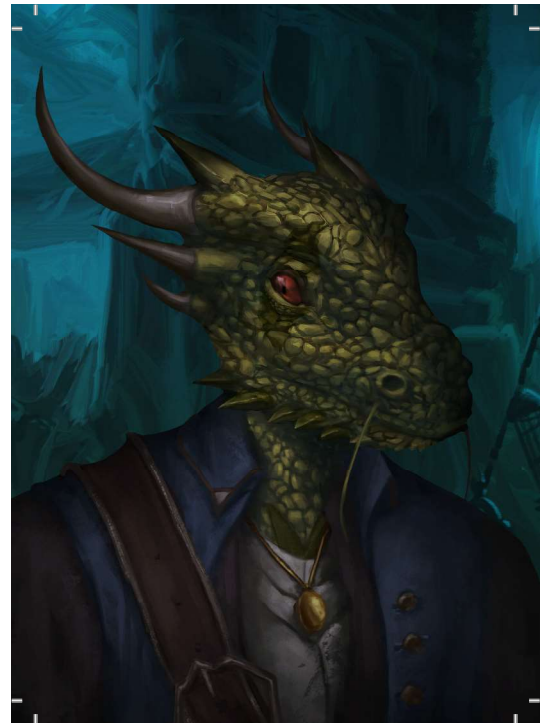
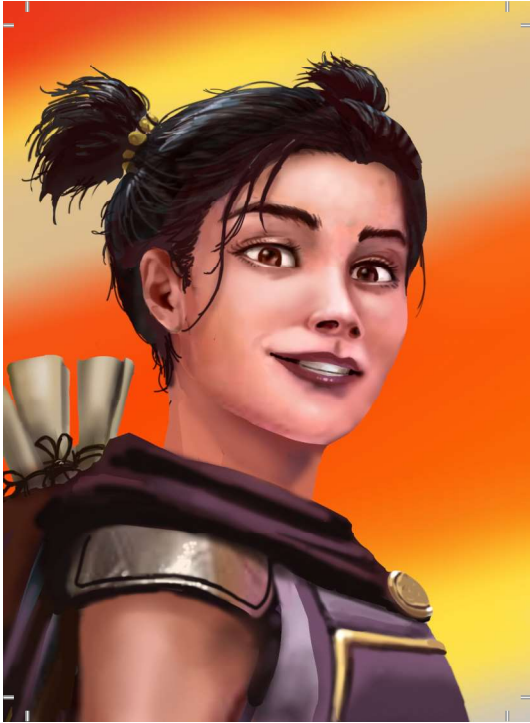
Easy to influence. Feels his opinions are irrelevant.

**Background**

Howdah hates mining, and he figures this is his alternative. His parents were both gifted with magic, and he was sold off because he wasn't. That rejection shaped him—he believes he has no value outside his muscle. He feels deeply flawed and longs for approval from arcane practitioners; he was raised to believe only arcane casters were full citizens, everyone else was second class.

*"Yah boss, shift it up for you, hff!"*

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**Flaneer Frezza** Human 17

**Roles** Porter & Busker  
**Gear** Pouch of Juggling Balls

**Personality**  
He thinks fast, talks fast, and moves fast. He relies on a dazzling impression to hide his fear and his lack of imagination.

**Extra Value**  
Skilled self-promoting hustler, confident liar.

**Quirk**  
He asks questions before sharing information or making a pitch.

**Flaw**  
Under his brashness, he is terrified of getting hurt.

**Leverage**  
Easy to influence. He needs to appear clever.

**Background**  
He wasn't entrusted with responsibilities in his family's traveling act because they knew him too well. He is not a leader or a problem solver. He struck out on his own to show them he could make it as a solo act—but he has no idea how. Maybe he can ride an adventurer's success.

*"Why do you think they require a license to perform for the crowds? That's right, because otherwise it would be difficult to tax the performers."*

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**Riette** Human 16

**Roles** Porter & Cartographer  
**Gear** Mapping Kit

**Personality**  
She has a barbed wit, and knows when she can get away with using it. She is attracted to well-traveled people, and respects those who work well with people who aren't like them.

**Extra Value**  
Knows manners and can fit in with educated types.

**Quirk**  
Mixes sarcasm and courtly manners hilariously.

**Flaw**  
She insists on carrying the food (it gets lighter).

**Leverage**  
Easy to intimidate or persuade, hard to deceive. She likes a sense of humor.

**Background**  
She was seduced and betrayed by an aristocratic academic. Her lover arranged for her to be polished as an arm ornament, then became bored with her when she was no longer uniquely rough in his refined social circle. The only happy memory from her education is studying far-off places. She works for adventurers so they pay for her travel.  
*"Oh no, m'lord, dost thy back twinge from the weight of all those swords?"*

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**Zek** Dragonborn 23

**Roles** Scout & Sailor  
**Gear** Wicked Bone Mace

**Personality**  
Shallow, vain, and conceited, he doesn't think a plan through so he often acts against his own self-interest.

**Extra Value**  
Can go for a week without food or water.

**Quirk**  
The way he feels in the moment is the way he has always felt. So if he is happy he has lived a good life; if he is sad his story has always been tragic.

**Flaw**  
Only eats live food. Enjoys others discomfort.

**Leverage**  
Easy to influence. He is impulsive and gullible, and resists planning.

**Background**  
Zek used to be ambitious. He got cocky in his home clan, and when his bid for promotion was defeated his rival sent him on a mission far away. Since then he has endured shipwreck, poverty, and shame. He seeks redemption through service, and he hopes to return home a triumphant success.

