

# RPG NPC COLLECTION

## THE DM LAIR

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## Aluisius Lebold

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*Firbolg male, scout*

**Description.** A straw hat capped slightly to one side and overalls buttoned over a single shoulder, Aluisius goes everywhere with his tackle box of lures and trinkets. His eyes are in a permanent squint, and his face is in a constant half-smile. Aluisius is the embodiment of happy-go-lucky. He talks slowly and often pauses to find the right words. His voice comes out higher than one might expect from such a large and rugged frame. Aluisius starts nearly every sentence with a drawn-out and expressive “Well now...”

**Occupation.** Aluisius is a huntsman, fisherman, and all-around outdoorsman. He sustains a humble existence in his self-built shack down by the river. On occasion, Aluisius visits town to sell furs, meats, fish, and whatever else he happens to stumble upon in the forest.

**Secret.** Aluisius has made a deal with the “bear” living in a freshly formed cave outside of town. In exchange for food, the bear has agreed to spare the villagers. However, the “bear” continues to demand more and more after each delivery, and Aluisius is finding it difficult to keep up.

## Reed Fallfire

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*Halfling male, spy*

**Description.** The only thing shorter than his height is his temper. Reed can snap into a flurry of expletives and fists in an instant; as little as an ill-timed cough from someone while he’s talking is all it takes to put him in a rage. Reed dresses as though he is the don of a prominent crime family. He wears rings on each finger, a gold necklace, and a

tailored suit. Having to resort to pickpocketing at a young age to survive life in the city, Reed has always known a life of crime. Into adulthood, Reed became a master of misdirection and sleight of hand. As Reed always says, “misdirection is the key to getting what you want.”

**Occupation.** Reed is a mid-ranking member of a large criminal organization. At least that’s what he believes. Reed’s most prominent role in the organization thus far has been the fall guy for various illegal schemes put on the gang.

**Secret.** After years of being underappreciated and underutilized by his criminal employer, Reed’s loyalties now lie with the highest bidder.

## Caliyanara Chase

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*Half-Elf female, archmage*

**Description.** Disheveled and dirty, it appears as though Caliyanara has not bathed in weeks. Yet her smell remains neutral. Her hair is kept under a brown scarf, suppressed by a dull metal helmet of pure lead. She is a far cry from the well-groomed urban mother of seven she used to be before her abduction. The scarf covers both of her ears, though the left side features no bump. Instead, heavy gauze protects a grotesque wound left after a creature attempted to extract her brain. Paranoid, she often checks behind herself, thinking the creature is always watching. She’ll impulsively tap her fingers against her helmet and adjust it constantly. She is twitchy and avoids any physical contact.

**Occupation.** Caliyanara is now a fervent researcher of psionics and the arcane. Her terrible experience has inexplicably allowed

her to progress her knowledge of arcana at an exponential rate. She is obsessed with protecting herself and others from an ever-looming threat.

**Secret.** Much of her original personality was siphoned off by the creature during the brief time it had a hold on her mind. She escaped the colony on her own. She was always tougher than most and proved this concretely, having not only stopped the invasion but survived it.

## Sellaby

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*Tortoisefolk female, tribal warrior*

**Description.** Sellaby is a bit short for a tortoisefolk, with stubby limbs and an impressively small gate. Her timid demeanor and hunched posture are immediately contradicted if anyone within earshot of Sellaby should mention food. Then, one is met with a bright-eyed and bubbly turtle lady cheerfully pulling out a multitude of snacks from her shell to share with her newfound friends.

**Occupation.** Sellaby is a culinary student who has spent the last few years traveling to each corner of the map, searching for edible enlightenment. They are highly motivated in their quest to “TRY ALL THE SNACKS!”

**Secret.** During her travels through the jungle, Sellaby stumbled across a remote village that has perfected a means of resurrection using a rare flower’s purified nectar. Despite being this village’s first contact with the outside world, Sellaby won them over with her delicious cooking and was thus not only allowed to live but allowed to leave. She vowed to the village elder to never return and, more importantly, never to disclose this village’s location.

However, Sellaby wishes each night before bed, above all else, to return to the village one day because they had “The. Best. Biscuits.”

## Saxxon Dofton

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*Human male, noble*

**Description.** Eccentric in personality and presentation, Saxxon holds his appearance to unreasonable standards. No expense is spared on his fine silken clothes and rare fur coats. He talks with his hands and is loud enough for the entire room to easily hear. Louder yet, when hawking his pets in public, he employs liberal use of a speaking horn he inherited from his late grandfather. Saxxon also has a tendency to mention his grandfather in every conversation.

**Occupation.** Saxxon is an exotic pet trader. From Manticore Cubs to Blink Puppies or even baby Basilisks, no pet is off-limits. All creatures can be bought and sold if you’re willing and wealthy.

**Secret.** Despite claiming his pets are born and raised in captivity, they have actually been stolen from the wild or their previous owners.

## Olga Slaminen (Ss-Laam-in-en)

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*Human female, commoner*

**Description.** Olga is in her early thirties with an attractive figure. She has long ebony hair that she wears pinned back with two long crossing hairpins that stick out of a messy bun. She speaks in short choppy sentences with a slur due to the left side of her face being paralyzed.

**Occupation.** She is the owner of The Slippery Eel Inn, which is decorated with garish colors. She spends most of her time in the kitchen preparing the meals for her exotic menu but comes out to the bar to handle any lodging business. She runs her business efficiently, but as a result of her speech impediment, she does not engage in idle chit-chat.

**Secret.** Olga is a former actress and singer who was part of a traveling group of troubadours. Nearly a year ago, an overzealous admirer became upset when his affections were not returned and struck Olga in the head with his cane. Ever since then, she has suffered from a palsy, which ruined her career. She would give anything to be cured of her condition, but so far, all attempts using healing potions and spells have been ineffective.

## Ovain Keystone

*Duergar male, master thief*

**Description.** Ovain is an emaciated gray dwarf with pasty white skin and ink-black eyes. While he has a long flowing black beard, he is completely bald. He is constantly moving or fidgeting. He is extremely touchy about his heritage and is deeply hurt by the mistrust of others, especially dwarves.

**Occupation.** He is a locksmith who hires out as a troubleshooter for merchants who want to test their security measures. Due to his reputation of being very good at what he does, he has rankled the local thieves' guild, who now find their line of work more difficult.

**Secret.** Ovain was part of a trading envoy with a nearby drow stronghold in the

Underdark. When the leading drow wizard boasted of how impenetrable his security measures were for their trade goods, Ovain took it upon himself to covertly gain access to the drow treasure. Ovain did not steal anything but instead left a note for the wizard with suggestions for improving his security. This embarrassed and angered the drow wizard, prompting Ovain to flee the Underdark for fear of his life.

## Damon Shadowhand

*Stout Halfling male, master thief*

**Description.** Damon has thick, black, curly hair, which also covers his hands and bare feet. He wears black studded leather armor under loose-fitting black clothes. His cowled cloak is a reversible black exterior and bright green interior. Damon is an eternal optimist and is constantly talking. His left hand appears to be a shadow and therefore does not use it.

**Occupation.** He is a swindler with a cover and a secret business enterprise. He spots prospective "clients" then poses as a guide to local merchants, inns, and taverns, who in turn give him a small kickback for bringing them business. He then reports any "easy pickings" to the local thieves' guild for a share in any spoils.

**Secret.** When Damon was a lad and working as a street urchin for the thieves' guild, he tried to pickpocket a powerful evil mage. While he did not feel any pain, when he withdrew his hand from the mage's pocket his hand was gone leaving only an incorporeal shadow. Understandably, he is now very reluctant to pickpocket and distrusts all mages.

# Shom Montauk

*Human male, cultist*

**Description.** Shom has shocks of wild black hair and mottled gray skin. He smells of dank earth and stale sweat. He is dressed in a chainmail hauberk coated with soot to blacken it. He carries a war hammer and a tear-drop-shaped shield. He tends not to answer questions as he responds with his own question.

**Occupation.** He was a hermit who spent most of his time in the forests near traveling routes where he subsisted on what he scavenged from unwary travelers he ambushed. Recently, however, Shom signed an evil pact to become a disciple of a demon lord.

**Secret.** Shom has stumbled upon a forgotten temple ruin with a link to an evil plane. There, Shom has engaged with a dark entity who is giving him instructions on how to open a portal into the Material Plane.

# Sadiya, The Red Devil

*Feral Tiefling female, gladiator*

**Description.** Sadiya has deep red skin and bright blue eyes. Thick black flowing hair covers her equally thick curving ram's horns. Sadiya is ever the performer and always knows just what to say to get her way.

**Occupation.** She is a pit fighter where she delights audiences with her skill using a large battleaxe. During her fights, she uses her "trash talking" to unsettle her opponent, leading them to make a mistake, which Sadiya never fails to exploit. When she is

confident she has the advantage, she will prolong the fight so that she may humiliate her opponent before finally dispatching them.

**Secret.** Sadiya's flair for the dramatic lead her to spare the life of an opponent after she had thoroughly humiliated them. As she was playing to the crowd, her opponent attacked her from behind and knocked her out, disgracing her in front of the crowd. She has been seeking revenge against that opponent ever since.

