



Shifflet

Goblin 25

Bartender & Scholar

Personality

Shifflet is curious but cautious. He persuades or provokes others to take risks for him.

Quirks

He always has a wad of paper tucked in his cheek. When thinking, he shifts it up to chew.

Extra Service

His memory, skill, and intuition combine so he can make a unique drink for every patron.

Sad Story

Shifflet can't get at books in dangerous places, like ruins—or libraries that won't let a goblin study there or consult with their scholars.

Leverage

Shifflet is easily intimidated, but he is crafty, and he will get revenge later if he can. He desperately wants books and respect.

Why This Life?

Shifflet was captured by a wizard and charmed as a servant. He learned to read, eventually escaping. He likes winning scholarly debates with tipsy tavern patrons.

“Here’s your Nado-cane. Now, you put any more thought into the fallacy of free will?”



Groshonga Noss Gnome 27

Entertainer & Former Criminal

Personality

Noss is desperately charming and evasive, a master of distraction and deflection. She is insecure, scared, and hopeless.

Quirks

She turns everything into a joke, and laughs even when it isn't funny. She resents sincerity.

Extra Service

Noss is familiar with thieves cant and she can spot a rogue. She is a master locksmith.

Sad Story

She quit pulling heists with crews after escaping yet another double-cross. She doesn't believe she can succeed at anything but crime. She'll try—until her past catches up to her.

Leverage

She is vulnerable to threats of telling past enemies where she is. Kindness makes her uneasy; it is too good to last in this world.

Why This Life?

Noss's act involves showmanship mixed with sleight of hand, escape artistry, and illusions. Topsy audiences enjoy her tricks more.

*"Now watch the sphere. Don't even blink!
And it's gone..."*



Winlantis

Halfling 29

Baker & Busybody

Personality

Winlantis wants people to do right, justice to win in the end, love to conquer all, and happy endings to prevail. He's a nurturer.

Quirks

He marks all his baking with the holy symbol of the Patron of Travelers. He frequently sets up his pocket shrine to pray for safe travels for customers, whether they join him or not.

Extra Service

He can lighten darkness around anyone.

Sad Story

He listens sympathetically to everyone's story.

Leverage

Winlantis is eager to be part of any plan that fixes relationships or gets people out of trouble. If he is manipulated or threatened, he looks so wounded and sad that his friends will step in to correct whoever hurt his feelings.

Why This Life?

Winlantis wants to keep people fed, healthy, and safe. He keeps adding businesses as clients, including this establishment.

"Donuts, a copper for six. Prayers are free."



Edict Penly

Halfling 33

Server & Poet

Personality

Penly is awake to the rhythm of the world. He has a gift for moving through the holes in crowds and managing conversation's flow.

Quirks

He often tells people to pretend he is the universe, and then speak their truth—even when taking orders for drinks.

Extra Service

Penly's poetry is smooth, and his calligraphy exquisite. He often writes letters for clients.

Sad Story

Penly gets fired a lot, because if he is told to do something that is against the flow, he refuses. He also angers lots of husbands.

Leverage

There is something ethereal and unpredictable about him. Attempts to intimidate, persuade, or deceive may as well be randomized.

Why This Life?

Penly was raised in a monastery. He finds the tavern to be a fascinating crossroad where service meets need, externalizing the meditative struggle.

"I may help you. Now tell me how."



Ammongri

Human 45

Purchaser & Gambler

Personality

Ammongri cares about his safety, wealth, and reputation. He finds wagers entertaining. He doesn't care about people, justice, or morals.

Quirks

He is always selling, always closing the deal.

Extra Service

Ammongri has a secret warehouse with valuables he is holding to get a better price from collectors. He has rare items to sell, and pockets deep enough to buy from characters.

Sad Story

He escaped here from a kingdom where the king seized all his goods over a tax dispute.

Leverage

He only understands a conversation if it is based around wealth, wagers, or contracts.

Why This Life?

Ammongri likes the tavern's mix of familiar faces and new blood to freshen the market. He likes the informal atmosphere, and the ready access to backup if deals go wrong.

"You look like a man of wealth and taste; I may have just what you've been looking for."



Brintwall

Badger 49

Innkeeper & Detective

Personality

Brintwall is gruffly formal and polite, covering a deep capacity for loyalty and rage. He wants people to play their roles. He values predictability and order in the chaos.

Quirks

He narrows his eyes and sniffs if suspicious or confused. His fury always simmers within.

Extra Service

His formal tea parties are legendary.

Sad Story

Apparently he died, and a spell brought him back to life as–this. He does not remember his previous life, and that’s fine with him.

Leverage

Tread carefully; once Brintwall dislikes you, it’s not likely you can win him over. His instincts are keen, and he is deeply stubborn. Do not tell him what to do, or threaten him.

Why This Life?

Brintwall chose to be civilized; the alternative was to become a slaving beast of war.

“Very well, a valet will collect your bags. We look forward to serving you this evening.”