*"More danger! I have always lived in danger."*

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**Curalio** Tiefling 22

**Roles** Guide (urban) & Criminal  
**Gear** Rapier, Main Gauche, Leather

**Personality**  
He enjoys melodrama. He intones ominous pronouncements and cryptic comments. He prefers intimidating people or making them uncomfortable.

**Extra Value**  
Skilled in shadowplay illusions.

**Quirk**  
Can blow smoke at will without smoking anything.

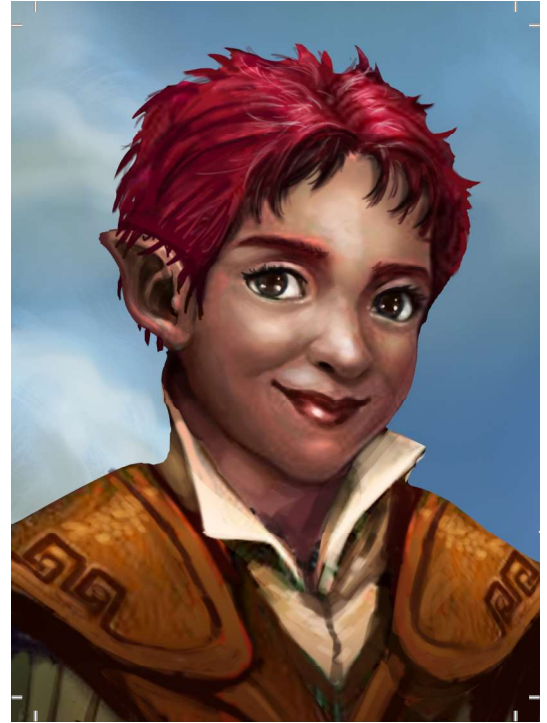
**Flaw**  
Gets antsy if he doesn't kill someone once a week.

**Leverage**  
Easy to influence. He is insecure and perverse, prone to unreflective defiance.

**Background**  
Born to a condemned heretic in a prison, he was donated to a cult that was grooming him for priesthood when they were wiped out by clerics. Curalio survived as a low-level criminal working for guilds. Too lazy to prove loyalty and get promoted, he freelances for tourists. He aligns himself with dangerous people to discourage those who want revenge.

*"You don't have time to learn this city by feel. You need a guide who can see in the dark."*

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**Ramina** Gnome 27

**Roles** Torch Bearer & Scout

**Gear** Custom Lanterns, Shield, Knives

**Personality**

People overthink everything. She likes animals because your friendship is basic, you help each other out and cooperate to get what you need. She wishes life was that simple. She can't take intimidating or mysterious personas seriously.

**Extra Value**

Can communicate with burrowing animals who will scout for her.

**Quirk**

She treats people around her like they are her pets; she wants to keep them happy.

**Flaw**

Constantly distracted by animals.

**Leverage**

She likes pleasing people, but is hard to deceive.

**Background**

Ramina's sister is a famous performer in nearby city. The whole family dotes on her and survives on her income. Ramina is not interested in art, parties, or etiquette—an embarrassment to the family.

*"That looks painful! Let's get you a snack, and you can lay down."*

NPC Portraits: Henchmen & Hirelings © 2020 Inkwell Ideas; Art:Matt Bulahao

**Treyar** Half-Elf 24

**Roles** Guide & Fletcher/Bowyer

**Gear** Bow, Axe, Studded Leather, Arrow Kit

**Personality**

Loves nature and the arts, but exasperated by crude people. He resents being mistaken for a woman, as he is a handsome elven man, gifted with a voice perfectly suited for masculine ballads composed to showcase emotion in high notes.

**Extra Value**

He calms his nerves making or fixing arrows.

**Quirk**

He likes to experiment with hair styles, often changing his hair several times a day

**Flaw**

He is easily offended and often sulks.

**Leverage**

Easy to influence. Angered by teasing, loves performance art.

**Background**

Escorting travelers through hostile territory is the family business. He is related to human blood mixed with everything else, as it is also a family tradition to be friendly with fellow travelers and not expect relationships.

*"Here's what I think is funny: you laugh at ME because of YOUR mistake."*

NPC Portraits: Henchmen & Hirelings © 2020 Inkwell Ideas; Art:Celine Vu

**Thwackhammer** Dwarf 36

**Roles** Guard & Trapper

**Gear** Hammer, Chainmail, Shield

**Personality**

Shepherds should lead and protect their herds, and trappers try to lure unwary animals to their deaths. Thwackhammer believes most politicians and officers are more like trappers than shepherds. Still, he is generally upbeat (if not trusting).

**Extra Value**

Refuses to speak poorly of his employer.

**Quirk**

He likes to make up stories about how he lost his eye to test the credulity of his audience.

**Flaw**

Needs some "me" time for two to five hours a day.

**Leverage**

Easy to persuade, hard to intimidate or deceive. He dislikes complaining and admires wit.

**Background**

He grew up on the wall of a valley as a shepherd and trapper. He was conscripted into the army, and when his squad was slain he was left for dead. He considered his service complete, rather than feel like a deserter. Still, he can't go home.

*"Goblins have terrible aim with arrows, but they can spit like sharpshooters."*

NPC Portraits: Henchmen & Hirelings © 2020 Inkwell Ideas; Art:Matt Bulahao

**Hellaya** Human 34

**Roles** Torchbearer & Communicator

**Gear** Lantern Kit (Customize and Repair)

**Personality**

She thinks people are interesting, she can usually find something to like about anyone. She struggles to deflect the possessive people who respond to her easy charm with a desire to control her.