# Ralnor Fenrona

*Elf Male, Veteran*

**Description.** Ralnor is a tall, muscular elf with kind, blue eyes and long, greying hair. Though he is old and past his prime, he still speaks and walks as though he's a young soldier ready to take on the world. He used to refuse to take off his gear, but now that it's become a bit too heavy for him, he wears more common attire. Even still, he never takes off the badges he earned for his honorable combat in many wars as a member of the royal guard.

**Occupation.** Ralnor is a retired member of the royal guard who was well respected in his time. Now, he roams the town, telling the same old war stories the town has heard for generations. The city has an instilled sense of respect for Ralnor, though the youngest generation merely tolerates his rambling on.

**Secret.** Ralnor has a very deep fear of being forgotten and a need for confirmation that he is important to others around him.

# Nivi Eingoli

Cat (polymorphed human) Female

**Description.** As a human, Nivi was a very slender girl with long, brown hair and large doe eyes. She was fairly short, which helped improve her fantastic agility even further. Now, however, she is covered in long, white and brown fur with four paws and whiskers.

**Occupation.** Nivi used to be an aspiring adventurer. Younge, naïve, and ready to take on any challenge that could help prove herself, she worked alone and investigated the tiniest “clue” she found. This would often annoy those in the town who frequently found themselves “under investigation” by Nivi, and she got herself into some sticky situations more than once.

**Secret.** Nivi’s most recent investigation is what caused the doe-eyed investigating adventurer to be transformed into the fluffy tavern cat that sits in the window. While digging for proof that the tavern owner was actually a hag running operations from below the tavern, she got caught. Only this time, Nivi was right. Wanting to teach her a lesson, the hag transformed Nivi into a cat and bound her to the tavern.

## Nivi Eingoli

Tiny beast (polymorphed human), neutral

**Armor Class** 12

**Hit Points** 10 (3d4 + 3)

**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15	12	10	13	9 (-1)
(+2)	(+1)	(+0)	(+1)		

**Skills** Perception +3, Stealth +6

**Senses** darkvision 60 ft., passive Perception

13

**Languages** Common

**Challenge** 1/8 (25 XP)

**Keen Smell.** The cat has advantage on Wisdom (Perception) checks that rely on smell.

**Subtle Steps.** Nivi can take the Disengage or Hide actions as a bonus action.

## Actions

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

# Elwin Olrian

Half-elf Male, Mage

**Description.** Elwin is quite short for a half-elf, and has been teased countless times, often asked if his other half was gnome. The bullying pushed Elwin to study the arcane arts from a young age, and quickly learned of his affinity for conjuration and illusion magics. He is easily recognizable, always donning his signature ancient and homemade lime-green cloak, with an elaborate "E" on the back - the same cloak his mother made for him to wear when he first set out to become an adventurer, some 85 years ago.

**Occupation.** Now retired from his adventuring days, Elwin works as a librarian for the city. He has a soft spot for helping other adventurers hone their magic abilities and often keeps the library open far beyond closing hours should anyone need a place to study.

**Secret.** Elwin is a fantastic teacher, and he is always caring and patient with his pupils. However, he has found himself beginning to

resent teaching, now preferring to translate scripts from other realms to common, to learn the secrets of other magics yet undiscovered. He feels somewhat trapped in his profession as he believes there aren't enough teachers willing to help those who need it the most.

## Bellatine Arnier

*Human Female, Martial Arts Adept*

**Description.** Bellatine, respectfully known as Miss Bella, is seen by many as a very strict, mean, and shrewd old lady. However, those who get to know her will find that she's a kind and caring woman, who simply does not suffer fools. From afar, she looks like any average old lady, with her hair now fully gray, and her back always hunched. Up close, her face tells a very different story. Her eyes are often glassy and distant, the left half of her face horribly scarred, and her lips are usually pursed in a stony and remorseful frown, all of which are her final trophies from her adventuring days. She lives alone in her home above her dojo, where she teaches self-defense.

**Occupation.** Bellatine is an ex-adventurer turned martial arts instructor. She specializes in hand-to-hand combat and is well-known for knocking any challenger flat on their back, even in her old age.

**Secret.** Bellatine has always blamed herself for the death of her adventuring party. When they were attacked by a massive dragon that only attacked while flying, she couldn't help her comrades. She was told to run away and get help, so she did. When she returned, she found only the scorched corpses of her dearest friends.

## Galmek For gehelm

*Dwarf Male, Galmek the Lost*

**Description.** Galmek was a handsome man known most for his tendency to stand up for the little people. He always kept his long locks and beard well-tamed, and they were often seen in various braids of varying size and quality from the children of the town braiding them.

**Occupation.** When he was alive, Galmek was a well accomplished adventurer alongside what he considered his family in an adventuring group known as The Guilded Brothers. The death of the entire group during their last known adventure into a cave devastated cities and towns all across the land.

**Secret.** Unbeknownst to those outside, Galmek lives on inside the depths of the collapsed cave system. After it appeared no one was coming for them and with no way out, one of the party members died of starvation. When the others were sleeping, the desperate and starving Galmek consumed his fallen brother. Something that night, possibly in that exact moment, snapped in Galmek's head. One by one, he began picking off the group and eating them, no longer just to survive. After no survivors were left, he was left to stew in what he had become alone in that cave for over a century. At first, he survived on the lightly poisonous mushrooms that grew in the cave. Over the years, his body has learned to store food and only need very little consumed over time to survive. His mind began to twist, his perception of reality became warped, and his body grew deformed. Now, he's a hairless, dark beast

with grotesque features and a thirst for blood that can never be satiated.

## Galmek the Lost

Galmek was once an accomplished adventurer. However, after dwelling underground in a collapsed cave system for well over a century, his mind began to warp, and his physical appearance eventually followed. His face has been shredded by what are now claws, and his spine is contorted into a severe hunch. Two slits for a nose and a wide, toothy mouth are all that appear on his face.

Very few can avoid his hypersensitive hearing and sense of smell, and any who pick up on this are likely already being stalked. Galmek, though strong and easily able to physically overwhelm most who disturb him, enjoys toying with his prey from above. He has learned to project his natural voice and calls for help from anyone adventuring into the cave, luring them deeper. He clings to the ceiling with his long, hooked claws and waits for his targets to look up at him. Though he cannot see them looking at him, the rapid change in their heart rate and the occasional scream are all the context clues he needs to know the game is on.

### Galmek the Lost

*Large monstrosity, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 102 (12d10 + 36)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	10 (+0)	15 (+2)	10 (+0)

**Saving Throws** Str +7, Con +6

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**Skills** Athletics +7, Acrobatics +7, Intimidation +3, Perception +5, Stealth +7

**Damage Immunities** poison

**Condition Immunities** charmed, blinded, frightened, poisoned

**Senses** blindsight 60 ft. (blind beyond this radius), Passive Perception 15

**Languages** understands Dwarvish but cannot speak

**Challenge** 5 (1,800 XP)

**Aggressive.** As a bonus action, Galmek can move up to his speed towards a hostile creature he can see.

**Keen Senses.** Galmek has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Shadow Stealth.** While in dim light or darkness, Galmek can take the Hide action as a bonus action.

### Actions

**Multiattack.** Galmek the Lost makes two melee attacks: one with his bite and one with his claws.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If Galmek is grappling the target, it must succeed on a DC 14 Constitution saving throw. On a failed save, the target takes an additional 2 (1d4) points of piercing damage as maggots wriggle into the wound from Galmek's mouth. A creature infested in this way takes an additional 4 (1d8) piercing damage at the start of each of their turns. The creature can attempt a new saving throw at the end of each of their turns, ending this effect on itself with a success, or end the infestation automatically by taking an action to dig out the maggots, taking 4 (1d8) slashing damage in the process.

**Claws.** Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) slashing damage and, if the target is a Medium or smaller creature, it is grappled (escape DC 14). Galmek can only grapple one creature at a time, and can't attack with his claws again while grappling a creature.

## Huke Lart

*The Village Idiot*

**Appearance:** A Dwarven drunkard who wears his beard woven into a nest for his pet rat; always carries a lantern.

**Mannerisms:** Goes around talking about his conspiracy theories.

**Voice:** Has a lisp with many teenage pubescent voice cracks.

**Talent:** Brews the best banana flavored ale that can be found anywhere.

**Ideal:** To create a perpetual motion machine out of bananas that will supply endless anti-magic to un-disguise everyone.

**Flaw/Secret:** He is actually smart but knows if he acts dumb he can get away with making insults.

### Notes:

- Loves bananas
- He crafts crude metal helmets and pushes them on others, begging them to wear them for protection against the tentacle monster overlord that secretly rules the town.
- He's a conspiracy theorist and some of his theories have turned out to be true.
  - He thinks the town is secretly controlled by a tentacle monster.

- He thinks that he was abducted by the tentacle monster once.
- Everyone is just a lizardfolk using *disguise self*.
- He truly believes that there are brain eater tadpoles in the water if he doesn't drink it boiled.
- He thinks metal helmets protect you from charm and mind control spells.

## Mayor Befuddlefumpter

*Special thanks to Taylor T for contributing the name on his first stream with us.*

**Appearance:** Male human, brown hair, blue eyes, some scruff on his face. He's actually a friendly, good tentacle monster that uses *disguise self* to hide his true identity. In his tentacle monster form, he's colored like a peppermint candy and takes good care of his many sharp pointy teeth.

