



Tailor & Storyteller

PERSONALITY

Marks is a playful and dramatic soul who considers every day a bonus, since she cheated death many times. She is shrewd and friendly.

QUIRKS

Her enchanted eyes can see in the dark. As an adventurer, she drank from a magic fountain.

NEED

Someone stole her enchanted needle.

SECRET

Her magical vision sees more than she lets on. She knows someone isn't what they appear to be, but she is reluctant to challenge them.

LEVERAGE

Time and violence wore her down; she doesn't want conflict. Can't we get along?

BACKGROUND

Marks loves telling stories. People assume she makes them up, but her embellishments are fun (even if they aren't consistent). She developed skill fixing trashed clothing over years of adventure, so she retired to become a tailor.

"That cloak has holes I can see in the dark. Hand it over. Ah, reminds me of a time—"



Ransom Prisoner & Translator

PERSONALITY

Tenthiria is distant and reserved. She seems humorless. She wants to get down to business, finish the task, and get back to her studies.

QUIRKS

Her glasses may reflectively block eye contact, or she may look over them, or polish them when she needs a moment to think.

NEED

Back home, her liege lord holds her eggs to assure her cooperation. Could they be freed?

SECRET

Her enchanted glasses can cast a disguise spell, allowing her to appear human.

LEVERAGE

She dares not misbehave and jeopardize her minimum-security freedoms here.

BACKGROUND

Tenthiria's liege lord forced her into military service. She surrendered in a clash with this castle's military years ago. She knows many languages, and offers translation services while waiting on ransom negotiations. Escape or rescue would cause political issues.

"Ah you brought me desert texts to decode."



URDUYURT SOFFUL DWARF 17

Porter & Fisherman

PERSONALITY

Sofful is patient, watching for opportunity. He works when there is work to do, and then he relaxes. Why complicate life? Fish come and go, as do travelers with things to carry.

QUIRKS

Since he stores hooks and bobbers and such in his hair and beard, when he is idle he tends to pull them out for examination or adjustment.

NEED

He has surprising wealth, and he is trying to cultivate a taste in wines. He'll share with a refined expert who can tutor him.

SECRET

Sofful handles quiet corpse disposal for a select clientele of nobility and other criminals. He has a pool of massive catfish, and a kiln.

LEVERAGE

Sofful will not give up secrets. He dislikes being hassled. Otherwise he's pretty easygoing.

BACKGROUND

Sofful has disposed of corpses his whole life. He has been a mason, a glassblower, a pig farmer, a butcher, and a ferryman.

"You carry your worries, I carry your bags."

NPC Portraits Deck: Castle Nobles & Staff ©2023 Inkwell Ideas, Inc.



TRENIDE SHALETHA ELF 24

Marshal & Scout

PERSONALITY

Trenide is an aggressive hothead, emboldened by her skill and resources. Non-elven life is cheap; why protect what is already fading?

QUIRKS

She has very little patience. Waiting is torture. She needs to be in motion, always.

NEED

Families of casualties in her command resent her. She lacks “people skills” to deal with them. She wants some charming liars to bring calm, pointing out her good qualities.

SECRET

When officers in her command start opposing her, she meets with them secretly to “talk it out” and gives them slow-acting poison.

LEVERAGE

She fears no violence. She relies on instinct and snap judgments. She needs fast solutions.

BACKGROUND

Tren runs the stables and cavalry. She also rides the countryside scouting threats. She is resentful; she should command the military.

“Tell him to come find me when he’s free.”



Carpenter & Mechanic

PERSONALITY

Perla has a ruthlessly sunny disposition and a relentless work ethic. She never stops moving.

QUIRKS

Perla carries an assortment of hammers. She always seems to need one for the current task.

NEED

Local elves demand the return of wood from some “sacred trees” harvested for the castle. Explain to them that’s not happening. They won’t listen to Perla, they intensely dislike her.

SECRET

Right before coming here years ago, Perla was in on a dwarven heist. The scoundrels agreed to hide the gold for a century, then split it up; she took it all and hid it nearby.

LEVERAGE

Her smile conceals a ruthless resolve.

BACKGROUND

Perla settled here in exile. She writes to other exiles, helping them adjust, sometimes traveling for months to meet with them. (She maintains fortifications and siege engines.)

“A coupla nails there will hold it tight.”



FATHER LETHTURIAN HALF-ELF 39

Priest & Secretary

PERSONALITY

Lethturian believes problems find their own solutions if you wait and watch for opportunity. He is aggressively patient and reserved.

QUIRKS

He watches you talk, obviously waiting for you to continue. He seldom responds, and when he does it is rarely decisive or clear.

NEED

He needs an official scroll delivered to some sketchy nomads who are waiting impatiently.

SECRET

He is insecure because he knows he isn't as wise as his reputation suggests. He ordered an expensive (and illegal) potion of wisdom.

LEVERAGE

He appreciates canny agents willing to speak for him (so he can blame them if it goes wrong) and resents being questioned directly.

BACKGROUND

Lethturian manages official relationships on behalf of the castle's lord. He tracks records, correspondence, and the spiritual health of the people. He says little, so he appears wise.

"I see." ::waits::