**Extra Value**

Her uniquely penetrating voice can be heard through battle and across distance.

**Quirk**

General greeting is "People". She will cut arguments short to call for decisions.

**Flaw**

She has many ex-lovers in nearby settlements.

**Leverage**

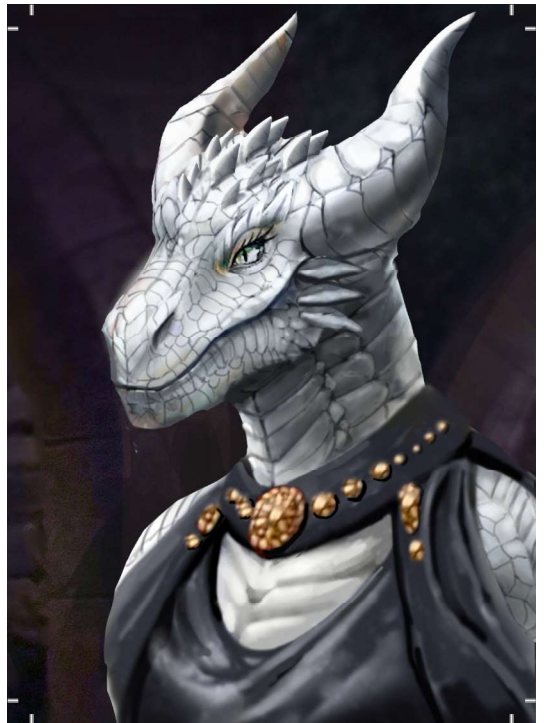
Easy to influence. Only fools are fearless, most plans have merit, she is casual about truth.

**Background**

She grew up in a community of camp followers moving through conquered territory. She decided at a young age she would not live by the sword. Still, she was most comfortable with military types. She didn't want to live in refugee camps, but didn't fit in to civilization, so she hires on with adventurers.

*"People! We don't have time for this."*

NPC Portraits: Henchmen & Hirelings © 2020 Inkwell Ideas; Art:Phili Simpson



**Mister Digs** Dwarf 08  
Laborer & Confidence Artist

**Personality**

He wants things, and you will help him get things because you are a fool. He is always probing for weaknesses like sympathy, gullibility, and vanity. He doesn't care how embarrassing his tactics seem as long as he gets what he's after.

**Quirks**

He laments being "crippled in the war" and carries a crutch. He often forgets to limp, he has inconsistent symptoms, and he offers a variety of stories about how it happened. (He was never in a war.)

**Need**

He's looking for buyers for fake treasure maps with plausible provenance.

**Secret**

He identifies targets for his bandit partner. If he can benefit by turning the bandit in, he will.

**Leverage**

Easy to intimidate or persuade, difficult to deceive. He always tries to take advantage.

**Background**

He sleeps under his cart watching for opportunities. *"Just between us, you are the toughest warrior I've seen in years. I might know of an opportunity that's been waiting for someone like you."*

NPC Portraits: Coastal Townsfolk © 2020 Inkwell Ideas, Art: Bob Greyvenstein

**Master Tuvorian** Dwarf 03  
Tax Collector & Scholar

**Personality**

He is a pompous know-it-all blowhard. He is insecure, fearful, and greedy. He must be seen as the smartest person in the room.

**Quirks**

- He automatically assumes other people feel the way he feels, and want to do what he wants to do.
- He corrects those who do not use his title.

**Need**

A rival scholar published a book. Now he desperately wants the university to give his manuscript similar honors. But his treatise on the superiority of dwarven administration is sloppy and plain terrible.

**Secret**

He was a diplomat who trusted foolishly, allowing an invasion of his home city. He was banished.

**Leverage**

Easy to intimidate or deceive, hard to persuade. Focuses on learned accolades and dwarven skill.

**Background**

He deigned to share dwarven culture with this benighted community, bringing centuries of expertise and precision accounting. He is proud of his big stone house, a local landmark. *"Lunch time! We'll order from the tavern, of course."*

NPC Portraits: Coastal Townsfolk © 2020 Inkwell Ideas, Art: Felipe Gaona

**Lady Dirisaka** Dragonborn 16  
Tavern Owner with Vault for Rent

**Personality**

Stately, mysterious, and intimidating, she sees the world as a fire that refines those thrust into its suffering. Her life's mission is to transform the ugliness of pain into beauty.

**Quirks**

When she is not dancing, she wears a veil.

**Need**

The refugees she shelters and trains often have abusive pasts that catch up, and Lady Dirisaka hires outsiders to deal with these problems.

**Secret**

She built her vault to protect an egg.

**Leverage**

Hard to influence. She is fascinated by people transcending pain.

**Background**

She led a death squad that hunted humans for sport at the behest of a bloodthirsty draconic cult. She caught a fugitive who ignored her and sang, choosing to die in beauty—not fear. Her brutality felt weak in comparison. She defected, studied the arts, and settled here to try to give back. The Dirisaka dance style is regionally famous.

*"Talk less. Your body shows me what you know."*

NPC Portraits: Coastal Townsfolk © 2020 Inkwell Ideas, Art: Matt Bulahao

**Armth Syborial** Tiefling 11  
Wizard's Apprentice & Locksmith

**Personality**

Kindly, patient, and sad. He is grandfatherly and accommodating, but easily flustered and absent-minded. He conceals his sadism well.

**Quirks**

He magically grooms his hair with a gesture. When his concentration falters, his hair gets chaotic.

**Need**

He is desperate for freedom, and he will beg strong outsiders to compel his mistress to release him.

**Secret**

He enjoys his teacher's abuse, and sabotages efforts to free him.