**Mannerisms:** Talks with his hands but it's all wrong because he doesn't really have hands.

**Voice:** His voice is that of a little girl.

**Talent:** He's good at juggling with his eyes.

**Bond:** He absolutely adores his pet black cat named Ears and will do anything to protect it.

**Flaw/Secret:** He HATES rabbits and will literally go out of his way to make sure there are no rabbits in the village. He disguises his true self (tentacle monster) due to fear of how people would react to him and treat him if they knew the truth.

### Notes:

- The mayor's also the village dentist. He has every tooth he ever pulled in a box.
- He has a shoe or boot fetish when in his disguised form, since he cannot have feet in his natural state.
- He is fascinated by children because they are such an inefficient way to copy one's self.

## Button Grumpledorf

*Priest at the Temple of the Shimmering Rooster*

**Appearance:** A dwarven cleric with slick black hair, and very small teeth. He's adorned in a giant top hat and white robes that are too big for him.

**Mannerisms:** He waves his arms in frustration when his healing spells don't work as intended. He's constantly tripping over his oversized robes.

**Voice:** He has a very deep voice that sounds like a werewolf's growl.

**Talent:** He's really good at knitting

**Ideal:** To regain the trust of his god because he feels he's forsaken him due to his healing spells not working properly.

**Bond:** Will never hurt chickens because he grew up with several pet chickens and loves them like they're his own children.

**Flaw/Secret:** His healing spells actually slowly corrupt those he casts them on, slowly turning them toward evil and chaos. But he's not doing it on purpose; he's just very bad at his job. His god has abandoned him & an evil god now answers his prayers, but he doesn't know it. The village folk can't

fire him because he's the only cleric anywhere nearby.

## Alexa Siri

*Banker at The Coin Cage*

**Appearance:** War forged, constructed to look feminine, with slots for money exchanging built into her torso. Her eyes glow gold but turn red when she is angry. She wears a wig to appear more like a woman.

**Mannerisms:** Always very serious.

**Voice:** Like a woman speaking though a fan with metallic clicking.

**Abilities:** Her mathematics are flawless. She wins games 99% of the time because of her construct nature and perfect mathematics.

**Talent:** She is excellent at games but hates to play them.

**Ideal:** To one day have a hoard as big as a dragon.

**Bond:** She has pet plant called John that she cares for.

**Flaw/Secret:** She has been stealing from the bank for some time. She has a gambling addiction and finances it with the bank's money. She is afraid of water because she fears of rusting.

**Notes:**

- She thinks swimming is a kind of magic because she sinks like a rock.

## Moerik "Moe" Caskrell

*Barkeep at Buzzed and Burning*

**Appearance:** Male tiefling, black hair, green eyes, medium build, an eye patch over the

left eye (some flaming ale splashed on it years ago, burning it out).

**Mannerisms:** Is super clumsy and can trip on anything. (He has spilled countless drinks over the years.)

**Voice:** High pitched unless angry then it gets low and rough.

**Abilities:** He can breathe fire using hard liquor and *prestidigitation*.

**Talent:** He lights the drinks on fire with *prestidigitation* before serving to customers.

**Ideal:** He is jealous of the Huke Lart's (the village idiot) banana ale, and wants to be able to make it himself one day.

**Flaw/Secret:** Drinks half of the tavern's stock himself. He's a pyromaniac.

#### Notes:

- The tavern's specialty drink is called a Flaming Moe.
- He gets really angry at dirty people in his tavern and demands they bathe themselves.
- His wife is Celestria Caskrell, the bard.

## Celestria Caskrell

*Bard (entertainer) at Buzzed and Burning*

**Appearance:** Aasimar with purple eyes and golden hair who plays a hammered dulcimer.

**Mannerisms:** She's overly dramatic and will burst out her wings mid-song for dramatic effect. She will constantly pester adventurers for stories as she secretly wants to travel the world.

**Voice:** Low and smooth, very soothing.

**Abilities:** She's good at putting out fires, both literally and figuratively.

**Talent:** She is exceptionally skilled at the hammered dulcimer.

**Flaw/Secret:** She indirectly helps Moe start fires, because she is curious about doing "evil", being a rebellious aasimar who married a tiefling. However, she doesn't do it on her own since it goes against her instincts.

#### Notes:

- Wife of Moerik "Moe" Caskrell, the barkeep.
- She fell in love with Moe because he was the village "bad boy" when they were young. Moe was serving and she was singing. It was a match made in heaven and hell.

## Gronz Bhorō

*Half-orc male*

**Appearance:** Runty and weak-looking, sickly

**Mannerisms:** Scratches eyebrow constantly, always smoking a pipe.

**Voice:** Has a raspy voice and speaks in broken Common.

**Abilities:** Some low-level spellcasting, including the *prestidigitation* spell.

**Talent:** Genius painter; can blow Gandalf-level smoke shapes with pipe smoke.

**Ideal:** Family first! Find a way to unpolymorph his sister (see bond).

**Bond:** He is very fond of a little rat named Mono who wears an eyepatch. The rat is almost always on his shoulder, and he feeds

it tobacco. The rat is his permanently polymorphed sister.

**Flaw/Secret:** Addicted to smoking pipes; very protective of his pipes and tobacco.

## Rilay Reefhart

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*human, female*

**Appearance:** She has a wooden leg.

**Mannerisms:** She constantly mouths her internal dialogue; jolly; impulsively sings when trying to lie.

**Voice:** High and shrill voice

**Abilities:** Low intelligence; low deception; duel welding skirmisher.

**Talent:** Superb one-legged balance when the wooden leg is removed.

**Ideal:** Wants to open up a tavern built into a ship. Re-Acquire the Astral Pearl, lost along with her ship.

**Bond:** Married to the man who took her captain position.

**Flaw/Secret:** Constantly tries to marry off her half-sister, Toya, to traveling adventurers; she's horrible at navigation but refuses to ask directions (which caused her crew to mutiny and led to an end of her career as a captain).

**Notes:**

- She's an old ship captain that retired.
- The wooden leg has a secret compartment where she hides a shortsword.

## Dovahkiin Tathill

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*dragonborn, male, bard college of swords*

**Appearance:** Wears a lot of dark rich colors, prefers gold accents. He has a wooden chest plate that is cursed/fused with his skin. Has a brown hat with a red and purple feather. Uses *minor illusion* to change the hair color all the time so he doesn't look so old.

**Mannerisms:** Sings in a sarcastic tone.

**Voice:** Baritone, deep and soulful

**Abilities:** Divination through singing.

**Talent:** Can juggle daggers.

**Ideal:** Wants to gain the confidence to tell his family of what he really wants to do.

**Bond:** Bring honor as a warrior to his family.

**Flaw/Secret:** He doesn't really want to be a bard. He was born in a family of artists and was forced to do music, but he really wants to be a Crowns Guard. Easily intimidated and gullible.

**Notes:**

- Is constantly practicing swordplay.

## Nashada Naevern

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*Catling female*

**Appearance:** She wears a different flower in her fur each day; wears big baggy colorful pantaloons and a scarf that covers a welded ring around her neck that she can't remove.

**Mannerisms:** Extremely sassy

**Voice:** She is very quiet and doesn't talk higher than a whisper; rolls her *r*'s much like purring.

**Abilities:** A botanist who studies the arcane properties of plants.

**Talent:** Able to fit in small, tight places, such as small boxes.

**Ideal:** Return to her home in the South.

**Bond:** Close to the local priest/cleric; has a pet goose named Unti who keeps stealing random things from people passing by.

**Flaw/Secret:** Allergic to dogs; in the circus, she was shipped in a crate and is now scared of boxes and crates.

#### Notes:

- She was taken as a slave by a traveling circus and forced to perform in it. Her goal is to someday return to her home in the South.

## Meredith

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*Green hag, female, neutral good*

**Appearance:** Her clothes appear to have been normal at one point but have become old and tattered over the years; fire red hair.

**Mannerisms:** She speaks mostly in riddles or misleading but true ways; Quiet, luring laugh. Like a creepy call in the forest. She knows where you are, but where is she?

**Voice:** Scratchy voice

**Abilities:** She helps people in exchange for years of their life as payment to remain as young and beautiful for as long as possible.

**Talent:** She's good at making cookies out of weird things and magic.

**Ideal:** Lost her sister and is dedicated to finding her again one day; remain as young as possible while she searches for a cure to her hag-dom.

**Bond:** She has a daughter that she wants to return to, but cannot as long as she is a hag.

Shows particular kindness towards children.

**Flaw/Secret:** Has schizophrenia that causes her to hear things that aren't really there; she is constantly talking to people that aren't really there; her hallucinations whisper false cures to her; blind.

#### Notes:

- Maybe can give readings for players future that seem obvious on the surface but may have a different deeper meaning.
- She was a human gypsy and got cursed into a hag.
- She is known as the "Queen of the Perytons" by bards that speak of her as a villain.
- Thinks she hears her daughters laugh all around in the forest, so she searches everywhere she hears it.  
Her daughter is already dead. ☹

## Sally Sunshine

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*Half-elf female, young girl*

**Appearance:** As an aspiring young adventurer, can often be found carrying a small wooden play sword she made herself.

**Mannerisms:** Is almost excessively polite to everyone, even when angry. Scary when enraged for exactly that reason.

**Voice:** She has a lisp but becomes flustered when people acknowledge it.

**Abilities:** Animals are drawn towards her singing; can talk to animals; high animal handling skill.

**Talent:** Has an enchanting bass singing voice; very persuasive through the use of adorableness and persistence.

**Ideal:** Wants to become a druid one day.  
Believes that animals are better than people.

**Bond:** Loves to pet puppies and gives sweets to adventurers; she collects any stray dogs and puppies she comes across.