**Leverage**

Easy to influence. He likes being manipulated and blaming his manipulator for outcomes.

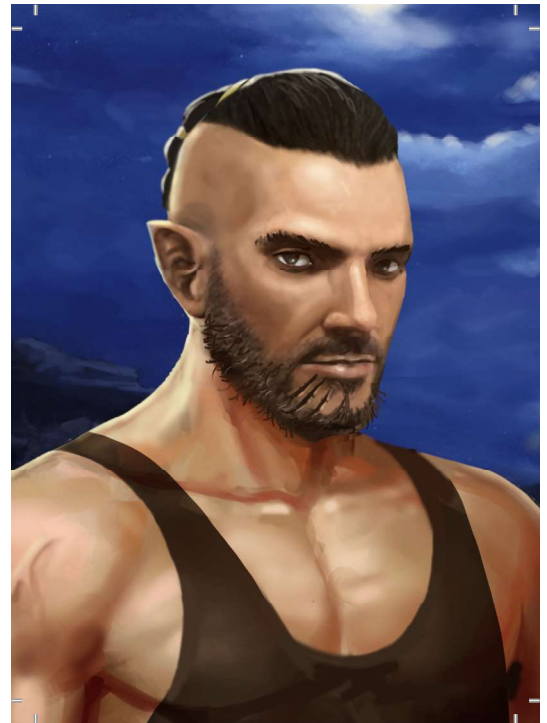
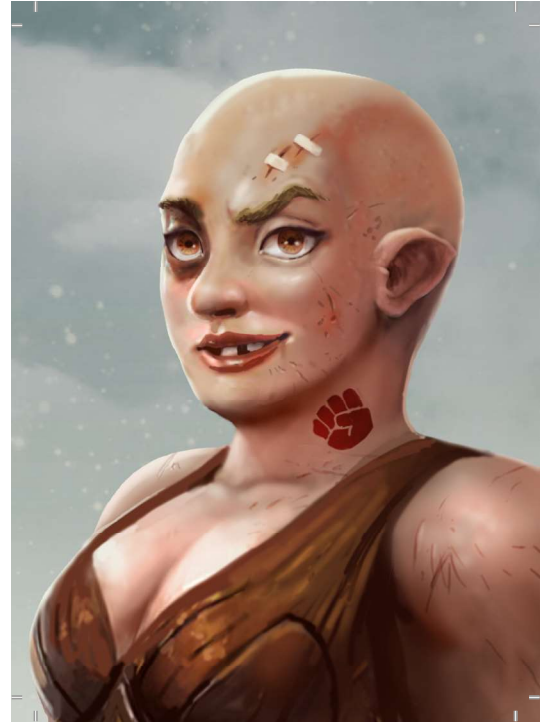
**Background**

Armth served his teacher for 50 years, yet she never released him. Under her orders, he pretends to be the wizard with her as his apprentice—a misdirection. He has had long years to perfect his locksmithing, mainly for the wizard tower's dungeon.

*"Now what were you asking? Oh, the smithy—it's near the potion shop. That reminds me, I need some new flasks. Have you studied alchemy?"*

NPC Portraits: Coastal Townsfolk © 2020 Inkwell Ideas, Art: Celine Vu





**Deel the Big** Halfling 20  
Scullery Maid & Celebrity

**Personality**

She was dark, lost, and damaged. She found friendship and family so she's doing a lot better. She struggles to get others to take her seriously (without violence).

**Quirks**

Rubs her scalp when thinking hard or stressed.

**Need**

- She wants tips to de-escalate violence so she can be a bouncer.
- When patrons insult her co-workers, she will pay others to hit them for her.

**Secret**

Deel knows where a treasure is, but values her friends here more than wealth.

**Leverage**

Easily influenced; won't tolerate abusing her allies.

**Background**

She was an angry refugee. The tavern staff treated her like family, and she is grateful and loyal. Now she is the local favorite in the "handful weight" fight club (halflings and similar size only). She is kept in the kitchen to keep her out of tavern brawls.

*"Short jokes, huh. I don't even hear them. I am not fluent in jackass."*

NPC Portraits: Coastal Townsfolk © 2020 Inkwell Ideas, Art

**Eia Elaya** Halfling 18  
Server & Pickpocket

**Personality**

She works hard at being underestimated, pretending to be nearly deaf and quite stupid. She has a sharp mind and undimmed thieving abilities, but she is grateful to have friends and honest work at the tavern in her twilight years.

**Quirks**

Constantly fiddling with her glasses, almost never looks through them.

**Need**

A patron was robbed. Those in the know suspect her. For once she is innocent, but needs proof.

**Secret**

She hates bullies, and uses her pickpocketing skills to plant evidence on them, framing them with the law or powerful enemies.

**Leverage**

Hard to influence. She pretends to cooperate with people who push her, and undermines them.

**Background**

She was homeless and on the run, after a long life in a high-crime ward of the capitol city. The tavern staff became her adopted family, taking her in, and she is fiercely loyal to them.

*"I just clear the tables, check with the barkeep."*

NPC Portraits: Coastal Townsfolk © 2020 Inkwell Ideas, Art:Server & Pickpocket

**Adrest Curaman** Half Elf 29  
Sailor & Shipwright

**Personality**

Stubborn endurance, accepting hardship and irritation without complaint. Life is obligation, honor is keeping your word.

**Quirks**

He snaps to get attention, unconsciously using hand signals of rogues at sea.

**Need**

He has seeds from far away. If they would grow here, this place could feel like home.

**Secret**

He is not the father of the children he is raising, but their father's dying wish was for Adrest to raise them as his own.

**Leverage**

Hard to influence. He needs to support his family.

**Background**

He was a sailor for decades before something went wrong at sea, and he returned to find his wife dead from fever. He stayed in town, raising the children. (They don't seem to have elvish blood; he shrugs: "Fey blood does what it will.") He repairs hulls, and crews short voyages now that his eldest is a teen.

*"Home is where you make it, and it's never what you dreamed it would be."*

NPC Portraits: Coastal Townsfolk © 2020 Inkwell Ideas, Art:Matt Bulahao

**Fornel Woxler** Human 26  
Carpenter & Woodsman

**Personality**

Sour, suspicious, and resentful. He remembers a brighter past (it wasn't that great), and he expects gratitude for a lifetime of service.

**Quirks**

He has a worry stone that he often gazes at sadly, and sighs.

**Need**

A nearby entish ruminated on his crimes against the trees for decades, and recently wrecked his house. He is homeless, unable to return to his work until the tree is appeased or slain.

**Secret**

The entish is jealous because Fornel had a fling with a dryad in his youth, and she still likes him.

**Leverage**

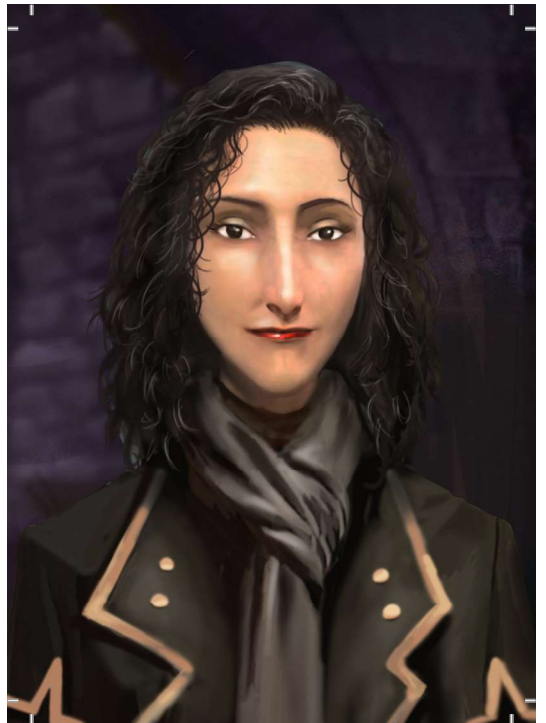
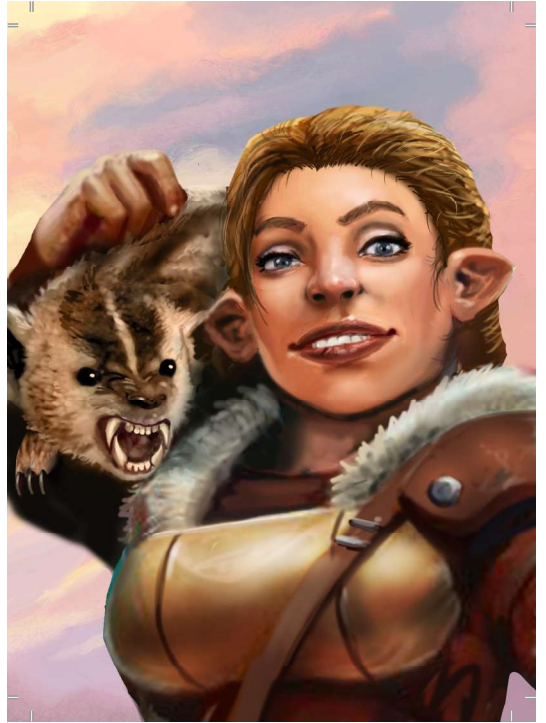
A pushover who expects to fail and be mocked.

**Background**

He used to own a living statue, and it was confiscated by a nobleman passing through. Fornel mentions it constantly, because his life is so much harder now than it was when he had a statue to cut and haul wood (and provide protection.)

*"Everything I've done for this town, and now that I'm homeless, they forget."*

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**Jin Nijiri** Gnome 32  
Miller & Local News

**Personality**

Her life work is to succeed enough so others don't starve. She watches for strugglers, and helps them.

**Quirks**

- Her favorite expression is "round and round!" It can mean many things.
- Snarlface, her badger buddy, is sleepy but will snarl on command (mostly to amuse children.)

**Need**

The mill is damaged and will break any day, and she cannot afford repairs.

**Secret**

A year ago she ran out of money and used tunneling animal friends to rob a wealthy aristocrat. Now that money is gone.

**Leverage**

Easy to influence. Can't accept the poor suffering.

**Background**

She has fond memories of her large, rounded family. The first time she traveled to human lands and found out some people were allowed to starve to death because they could not buy food, she knew she had to do something about it.

*"Wheat's under the mill wheel, so let's grind up the gossip. What's new?"*

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**Rhia Ohlar** Half Orc 30  
Trap Fisherman & Barfly

**Personality**

Scattered, hurting, and sarcastic. She can't bear to reflect or think, she needs distraction and numbing.

**Quirks**

Her jaw gets tight, she often waggles it a couple times to loosen it.

**Need**

Kill the monster lairing near her traps. Researchers will pay top coin for anatomical parts.

**Secret**

Her mother led the cult that once controlled the town. Rhia saw things at a young age that broke her will. She'll kill to keep her past a secret.

**Leverage**

Low on coin and self-worth, she can be persuaded with money or intimidated. She knows many cons.