**Flaw/Secret:** She doesn't have taste buds, so most of the candy she gives adventurers is revolting.

**Notes:**

- She's a freckled little girl who loves to pet puppies and gives sweets to adventures.
- Has 10 pet puppies.

## Galdimine Naught

*Male war forged*

**Appearance:** Has a bald head, a long gray steel-wool beard of dangling bits of string, wire, metal and trinkets. Wears a purple cloak and cross-gartered, yellow stockings.

**Mannerisms:** Stutter both in voice and movement.

**Voice:** Voice is deep and echoed.

**Abilities:** A blacksmith that can make almost anything out of random pieces of junk.

**Talent:** Can talk in Morse code and hand signals.

**Ideal:** Hates throwing things away... saves everything.

**Bond:** Bonded to his shop that his maker left to him when he died.

**Flaw/Secret:** He is a terrible haggler and has a hard time with pricing his wears; Falls asleep unexpectedly.

**Notes:**

- He loves to brag about his smooth, silky skin, which he does not have.
- Is a merchant. Crafts little metal trinkets out of random scraps he finds or gets from other items, and sells them.
- Is very lonely, creating trinkets are practice for eventually getting good enough to create a metal friend of his own.

## Lori the Pirate Queen

*Female, half-human half-genie, chaotic neutral*

**Appearance:** Wears golden bracelets, a ring capped by a bloodstone, and a ruby eyepatch.

**Mannerisms:** She paces back and forth when worried or excited.

**Traits:** Friendly

**Voice:** Silky smooth voice with a nasal intonation.

**Abilities:** High Charisma – very persuasive personality; Low wisdom – absent minded and easily distracted.

**Talent:** Great at doing voice impersonations.

**Ideal:** Freedom

**Bond:** Protective of close family members.

**Flaw/Secret:** She is in love with a married half-orc whose spouse has sworn vengeance.

**Notes:**

- Like water, the element of her father, her attention constantly shifts, causing her to be easily distracted.

- She has a debt to a marid who saved her ship from a dragon turtle.

## Falendar the Shifting One

*Male, humanoid turtle, lawful evil*

**Appearance:** Bloodshot, haunted eyes; rusty iron spikes riveted to his shell; carries a rusted and jagged sword

**Mannerisms:** Always munching on lettuce and talks around it.

**Voice:** Has a hiss in his voice

**Abilities:** Very strong

**Talent:** An expert gardener, specializing in lettuce, onions, and cabbage.

**Ideal:** Only the strong survive.

**Bond:** His former glory and pride as a warrior is something that he will defend with unrelenting fury.

**Flaw/Secret:** His fight against the hag has given him severe PTSD, leaving him cripplingly scared of fey.

### Notes:

- Used to be a hobgoblin warlord before he was reincarnated as a humanoid turtle by a hag name April whom he betrayed.
- He is cursed to keep reincarnating into various forms on April 1 every year.
- He has a large pouch of lettuce on his belt at all times. Running out of lettuce represents a dire emergency and heads will roll if necessary. Naturally, he is overprotective of his pouch, and snarls warningly at any who come near it.
- Is a vegetarian

- His favorite dish is kimchi... a spice based cabbage dish.
- Lettuce Bringer is the name of his rusted and jagged sword that he refuses to part from. It was the sword he was holding when the hag first cursed him and reincarnated him, and he has sworn to someday track her down and slay her with the same sword.
- He hates sea pickles.
- Is currently working as an ambassador for a dragon turtle named Angarp ShipFlipper.

## Meownlle Snowpaw

*Female, catling, chaotic good*

**Appearance:** Albino; several ear piercings, including a silver cuff-chain earring.

**Mannerisms:** She is constantly sniffing catnip; always very jittery from the catnip.

**Voice:** Raspy and speaks with a drawl.

**Abilities:** High Charisma, Low dexterity

**Talent:** She is an exceptional tattoo artist, using her claws; can jump twice as high as normal.

**Ideal:** She guides the lost to safety.

**Bond:** Her son and lost children.

**Flaw/Secret:** She loves to eat old, stinky fish, and fishes a lot in the hopes of catching a particularly stinky breed.

### Notes:

- Rune child sorcerer (A rune child is a creature granted supernatural powers in order to act in the best interests of the world.)

- The deity of the harvest made her a rune child with Divine Soul Sorcerer abilities because of her devotion to the motherless children of the world.
  - Carries a snuff bag around her neck full of catnip that she constantly sniffs from.
  - She has a cat familiar named Cindy Crawford.
  - She keeps old stinky fish wrapped up in her backpack. As a result a foul odor surrounds her, but she is constantly casting prestidigitation to counter the smell.
  - She has a dragonborn son named Tormox that she adopted after having found him alone and hungry on the streets.
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- She carries a collapsible fishing pole in her backpack.
  - Her natural-born son was taken from her by her rival, an albino Rakshasa, who wants her son to become as evil as him. She is on a quest to get her son back, but she doesn't know where to start.

## Sketch

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*Male, half-dragon, half humanoid bird mix, true neutral*

**Appearance:** Wears thick robes to cover his hairless/featherless skin that has patches of rusted copper green scales scattered randomly over his body.

**Mannerisms:** Constantly scratching his scale patches; when eating, swallows food whole by throwing his head back; very shy; he tends to repeat himself a lot.

**Voice:** Squeaky whistle

**Abilities:** Low Charisma

**Talent:** He is a talented poet with a delicate heart; he is great at mimicking voices.

**Ideal:** Recompense/returning kindness.

**Bond:** He would do ANYTHING for the theater group that saved him as a child.

**Flaw/Secret:** Wrote the theater group's most popular play but is too shy and nervous to claim ownership of the story.

**Notes:**

- He is embarrassed by his abnormal appearance and doesn't like going out in public unless fully covered.
- Is looking for a way to "cure his condition." Specifically, he wants to remove the scales form his body and grow hair.
- He was abandoned by his mother as a hatching, and a theater group found him starving on the streets and took him in.
- He is part of a theater group named Gonzo's Goblin Circus and does the performer's makeup and costumes.
- Most of the performers in the theater group are goblins.
- He's good with disguise kits and makeup because he's used to hiding himself away.
- He is in love with one of the puppeteers, a goblin name Petunia Raxlebax, in the theatre group.
- He wants a lead role but is hesitant due to confidence and his appearance.
- Does voiceover work for the theatre group due to his inherent skills.

# Nupluff Williams

*Humanoid eagle male*

**Appearance:** A large, fluffy bird-like humanoid with granite-patterned white feathers. Wears a brown vest made of fine design from upper class and poufy pants with tassels.

**Mannerisms:** Is always gesturing with a large magnifying glass, even when he's not actually using it. When he talks to you his head is tilted to the right and only one eye in focus.

**Voice:** He talks all high and mighty with an occasional crack.

**Abilities:** Very stealthy.

**Talent:** He can stand on one talon.

**Ideal:** He doesn't have many friends, so he places great value on those he does have.

**Bond:** He will protect his pet rock, Robert, with his life. He's had and cared for him deeply since he was a child. When he broke his wing, Robert was the one that helped him get through that horrible ordeal.

**Flaw/Secret:** He broke a wing when he was younger and it never grew back quite right. Thus, he cannot fly, but he hates revealing this to others. He doesn't really need the magnifying glass because his eyesight is so good, but he carries it to hide how well he can really see.

## Notes:

- By day, he is a reclusive detective, and by night he explores hard-to-reach caves and ruins in the nearby mountains with the intention of

looting everything he can get his hands on.

- He wields a "combat shovel." It doubles and shoves and serrated blade.

# Kasha the Khemist

*Clumsy female kobold alchemist*

**Appearance:** She is missing a few fingers from either failed experiments or sheer clumsiness. She always has a scorch mark somewhere on her face, and she's missing a few scales on one arm. She wears wonky, taped up glasses, and a fake beard.

**Mannerisms:** She is extremely impulsive and makes quick decisions (often bad ones) which gets her into trouble more often than not.

**Voice:** Intrusive and direct.

**Abilities:** She believes that she's better at alchemy than she actually is. However, she turns out to be actually competent if she takes her time instead of rushing.

**Talent:** Can play the trumpet quiet masterfully despite her missing fingers.

**Bond:** Her rich father who inherited a dragon's treasure horde wants her to give up her silliness and assume her royal role.

**Flaw/Secret:** She has always wished she were born a gnome instead so that she would get more respect as an alchemist. That's why she insists on wearing a fake beard.

# Sammy Shrooms

*Blind male half-elf druid who lives alone in a forest at the base of some mountains*

**Appearance:** He has a bushy mullet and his clothes never match. He wears a bandana across his eyes to hide the nasty scar there.

**Mannerisms:** He tends to ramble on and on about the most random things that have nothing to do with the conversation at hand. He gesticulates a lot and accidentally hits people in the face.

**Voice:** Backwoods accent

**Abilities:** He derives his magical abilities from ingesting mushroom tea. He has 10ft blind sense from his animal-like senses.

**Bond:** His tribe kicked him out because he lost his vision.

**Flaw/Secret:** He lost his vision to an attack by his pet owlbear, Snuggles.

#### Notes:

- He *loves* mushrooms. He collects them from his forest home in great quantities to both eat and ferment, even making an alcoholic version of tea from it.
- He believes his house is haunted, but in fact it's just several animals that live there.