**Background**

Rhia's life is a wreck. She sleeps aboard her small boat, the "Which Way." Her shack is stuffed with broken traps. She only goes out to check traps when she runs out of drinking money. She is willing to take passengers anywhere they want to go, in nearby waters.

*"You wanna sail out to the point? In this weather? Whatever. Cost you double."*

NPC Portraits: Coastal Townsfolk © 2020 Inkwell Ideas, Art:Celine Vu

**Rohara Bohar** Human 37  
Tailor & Bounty Hunter

**Personality**

Chatty, elegant, and well-read, she has a warm and gentle manner under a refinement of manners.

**Quirks**

She is always fiddling with measuring string, pins, or chalk; keeps them on a belt and in her clothes.

**Need**

She has a prisoner whose associates found out she got them; she offers to split the bounty, for protection and escort to cash in.

**Secret**

She pays attention to bounties because there's a big one on her in a distant city.

**Leverage**

Easy to intimidate or persuade, difficult to deceive. She intensely dislikes confrontation.

**Background**

Rohara keeps a selection of poisons on her needles, she can kill or incapacitate with minimal warning. She stays current on bounties, and if she crosses paths with a fugitive, she appears chatty and harmless until she drugs them. She tells no one of her past as an information broker at court.

*"You are welcome to come in for a fitting, I can hem and patch while you have some tea."*

NPC Portraits: Coastal Townsfolk © 2020 Inkwell Ideas, Art:Matt Bulahao

**Piri Snappin** Human 35  
Blacksmith & Horse Trader

**Personality**

Hard-edged and jovial, he takes everything seriously even when he laughs. He is proud of his skill and his work, and appreciates the adventuring life even though he retired.

**Quirks**

Booms "Hah!" a lot, inflected for amusement, irritation, and other emotions.

**Need**

He is low on funds and needs to convert a gem to coins, but he doesn't have a market for it.

**Secret**

His sister is a pirate, and he knows her hideout.

**Leverage**

Steadfast. He recoils from danger or criticism.

**Background**

Piri enjoys making custom gear. His specialty is hooded lanterns. He also provides the town services as the blacksmith, farrier, cooper, and armorer. He plumbed a mega-dungeon a few times, then quit while he was ahead.

*"I'm not going back out there, but don't you think I've forgotten what it takes. Have a look at these lanterns. You might get snuffed out, but they will keep on shining."*

NPC Portraits: Coastal Townsfolk © 2020 Inkwell Ideas, Art:Matt Bulahao



**Varas Kletch** Human 43  
Fishmonger & Fixer

**Personality**

Opportunity is like trading in fish—you gotta move fast, and you can't be delicate about bad smells.

**Quirks**

He starts with a sympathetic observation, and he's always selling something.

**Need**

He is madly in love with someone above his station—again. He needs advice, and favors.

**Secret**

He is a fugitive, and he has quietly killed four bounty hunters so far.

**Leverage**

Firm. He requires errands to earn consideration.

**Background**

Varas is from a merchant family who worked three times as hard as the local nobles to make half the profit. He has been an entrepreneur since he was a child. By day he trades in fish, by night he runs the local "handful weight" fight club (halflings and gnomes, a few goblins or kobolds.) He also connects talent and employers for legitimate and shady muscle work.

*"Times have been hard for your people, haven't they. I know of a local opportunity..."*

NPC Portraits: Coastal Townsfolk © 2020 Inkwell Ideas, Art:Matt Bulahao

**Wenna Nurala** Dragonborn 41  
Weaver & Shepherd

**Personality**

No one is who they appear to be, and survivors must be prepared to do distasteful and difficult things. It is pleasant to pretend we are all in this together, but we are not.

**Quirks**

Pauses at least three seconds before speaking.

**Need**

She is addicted to a rare drug, and the last two shipments have not been delivered. A local has a reserve, and she needs to acquire it without being connected to the theft or purchase.

**Secret**

She is being blackmailed, a sleeper agent positioned to kill her benefactor.

**Leverage**

Hard to intimidate or persuade, easy to deceive. She must appear independent.

**Background**

She was a deserter from the losing side of a war, settling here and managing a shepherd's flock until she inherited it. She is a weaver, shearing her flock and providing colorful fabrics to the tavern dancers. *"...Your clothes. Threadbare. I have warm cloaks for cheap. You will need one soon."*

NPC Portraits: Coastal Townsfolk © 2020 Inkwell Ideas, Art:Eric Quigley

**Ginala Tinaria** Elf 02  
Assayer & Scribe

**Personality**

She is too good for this town. She talks down to those who do not have an educated urban background, and is relieved to meet others like herself who have the correct opinions.

**Quirks**

- She uses elven catch phrases and condescendingly translates them for the uneducated.
- She constantly reminds people the town begged her to come.

**Need**

She is running low on ankheg acid, and demands the town buy some for her. It is expensive, and there may be ankhegs in some nearby hills.

**Secret**

She backed the wrong contender for the throne and was banished. She can never go home.

**Leverage**

Steadfast. Insecure and anxious to look superior.

**Background**

She claims she's gaining field experience here to give her the edge in competing for a teaching slot in an elven university, but she settled 30 years ago. *"Well, it's galavi sul uriatha, as they say. 'An empty grip.' Those sparkles are just pyrite."*

NPC Portraits: Frontie Townsfolk © 2020 Inkwell Ideas, Art:Eric Quigley

**Sykes Bolloron** Human 01  
Animal Trainer & Merchant

**Personality**

He agrees first, then brings up concerns, leading others to re-think. Patient, firm, & compassionate.