## El Guapo

*A male catling*

**Appearance:** He is a big old chonker of a catling with black and grey tiger-striped fur and patches of white around his neck, chin, and toes.

**Mannerisms:** He constantly talks about "saving one of his lives for his old age". He is scared of everything and flees from sudden noises, slinking along the ground while doing his best to not seem afraid.

**Voice:** Stoic baritone, hiding his actual fearful nature.

**Abilities:** Advantage on all persuasion and deception checks against creatures that love cats.

**Talent:** He is an expert at rolling around on the ground and gains advantage on all Dexterity (Acrobatics) checks while rolling.

**Ideal:** He desires a life of laziness and luxury where he can have multiple servants who do nothing but bring him food and rub his belly.

**Bond:** The dragon, whose pet he ate, was a former friend that he wants to make amends with. He feels really bad that he betrayed his friend's trust by eating his pet bird.

**Flaw/Secret:** He stole a dragon's pet bird and ate it. The dragon has been hunting him down ever since. He loves belly rubs. He tries to pretend that he doesn't want belly rubs, but can't resist for long if someone persists in asking.

## Larry the Lurker

*A rogue who poses as a librarian by day*

**Appearance:** He wears a worn-out suit.

**Mannerisms:** He rarely if ever blinks. He prefers not to speak, and instead just nods, shakes his head, or points. Very creepy.

**Voice:** A heavy thick accent with rolled Rs.

**Abilities:** His extensive knowledge of doors gives him advantage on checks to pick locks in doors.

**Talent:** He has a photographic memory and remembers every book he reads.

**Ideal:** He hopes to one day craft a “master” key that can unlock any door.

**Bond:** He's a door enthusiast and loves inspecting the woodwork of different doors.

**Flaw/Secret:** He shoplifts books from the library for his collection.

#### Notes:

- He always offers advice on dungeon delving that he's read about in books but it's rarely more than generically useful advice.

## Maya Opia

*Female cyclops town guard*

**Appearance:** She wears an eye patch on one side of her head to make it look like she had two eyes at one point. The eyepatch disguise is totally ineffective in fooling anyone but nobody says anything about it just to be polite.

**Mannerisms:** Constantly picking her teeth with a standard-sized spear which works quite well as a toothpick for her. She talks down to people both literally and figuratively.

**Voice:** The pitch of her voice is way too high for her stature.

**Abilities:** She enjoys and is very good at Olympic-style feats of strength.

**Talent:** She has a keen eye for spotting rich people, and using intimidation to get them to give her money.

**Ideal:** She enjoys using the heads of criminals as baseballs as their punishment.

**Bond:** She has a giant pet rabbit named Bunbear.

**Flaw/Secret:** She has an irrational fear of halflings. They creep her out.

## Gramma Dusty

*super nice halfling old lady who is a reluctant lycanthrope*

**Appearance:** She has a pixie tattoo on the side of her neck.

**Voice:** She speaks softly and caringly.

**Abilities:** Her pixie tattoo is magical and allows her to turn into a pixie once a day.

**Talent:** She is professional pixie dust drug maker.

**Flaw/Secret:** When she was younger, she fell in love with a pixie, but it was not meant to be. Their two peoples—the halflings and pixies—forbid their union and drove them apart. She has a strong addiction to pixie dust.

#### Notes:

- She was inflicted with werebear lycanthropy years ago, but her caring nature makes this more of a care bear lycanthropy.

## Jumfurth Beanington

*A human male accountant*

**Appearance:** Wears a black overcoat with beans for buttons and thick spectacles. Skinny with a slight hunch to his back.

**Mannerisms:** He sniffs a lot when talking due to cat allergies and frequently exclaims “Crikey, mate!”

**Voice:** Is a very slow, meticulous, monotonous talker.

**Abilities:** He can open portals to a pocket dimension with his abacus to keep creditors inside.

**Talent:** He can communicate with felines through tones of voice and gestures.

**Flaw/Secret:** He is actually horrible at math, but has an intelligent, talking pet cat named Matt-Matic who does all the accounting work for him.

## Gavin Bloodmoon

*Half-elf male*

**Appearance:** Flowing blonde hair, bright eyes, chiseled faced with a goatee.

**Mannerisms:** He's afraid of women and trembles in their presence.

**Voice:** He has no voice. His tongue was cut out.

**Abilities:** He's learned sign language.

**Talent:** Can play the lute very well.

**Ideal:** He hopes to save up enough money one day to pay a cleric to regenerate his tongue. He has made a down payment at the local church, and is making payments.

**Flaw/Secret:** He still plays the lute very well, but refuses to do so in the presence of women.

### Notes:

- Used to be a bard, but he had his tongue cut out as a punishment for flirting with the wrong girl. He is now a guard.
- If someone somehow restores his ability to sing, he could go back to being a bard, and he would be deeply appreciative.

## Amelia Marsh

*Female, fallen aasimar*

**Appearance:** Frail, pale skin, large eyes, 17 years old.

**Mannerisms:** She speaks before she thinks and is too direct.

**Voice:** She whispers in a hollow voice.

**Talent:** She can often see into the future, receiving vision at random moments. When these visions strike her, she is compelled to speak them.

**Ideal:** Finding a home where she feels safe, but she is starting to lose hope.

**Flaw/Secret:** She can't keep her talent a secret. She secretly carries marshmallows that she gives to children, hoping to pass the curse of seeing the future onto them.

### Notes:

- She originally received her talent for seeing into the future after a traveling candy merchant sold her some marshmallows that she ate.
- Because she can often see into the future, people she comes across often try to use her. Other times she is chased from towns when she tells people what they don't want to hear. Consequently, she constantly moves from town to town, unable to find rest.
- Animals like her because she smells like marshmallows.

## Elysia Eirwen

*Female, winter elf*

**Appearance:** Light, blue skin; pale eyes that glow in the cold; wears white silk dresses and a tiara with a small diamond set in it.

**Mannerisms:** Is very judgmental.

**Voice:** She speaks in a harsh, husky tone.

**Abilities:** She can stare into the eyes of men to charm them in a non-magical way.

**Talent:** Manipulating courts of men; plays cards very well and is an outstanding gambler.

**Bond:** She's very close to her pixie friend Snowspeckle who helps calm her down and be less judgmental.

**Flaw/Secret:** She possesses some slight magical ability and uses her playing cards to manifest it.

## Boris Porquinyo

*Male, pirate wereboar*

**Appearance:** Wears an eyepatch to save night-vision in one eye; broken tusk in wereboar form and missing teeth in human form; thick coarse dirty dark hair.

**Mannerisms:** Gruff and brutish; he snorts whenever he laughs or feels confident.

**Voice:** High pitched like a piglet

**Talent:** He's a great chef who specializes in bacon dishes.

**Ideal:** He will only tolerate a crew of wereboars. When a new crewmember joins, he turns them into a wereboar on the first night.

**Bond:** He has a rather "healthy" lady who runs a tavern at a popular port town and keeps a sizable flock of pigs that she calls her "children."

**Flaw/Secret:** He loves bacon. He knows it's wrong, but he can't help himself. He's a glutton.

## Notes:

- He pirates merchant vessels known for carrying food stores, looking in particular for bacon. He hoards and hunts for all the bacon he can find. This penchant for cannibalism is put into question on whether this is because of his gluttonous curse or his true nature as a person.
- BBEG = Big Bacon Eating Guy

## Dahlia Kinah

*Female satyr grave digger*

**Appearance:** She's very pretty but has cold, dead eyes; she braids into her hair rings stolen from the dead; wears dark leathers embroidered with fireflies

**Mannerisms:** She is witty, but because she has a monotone voice, it comes across as unnerving.

**Voice:** Monotone

**Abilities:** She is an accomplished singer, and sings dirges as she buries the dead. She has a unique connection with fireflies, and they seem to drift near her as she sings.

**Talent:** She can speak to the spirits of the recently dead.

**Bond:** She is compelled to visit every grave at her church every day as she attempts to gain a deeper connection with the god of death so that she may someday become a cleric in his service.

**Flaw/Secret:** She doesn't truly see the difference between the living and the dead and thus doesn't really value life very much.

**Notes:**

- She is an acolyte in a local church and someday aspires to be a grave domain cleric.

## Gurtred Jor

*Female, half-hobgoblin judge*

**Appearance:** The judge is a short thick bodied hobgoblin with a deep baritone voice. She is mistaken for a male often which enrages her. She wears a long black robe.

**Mannerisms:** Blunt; absolute in everything she says; constantly self-confident.

**Voice:** Deep baritone; speaks in an accusatory way.

**Abilities:** Can intimidate the truth out of people.

**Ideal:** Seeks acceptance in the human village she calls home by dealing out absolute justice.

**Bond:** Will always go out of her way to help stray cats and dogs.

**Flaw/Secret:** She believes that she can determine the guilt or innocence of a person by interpreting the movements of cats and dogs. Thus, she always has at least one cat or dog placed in her courtroom somewhere. She has a secret yearning for her bailiff but knows her appearance and coarse personality is too much.

**Notes:**

- Her dog is an aloof Lab Retriever, that you can "feel" looking down his nose at you. Her cat is a polydactyl Maine Coon who prefers to sit patiently in elevated places, and

seems entirely disinterested until asked for a verdict.