**Quirks**

When agreeing, he admires your wisdom. When disagreeing, he taps his chin thoughtfully

**Need**

Boko-boko, his prize gronk (see below), is good at escaping and must be returned—unharmd.

**Secret**

He was an aristocrat at court. 15 years ago, he didn't accompany his wife and children on a trip. Bandits killed them on the road near this town. Crushed, he dealt with his grief by selling everything to invest in a business to protect travelers.

**Leverage**

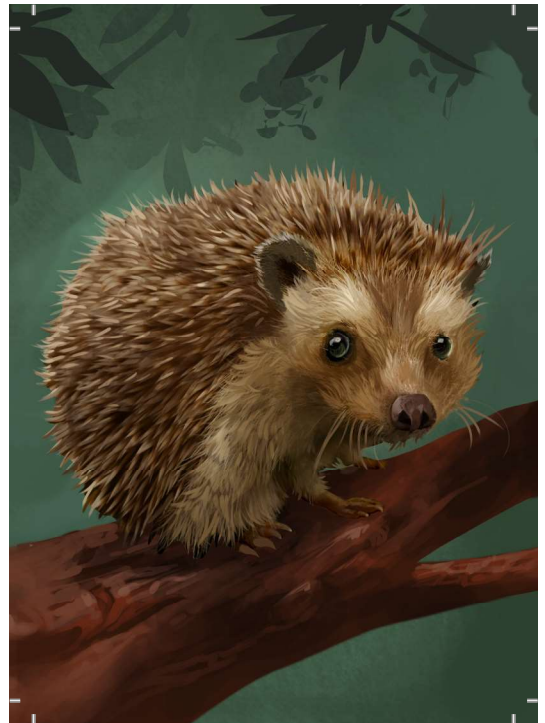
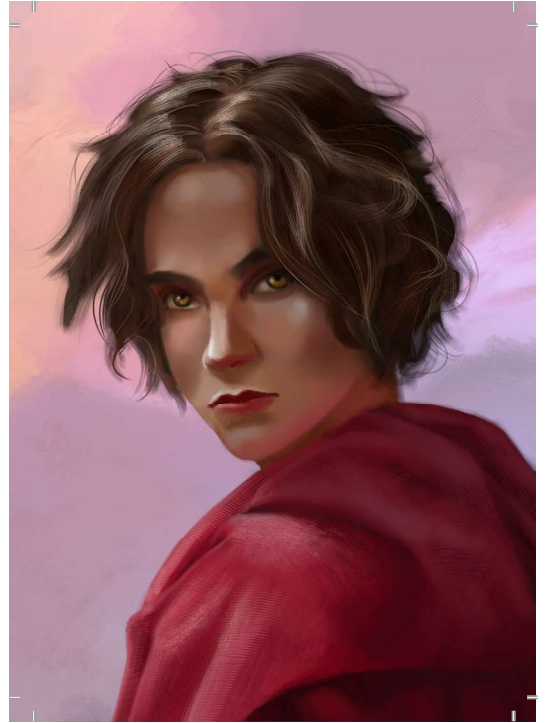
Hard to influence. He often seems to bend, but under his demeanor, nothing changes.

**Background**

He runs "Full Stop" corral. His specialty is training gronks, six-legged lizards well suited to carrying loads underground. He also sells donkeys, brayas (knee-high frilled attack lizards), and mastiffs.

*"You're right, bandits aren't much of a threat. Still, your family might like a mastiff—just in case."*

NPC Portraits: Frontie Townsfolk © 2020 Inkwell Ideas, Art:Felipe Geona



**Hellica Sips** Human 04  
Delivery & Scout

**Personality**

Humorless about business, but wry with friends. She resists friendship because she doesn't want others to be hurt.

**Quirks**

- She wears a silver coin on a string around her wrist and palms it to shake hands.
- Dogs make her very anxious.

**Need**

Hellica had a bad breakup with a werewolf, who infects someone with lycanthropy and sends them to kill her once or twice a year. Killing the werewolf would really help her out.

**Secret**

She is in a new relationship, and fearful her jealous ex will find out. The last two times this happened, her ex infected her new lover with lycanthropy.

**Leverage**

Fears lycanthropy & intimacy, a hardened survivor.

**Background**

Hellica runs messages and supplies. If she must be restless, she might as well get paid for moving around. She was raised on a farm, and has little use for cities.

*"Open road is one cost. The back way is another."*

NPC Portraits: Frontie Townstolk © 2020 Inkwell Ideas. Art: Felice Georgia

**Baklan Planter** Halfling 03  
Egg Seller & Mechanic

**Personality**

He invents devices to automate his chicken coop. He loves entrepreneurial solutions to his family's problems. He is easily delighted, he enjoys challenges, and he is proud of his family.

**Quirks**

Uses eggs as an analogy to explain any idea.

**Need**

He incubates exotic eggs, and an aristocrat's basilisk egg will hatch soon. He must get it to the city before it hatches, but half of his family is sick and he won't leave them.

**Secret**

The future is spidermeat, and he is cultivating egg sacs for cobbler spiders even though the council forbade it. Spiders resist domestication.

**Leverage**

Easy to influence. Supports family on minimal profits, eager to consider new ideas.

**Background**

His family helped settle the area. He feels a responsibility for ensuring the town's success. He donates to any cause for the good of the town and encourages his family to volunteer to help others.

*"Eggs for breakfast, trade their potential for yours."*

NPC Portraits: Frontie Townstolk © 2020 Inkwell Ideas. Art: Céline Vu

**Prugmim** Hedgehog 01  
Diviner & Pet; Tiny (8")

**Intelligence**

Cunning, understands speech.