## Drobnar of Salia

*Male goliath portal guardian*

**Appearance:** An old grizzled goliath with black and white plate armor. He has a long black braid down his back, the length of which signifies how long he has been guarding the portal. Ebon black skin; representing the taint of the Plane of Shadow. Clad in countless scars from his countless battles; eight feet tall with the mark of their order on his chest and back.

**Mannerisms:** He doesn't speak with those outside his order very often, so he comes across as socially awkward.

**Voice:** Has a rasp from underuse.

**Abilities:** He can communicate with all the other plane guardians of his order telepathically over any distance.

**Bond:** He will protect the portal at all costs, even at the cost of his life. Will not allow those who are unworthy to trespass.

**Flaw/Secret:** He has a tattoo on his back that serves as a map to other portals to the Plane of Shadow that his order protects.

**Notes:**

- He is from a long ancestry which have been the guardians of a portal to the Plane of Shadow. His order, the Guardians of the Ebon Shade, is dedicated to preventing darkness from entering this plane.

## Luke Hartless

*Male wood elf assassin*

**Appearance:** Disheveled red hair, eye patch over the left eye that has an eye painted on it, wears a battered helmet.

**Mannerisms:** When speaking uses the royal “we.”

**Voice:** High-pitched voice.

**Abilities:** Influential not because of natural abilities but due to his royal upbringing.

**Talent:** Can cast *misty step* three times per day. Able to get out of paying his share of the bill when out drinking with friends.

**Bond:** Loves gardening but doesn't have the time or will to commit to any one garden.

**Flaw/Secret:** Procrastinates on quests and missions given by employers.

**Notes:**

- Collects trophies from kills.
- Grew up in a royal family.
- Keeps a stash of rolled up parchment in a shoulder bag for writing deals on the go.

## Brunhilda Macaw

*female, kenku, academic caretaker specializing in archeology and physics*

**Appearance:** Always has a puzzled look on her face; cracked spectacles.

**Mannerisms:** Her glasses are constantly sliding down her nose and she's always pushing them back in place.

**Voice:** Extends her vowels and has a slight lisp.

**Abilities:** Extremely learned in both archeology and physics.

**Talent:** Can perfectly mimic the speech of long dead civilizations, and so is considered an authority on ancient languages.

**Ideal:** Values puzzle-solving abilities in students and builds those skills into exams. She's obsessed with scientifically figuring out how to make her kind (*kenku*) fly again.

**Bond:** Has a particular attraction to dull (not shiny) objects.

**Flaw/Secret:** Has a complex puzzle she found in an archeological dig that she is trying to finish but has never been able to.

## Karen Killjoy

*female, half-elf, adventurers guild executive*

**Appearance:** Short, severe haircut; blood-red nails; always dresses for the next level up in the corporation.

**Mannerisms:** Totally self-absorbed. Kleptomaniac. Her urge to work her way up the corp. The latter leads to twisted and nonlogical decisions. Always holds her head up so she can look down her nose at everyone.

**Voice:** Nasally voice and a haughty attitude

**Abilities:** Can cast *mage hand* at will as a ritual.

**Ideal:** She's an orphan who aspires to greatness in order to show up the other orphans who ruthlessly bullied her.

**Bond:** She will not back down in an argument and will twist logic and straight up lie to try to win any argument. Blows up at the smallest insult, even ones that aren't met for her.

**Flaw/Secret:** She once kidnapped another executive's baby to use as political leverage to work her way up the corporate ladder.

**Notes:**

- She's power-hungry and is always trying to "improve" (take over) existing adventurer franchises.

## Brendwall Grush III

*male, half-orc, bard-barbarian*

**Appearance:** Big, bushy black beard; wears glasses that are a little too small for him.

**Mannerisms:** Has a slight limp from an arrow he took to the knee; extremely well spoken and articulate; frequently cleans his glasses with a cloth that is far too big.

**Voice:** Gruff and deep but eloquently spoken.

**Talent:** Has an excellent baritone voice and is an accomplished singer; is *not* a good poet at all.

**Ideal:** Poetry and physical fitness.

**Bond:** Seeks literary inspiration from everything around him. Will ask characters to tell him about their adventures so he can get ideas for his poems and songs.

**Flaw/Secret:** Hates literary critics due to some negative "feedback" that drove him out of a city once. His gruff and deep voice is a facade. He occasionally speaks in a high pitched, counter-intuitive voice when he forgets his façade.

**Notes:**

- An overly buff poet and fitness enthusiast

## Danika

*female, human, noble child*

**Appearance:** Has a large, obtrusive birthmark on her face; long red hair.

**Mannerisms:** She is constantly fiddling with her hair in an effort to cover up her birthmark.

**Voice:** Soft spoken and shy.

**Abilities:** She stopped aging at 12 years old due to her wild magic.

**Talent:** She has dormant wild magic powers that surface when she experiences strong emotions.

**Ideal:** She is a confused and lost child. She seeks where her parents went and will take any danger to find them.

**Bond:** She has two dolls she is very attached to, a king and a queen, that she calls her mother and father. She sees them as replacements for her mother and father whom she has not seen in years.

**Flaw/Secret:** The birthmark on her face is a clue to something important in the game world or campaign, up to the game master's discretion. Her two dolls *are* her parents, transformed into dolls by a wild magic surge she had when she was throwing a temper tantrum when she was younger. However, she doesn't know they are actually her parents.

**Notes:**

- A noble child who was separated from her parents years ago.
- The birthmark on her face appeared only after her parents were transformed into dolls and will

disappear if her parents are ever transformed back.

## Winston Rutherford IV (alias)

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*male, changeling, a thief who poses as a magician*

**Appearance:** Clean-shaven, tall, and lanky; always wears a long coat of some kind.

**Mannerisms:** Talks excessively loud when he's performing; he presents himself as the consummate gentleman.

**Voice:** Usually a smooth, velvety, reassuring baritone, though he is accomplished at changing his voice and typically does so as he travels from town to town.

**Abilities:** Extremely charismatic.

**Talent:** Amazing sleight of hand artist and con artist.

**Bond:** Fears that he will be discovered as a fraud. Will hire mercenaries to kill anyone who he thinks might know.

**Flaw/Secret:** Is an accomplished pickpocket who steals from volunteers from the audience. His real name is Albet Paste.

### Notes:

- He was a street urchin who thinks the world owes him for his childhood woes and has found that he can beguile people to take his spoils rather than by force.

## D'nni the Sleepless

---

*Female, Coffee Genie*

**Appearance:** A swirling mass of coffee beans mixed with cream and sugar radiating

out of a large black mug with the words "Death to Sleep" written on it in red.

**Mannerisms:** Hyper, jittery, super sweet. She greets people with "ayo."

**Voice:** Relaxed and welcoming with a smooth Texan drawl.

**Abilities:** She can turn invisible at will, especially from 6 to 9 pm on Tuesdays and Fridays, and once a month on Saturdays from 11 am to 1 pm. Immune to exhaustion.

**Talent:** She has immense patience and is difficult to provoke. When provoked, she will attack without hesitation.

**Ideal:** Capitalism: make money for her master.

**Bond:** Her mug: Without it, she is cut off from her endless supply of coffee beans and would be helpless.

**Flaw/Secret:** She is deathly allergic to tea.

### Notes:

- Her mug serves as her "bottle" and he who possesses the mug becomes her master. Her word of summoning is "Hey Danni, I just made a task for you in Trello."

## G'l'th Cle'ic

---

*Goliath male, level 9 cleric (grave domain)*

**Appearance:** Blonde hair, gray eyes, a grinning skull tattoo covering his face.

**Mannerisms:** Sarcastic.

**Voice:** A deep gravelly voice that can be felt in the chest of those he speaks to.

**Abilities:** +85 to initiative rolls against spammers; can animate the bones of dead

spammers as skeletons, forming a vast undead army.

**Talent:** He knits booties and other clothing using knitting needles made from the bones of dead spammers. He once knit a full set of bone armor for his fiancé. (She dumped him.)

**Ideal:** A chat with no spamming that is perfectly balanced with helpful opinions.

**Bond:** Knitting needles: One can never have enough, thus the need to ever increase the corpses of spammers whose bones fuel the construction of more knitting needles.

**Flaw/Secret:** Under his robes, his arms have scarred hashmarks of the spammers he has left in the graveyard of timeout.

## Ta'shi-o the Keeper of Lore

---

*Gnome male, Lore Keeper*

**Appearance:** A lustrous salt and pepper beard and thick eyebrows. He wears black robes and a pair of broken spectacles held together by a large wad of chewing gum.

**Mannerisms:** Always grinning. Usually has his nose in book, often one nearly as big as he is.

**Voice:** Constantly stutters; high pitched. He speaks in a somewhat familiar accent that is nonetheless difficult to place where it comes from.

**Abilities:** He has the ability to judge someone's nature and remove them from existence.

**Talent:** Can banish spammers with grin and a wink.

**Ideal:** Balance and Justice in all things.

**Bond:** His sentient library is precious to him. It contains all the lore of his family's history that has been added over the millennia. The library behaves based on the volume of knowledge and wisdom it contains.

**Flaw/Secret:** His spectacles are Spectacles of True Seeing. Many of the books in his library are full of the names of all the spammers he has banished over the decades.

## Chef D'suver of Om-nom

---

*Turtle male, chef*

**Appearance:** A hero in a half shell wearing a toque blanche (chef's hat). He carries a circular spice rack in the "collar" of his shell.

**Mannerisms:** He has a nervous habit of spinning a meat cleaver in his right and his cauldron-lid shield in his left.

**Voice:** A low monotone voice with a French accent.

**Abilities:** Immune to poison.

**Talent:** Can cast the Detect Poison and Disease spell at will to make sure his food is safe.

**Ideal:** The greatest of enemies can bond over a love of food.

**Bond:** His great grand tortle's ancient cookbook that has been passed down through the family for generations. He also has a goat named To-Fu who is dear to him and hauls his cooking supplies from town to town as he travels.

**Flaw/Secret:** He has an intense loathing of all types of soup. He has a deep-seated fear that El Chupucabra will someday claim his goat as a victim.

## Empress Pen” G’wenbutt’e the Third (’)

*Female awakened emperor penguin,  
empress*

**Appearance:** A penguin with a beautiful golden crown shaped like six herrings in a ring and encrusted with diamonds.

**Mannerisms:** When making proclamations, she refers to herself as “Me, myself, and I.” Very hyperactive.

**Voice:** Fast talking, soft, sweet voice with a slight drawl.

**Abilities:** Resistant to Bludgeoning, Piercing, and Slashing damage because the attack sometimes misses the actual penguins inside the suit.

**Talent:** She speaks three different languages—Common, Aquan, and Avian—because the three penguins all speak different languages and swap who is talking.

**Ideal:** Is merciless to those who she feels wrong her. She considers spam to be worthy of a death sentence.

**Bond:** Friendship: The three white-flippered penguins are inseparable.

**Flaw/Secret:** She is actually three small white-flippered penguins wearing an emperor penguin suit. The diamonds on her crown are fake. The three penguins used the real diamonds to bribe the jester who found out their secret.

### Notes:

[www.thedmlair.com](http://www.thedmlair.com)

- She has outlawed the “meat” SPAM in her kingdom. It has since become a black-market commodity, and she has a large police force dedicated to rooting out makers and peddlers of this “drug.” This drug war is the primary focus of her rule.
- Her court jester sits by her throne with his mouth sewn shut and tears in his eyes. A sign around his neck labels him as “SPAMMER.”

## Gent’elman Sh’eal

*Purple dragonborn male, sanitation engineer*

**Appearance:** He wears a tuxedo as a sign of respect to his empress. On the tuxedo is emblazoned the sigil of his house, a can of Spam being flushed down the toilet. He wears a monocle and large thick gloves for taking out the trash.

**Mannerisms:** Speaks like an English butler, very formal; uses fancy words for poo.

**Voice:** Deep British accent, accentuates his S’s.

**Abilities:** Can heave spammers with the precision of an Olympic javelin thrower. Once per day he can summon an otyugh to consume spammers.

**Talent:** He can flush “double flushers” with only one flush.

**Ideal:** “Throwing out the SPAM.”

**Bond:** Loyalty to his empress.

**Flaw/Secret:** He has no sense of smell, which is actually an advantage considering his occupation.

### Notes:

- He is Empress Pen” G’wenbutt’e the Third (‘)’s Chief Sanitation Engineer, responsible for weeding out and destroying the blackmarket Spam trade.

## *Half-celestial male bard*

**Description.** He is tall and lanky of build with pallid skin. He sports a long, sketchy mustache that he twirls frequently. He usually wears clothes of clashing colors that accent his flamboyant mannerisms. He is never without a large trifold hat with a three-foot-long ostrich plume which serves to hide an unruly mass of hair. He is sharp of wit and quite charming when he puts his mind to it. Many a fair lady has fallen to his wiles.

**Occupation.** He is a tone-deaf, stuttering bard who sings long, horrendous ballads about an unnamed hero (himself) fighting the tyranny of his enemies (his professors). He makes coin not from the strength of his performances, but from the amount of pity he can provoke in others who pay him not to sing. To date, he is quite wealthy. From time to time, a heckler rises his ire, and he can give a roasting and a lashing like none other. In fact, such roastings often become the talk of the town, and draw in even greater crowds. He also runs a side gig as a fertility shaman, using a small wooden idol to cast a spell he learned in bard college that increases the fertility of couples.

**Secret.** He was expelled from bard college during his third semester. He was always behind on his studies, failing his performances, and spending far too much time admiring himself in the mirror and

softly repeating his own name. In his expulsion papers, one of his instructors noted, "If d' spent nearly as much time singing about others as he sings about himself, the entire world would be lifted up on wings of exaltation, happiness, and pure jubilation."

# Qua'xxZa'xak

---

*Male gnome artificer*

**Description.** Qua' has a shaved head and a long, lustrous black beard that he oils daily. However, the tip of his beard is a multitude of colors from accidentally dipping it in chemicals. Nearly blind from squinting at his intricate work, he must now wear thick glasses. He wears a thick leather apron to protect himself from his often-hazardous experiments. He is middle-aged, has blue eyes, and loves chicken and other bland food. He is highly intelligent.

**Occupation.** Qua' works for an egotistical, demanding djinn whom he can never seem to please. His job is to create clockwork automations that represent the djinn's many accomplishments in the world. Although he is known for the high quality of his work, his employer is always dragging Qua's name through the mud, and in his last yearly performance evaluation, Qua' received a 2, "needs improvement."

**Secret.** Qu'a' is a ruthless and accomplished gambler. He has a set of clockwork dice that he can remotely manipulate to always land on the winning pips. He uses his winnings to outsource much of the work for his djinn employer using an underground service known as Phiberr.

## Baeldran Sizemore

---

*Male elf*

**Description.** Baeldran is a strikingly handsome elf with long, flowing auburn hair. He is never without a satchel—made from the hair of a ki-rin—on his back full of haircare products. He is a smooth-talking, charismatic man who can sell sand to desert nomads. He smells of strawberries.

**Occupation.** He is a hair-loss solution salesman who peddles a variety of lotions, shampoos, pastes, oils, clays, tonics, conditioners, and greases all *proven* to stop and reverse hair loss. Year over year, Baeldran outsells every other salesperson from his company, Ultra Fuzz.

**Secret.** The haircare products sold by Ultra Fuzz are made from animal fats and mouse urine and do absolutely nothing to stop hair loss. However, the products contain a minor enchantment upon them that causes the users to appear to be recovering their hair. By the time the users discover that they are not in fact growing back hair, the salespersons have moved on to other suckers.

## Sir Eddy the Tempered

---

*Male halfling rune knight*

**Description.** Sir Eddy wears glimmering plate armor decorated with golden filigrees and wields a Sword of Lordly Might used to smite the unheard voices of the majority. Upon his right foot is a Boot of Banishment used to kick those vulgar of mouth. His deep voice reverberates from within his great helm as though he were a lord pronouncing a condemnation upon the wicked. Sir Eddy is utterly without mercy, quick to smite and

swift to ban. He can often be found mounted on his war boar, Wellington the Wise, and wielding a Lance of Wallowing.

**Occupation.** He is the Protector of the Realm, unfailing, ever vigilant, and a paragon of justice. He rides about on Wellington the Wise, seeking those who have offended their betters or broken the law. None escape his justice.

**Secret.** Sir Eddy is deathly afraid of tall creatures, especially giraffes which terrify him.

## Gha'lon Ashscale

---

*Male black dragonborn veteran*

**Description.** Gha'lon has charred scales that are an ashy white and black mix from a fireball he took to the face years go. He also wears an eyepatch over his left eye which he lost while playing darts. (It slipped.) He has a peg leg which he chewed off himself in order to escape a trap.

**Occupation.** He used to be an adventurer until he took the dart to the eye. Now he's the roughest bouncer in Aeredale and demands the highest price for his services.

**Secret.** Gha'lon is an aspiring poet and is a member of Cockatrice's Quill, a poetry club where he goes by the pen name "the Marquette." He has been sharpening his quill for years and writing an epic love sonnet that he hopes will win over the heart of a woman he has spent years pining for.

## Gerard Flourbottom

---

*Male tiefling baker*

**Description.** Gerard is a red-skinned tiefling with a double tail. He is slim, charming, and

ever covered with flour. His midnight black hair nearly covers the two stumpy horns on his head.

**Occupation.** He runs Baylor's Buns Bakery where he works as the chief baker. The ovens are powered by bound fire elementals, and he employs primarily goblins as assistant bakers and delivery staff.

**Secret.** He runs a prolific drug cartel known as Gerard's Glucose. They use sacks of flour and loaves of bread to smuggle a highly addictive, noncaloric type of sugar to a network of dealers spread throughout the region.

## Sy the Recycled

*Male cyclops*

**Description.** Sy is a stuck up, high class landowner who wears an immaculate tuxedo, a top hat, and a monocle through which he is always looking down on the rest of the world. He always speaks to others in a condescending manner, and as such, others loathe being around him.

**Occupation.** As a landowner, he owns nearly a quarter of the farmland in the region and many of the businesses in town. Sy is constantly out and about, collecting rent and taxes from his tenants. He is harsh and merciless, punishing tardy payments with harsh fines. When making his rounds, he rides in a gold-trimmed carriage driven by a half-orc in a tuxedo.

**Secret.** Sy was once a high elf noble until a mob of peasants stormed his manor and murdered him in anger. His parents then paid a local druid to reincarnate him. However, he came back to life as a cyclops

and was soon rejected by those closest to him. He then vowed to eventually own all of the land in the region so that he could make the lives of his serfs as miserable as possible so as to get vengeance.