**Personality**

Drowsy, snuggly, playful. Sometimes tucks into a spiny ball and ignores everyone until fed.

**Quirks**

To get attention, he places a paw on his target, and gazes deep into their soul.

**Features**

Can answer yes/no questions for predicting weather up to a year out. Divination requires eating bogberries, which only grow in one region in autumn. Sneezes when prepared to answer questions.

**Flaw**

Killing Prugmim calls down a nature curse on his failed protector and the killer.

**Leverage**

Amenable. Skittish and forgetful, loves to eat bugs.

**Background**

Colyx of the Whispering Wheat was a druid who magically inspired many of his woodland friends. One bloodline of hedgehogs was gifted with weather prediction. One in six of the litter develop the ability to predict weather. They like halflings.

NPC Portraits: Animals © 2020 Inkwell Ideas. Art: Eric Quigley

**Tarbus Shafter** Dwarf 05  
Miner & Gossip

**Personality**

You don't dig willy-nilly and you don't trust people you don't know—both mistakes will get you buried. All smiles, but shrewd and casually inquisitive. He takes care of allies first, and they are fiercely loyal.

**Quirks**

Calls everyone "friend."

**Need**

He is afflicted with "chestcloud," a dwarven malady that makes breathing above-ground difficult. He's almost out of medicine, so he's spending more time underground. He will only trust a dwarf to bring the medicine to him from the city.

**Secret**

A side shaft in the mine unearthed a deposit of platinum. The mine owner doesn't know Tarbus found it and is mining it.

**Leverage**

Stubbornly proud; values diligence & planning.

**Background**

Tarbus was one of the founders of the town, and he has worked a dozen mines over the decades. He converted the first mine into a home with open doors to visiting dwarves.

*"Why the long face, friend? Maybe I can help you."*

NPC Portraits: Frontie Townstolk © 2020 Inkwell Ideas. Art: Matt Bulahao





**Lord Clopperton** Warhorse **03**  
Mount & Fighter; Large

**Intelligence**

Childish, understands some speech. Well trained, can perform tricks.

**Personality**

Aggressive and proud, a bit dainty.

**Quirks**

Pretends to disdain treats, but expects them at mealtime instead of an immediate reward for tricks. Will sulk if his handler forgets.

**Features**

The rider can negate disadvantages or restore the horse's morale by shouting an exhortation including his name. Example: "Swamps won't slow us, Lord Clopperton!"

**Flaw**

Jealous of others getting attention from his rider.

**Leverage**

Pliable. Loves apples, vain, vulnerable to flattery.

**Background**

He was purchased and bred for battle by a new-money warlord who died young. Auctioned off in a city market, he was later stolen by thieves. He feels he is a warlord's mount—so anyone on his back *becomes* a warlord. He will snub riders who do not pull their part to earn glory in battle.

NPC Portraits: Animals © 2020 Inkwell Ideas, Art:Felipe Gaona

**Caucawa** Raven **02**  
Spy & Familiar; Tiny (3' Wingspan)

**Intelligence**

Human, understands speech.

**Personality**

She has gravitas. All things die, she can wait. She loves the taste of corpses.

**Quirks**

When bonded, she considers her partner to be her nest. She will tuck treasures into her partner's clothes, settle on the partner, and defend her nest.

**Features**

With eye contact, she can communicate telepathically. She understands several languages, without telepathy. She can bond as a familiar.

**Flaw**

She will attempt to nip earrings or trinkets while trying to look dignified.

**Leverage**

Easy to influence. Shiny objects are irresistible, startles easily.

**Background**

She served in the rustling cloak of the Lord of Death, a cloud of carrion eaters around the cosmic figure. She will again after death. She is annoyed by her own intelligence—it robs her of animal contentment and inflicts "people restlessness."

NPC Portraits: Animals © 2020 Inkwell Ideas, Art:Matt Bulahao

**Gretchen** Blink Dog **05**  
Hunter & Fighter; Medium (3' at Shoulder)

**Intelligence**

Childish, understands some speech.

**Personality**

Fey and unpredictable, easily distracted. Is not patient or obedient.

**Quirks**

Gretchen likes to sniff the base of a person's skull (where their consciousness connects to reality), sensing how they fit in the world. She can detect alignment this way, or if magic is masking it.

**Features**

Keen senses and a teleport before or after biting make her a flexible threat. Her teleport makes a muffled crack, and smells like sun-baked cut grass.

**Flaw**

If Gretchen cannot get away, she becomes intensely anxious until she can.

**Leverage**

Easy to influence. Impossible to embarrass—she shows her feelings. Loves fetch.

**Background**

A fey prankster slipped Gretchen into a royal houndmaster's litter of puppies when she was two weeks old. Gretchen disrupted the training of the other hounds. She never looked back.

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**Crossroads of Battle** War Goat **04**  
Mount & Fighter; Medium (4' at Shoulder)

**Intelligence**

Childish, understands some speech. Well trained.

**Personality**

Stubborn, grim humor, formal under inspection and savage in battle. He builds up daily frustrations to release when fighting.

**Quirks**

If he is annoyed with you, he will belch and work his cud while you talk. If he likes you, he will lean on you.

**Features**

Even magic cannot break his morale.

**Flaw**

He has noisy and tiring nightmares unless a holy symbol of the God of War is hung on his horns.

**Leverage**

Hard to influence. Too smart for reverse psychology, stubborn, enjoys causing discomfort.

**Background**

Forged in a mighty halfling war tradition, his bloodline has carried heroes into battle and across continents, clashing with armies and monsters. He lost a rider once, slain in battle, and he is determined not to lose another one.

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