## Ro'Kel the Cleanser

*Male orc*

**Description.** He's a scary, seven-foot-tall orc who smells like the rose petals his mother uses to sweeten the scent of her laundry. (Yes, he still lives with Mom.) He carries a massive maul—named Mister Clean—that has the wooden business end carved into a giant block of soap, and his shield is comprised of several washboards compressed together. He is never without his chubby tabby cat, Spotless, who he adores for his exceptional grooming habits.

**Occupation.** He is a mercenary that hires out to the highest bidder, though in the case of ties, he always sides with party wearing cleaner clothes. When he runs into battle, he yells, "Time to fluff and fold!" This nonsensical tagline serves to confuse his enemies and has no meaning whatsoever in the context of battle. He merely yells it because his mother ran a washing service when he was growing up, and she would yell that at her children after they had finished their homework and it was time to work at the family business. When torturing prisoners, his preferred method is washing their mouths with lye soap.

**Secret.** Before turning over any exceptionally obese prisoner or criminal, he usually takes a pound or so of their fatty tissue that he later uses to make soap. He despises *gleaming armors* because to him, they are an indication of laziness and

wanton uncleanness on the part of their users. A warrior should clean their own armor, not rely on magics to do so!

Furthermore, he has murdered no fewer than 2d6 wizards that traveled with him in the past for the use of *prestidigitation* to clean up when elbow grease should have been used.

## Ophelia Cronis

---

*Human female, expert*

**Description.** She has thick glasses and a tight pulled bun on the back of her head. She has a white shirt under her tight black coat, knee high buckle up boots, and a large flamboyant belt buckle on her red sash. Her arms are covered with chronometers designed to keep track years, not hours. She is constantly writing in journals, noting her observations about the world around her and the activities of its inhabitants.

**Occupation.** She is a historian who through a deal with a wizard was granted “magical” powers of time travel. Every time she sneezes, she travels forward in time by 1d4 years; every time she hiccups, she travels backward in time by 1d4 years. This wasn’t exactly what she had in mind when she commissioned the wizard, but it works, and sense she promptly sneezed after the wizard cast his spells, she never got to file a grievance.

**Secret.** She carries a small bag of pepper on her just in case she gets the hiccups and can’t stop. She funds her historical investigations by gambling. Since she can travel back and forth in time, it’s trivial for her to know the outcome of events.

## S’boj Evets

---

*Goblin male*

**Description.** He is about three-foot-tall with mottle green and brown skin. His left arm was mangled in the gears of one of his own creations and needed to be amputated. He now has a mechanical arm that he created himself and the tribe wizard placed a few incantations upon to make it as serviceable as a real limb. He wears a massive toolbelt filled with various implements; the belt weighs nearly as much as he does and is constantly slipping down.

**Occupation.** He was a tinker for his tribe creating items such as household tools, mouse traps, locks, clocks, traps, clockwork gadgets, and the like. However, his crowning achievement was the creation of a self-stirring pot. He hates the word *tinker* and is adamant that he be referred to as a *tinkerer*.

**Secret.** He has engineered his self-stirring pot to break down after so much use in order to secure repeat customers that need their pots fixed. He tells customers that it was user error that caused the pots to break. Such a tactic would be noticed in most humanoid communities, but the majority of his customers are goblins. He’s been at this scam for years now, and no one suspects anything.

## Belinda Slavendar

---

*Lizardfolk female, bard*

**Description.** This short lizardfolk has scales the color of the desert sand. She is overly expressive, waving her arms about with every sentence she utters. She wears a dull, sunbeaten headdress made from the

feathers of roadrunners who have served as her familiar in the past.

**Occupation.** She is a College of Swords dervish who serves her people by inspiring the warriors with her heroic tales and fighting by their side. She is the daughter of the chieftain who learned her bardic trade in secret because it was considered beneath her by her father.

**Secret.** She has stolen the EGG!

## Galfred Leaftree

---

*Half-elf male, commoner*

**Description.** He has bright pink hair and always wears a white shirt in an attempt to hide bird poop stains. One of his fingers is missing, having been bitten off by a blood hawk, and one of his ears is missing from when a juvenile ooze slipped loose and clipped him.

**Occupation.** He owns a pet shop where he sells a variety of wonderful furry companions. He used to be a street sweeper before he saved up enough to open his pet shop, and even though he has to clean up after the animals, he considers it a huge step up.

**Secret.** He keeps several creatures in the basement that are illegal to keep or sell in the city. They fetch high prices and help fund the store which usually loses money from its legal sales. Typical creatures are cerebellum rats, blink kitties, displacer cubs, juvenile oozes, and demon salad eggs.

## Nine-Finger Natasha

---

*Human female, veteran*

**Description.** This scarred faced, muscle-packed, red-haired, thin-framed woman has a star that bores holes in brick. She talks constantly about how easy adventurers have it these days.

**Occupation.** She used to be a captain until she was abandoned by her unit who left her for dead, but now she hires out as a bouncer in the local tavern.

**Secret.** She only saw one battle in her tour of duty. It terrified her so much that she played dead on the battlefield and then deserted afterwards.

## Keldar Chaos

---

*Tiefling male, sorcerer*

**Description.** He has sharpened horns, is missing the toes on his left foot, and has glowing yellow eyes. His arms are tattooed with his spells in various colors of ink.

**Occupation.** He is a human trafficker who smuggles clients between the different planes of existence.

**Secret.** His spells don't always work, and he can always tell when he teleports someone to the wrong plane of existence. However, he never lets on that anything went wrong. To date, he has mis-traveled over a hundred clients who are presumed dead or lost forever in the multiverse.

## Lillian Firebreather

---

*Dwarven female, commoner*

**Description.** She has no beard—it was burned off and never regrew—and she keeps her black hair tied up in a tight bun. She is overly fond of dwarven fire ale and consequently her breath reeks.

**Occupation.** She is a banker in a small town but has connections to banks in the nearby cities. She is known as a ruthless loan shark who dumps flaming alcohol down the throats of those who don't pay. She employs six barbarian thugs who help her deal with deadbeats.

**Secret.** She has a clutch of dragon eggs hidden in an abandoned vault under her bank. The eggs are close to hatching, and she looks forward to wielding dragons against deadbeats who won't pay.

## Horus Blackfeather

---

*Birdfolk male, commoner*

**Description.** He wears fine silken clothes and a large floppy hat that covers the bald spot on the top of his head where he pulls feathers for use as quills.

**Occupation.** He is a scribe that works for the local lord, writing important letters and copying prized manuscripts.

**Secret.** He sells copies of the most interesting letters to the local thieves' guild, and the lord is becoming suspicious.

## Crystal Cowstrangler

---

*Half-orc female, thug*

**Description.** She was cursed by a minor bovina deity for her misdeeds, and she now has cow hooves instead of feet.

**Occupation.** She is a raider, stealing from farmers, and often strangles cattle she can't take with her, leaving them dead in the fields.

**Secret.** She's vegetarian and despises the people who buy the cattle from her.

## Fabian Halfear

---

*Elven male, noble*

**Description.** He has long luscious hair that blows tantalizingly in the breeze.

**Occupation.** He once tried to be a bard but failed miserably due to his horrible musical skills. He now gets by as chef in an unknown tavern on the shady side of town.

**Secret.** He is bald, wears a wig, and has thus far murdered seven people who discovered this truth. He disposed of their bodies by baking them into savory pies that he served at the tavern.

## Oatley McStuffard

---

*Turtlefolk female, commoner*

**Description.** She has beautiful amber eyes, a husky voice, and winning disposition. Still single, turtlefolk males are clamoring (and fighting) to win her hand.

**Occupation.** She is a twenty-first-generation lettuce farmer.

**Secret.** Unbeknownst to her parents, Oatley has been producing cabbage on the side. She has a secret garden in a clearing in the forest where she commits this act of betrayal, and is terrified that someday her parents will find out.

## Kibbles Crebbs

---

*Human male, commoner*

**Description.** One of his legs was bitten off by a sea creature, and he now wears a prosthetic limb made from the bone of a narwhale.

**Occupation.** He is a trader dealing in fish, jerky, seafood, and other meat commodities.

He can often be found pushing his cart around town and hawking his wares. A clowder of cats follows him everywhere due to the delicious aroma of fish and seafood that wafts from his cart.

**Secret.** Sometimes, when times are tough, he sells cat and dog meat, passing it off as beef. (He is a meowderer.)

## Maria Horsebitter

---

*Halfling female, bandit*

**Description.** The left side of her face is caved in from a horse kick.

**Occupation.** She is a horse trainer and owns a stable in town and a large ranch out in the country.

**Secret.** She started her horse training business by acquiring her first horses from adventurers who went into a dungeon and never came back. Now she employs several young lads who acquire more horses for her by doing the same: following adventurers to dungeons and nabbing their horse if they don't emerge after a day or so. Sometimes the adventurer come out, though, and naturally begin looking for who took their horses.

## Teddy D'boer

---

*Bugbear male, champion*

**Description.** He has a scared face, cauliflowered ears, and sour disposition. He has several bald patches on his fur where it was yanked out by other wrestlers.

**Occupation.** He is a professional wrestler and reigning heavy-weight champion in a local fighting arena.

**Secret.** He fights only to earn money to give it to the local orphanage.

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