

1d12 People You Meet in a Tavern

(1) Physician

Garamond Huse is the local physician. **Zealot for science** (disgusted by magic, superstitions). **Brilliant asshole** (loathed by peers, yet unparalleled in his craft).

- **Motivation.** Garamond is a narcissist. He has to be the best and he has to be right.
- **Secret.** Garamond is addicted to pain medicines after a horrible accident.

(2) Navigator

Nander "Neverlost" is a well-respected navigator. **Never lost** (brilliant with directions, never gets lost in a *physical* sense). **Wondrous daydreamer** (always lost in his imagination).

- **Motivation.** To bring glory to his guild and his name as a navigator.
- **Secret.** Longs to sail the seas as a pirate, living a life of adventure.

(3) Priest

Cleden Worsey is a traveling priest. **Corrupt bureaucrat** (weasels into power, accepts bribes). **Tenacious liar** (lies for good, lies for evil, lies for himself).

- **Motivation.** He's motivated by money and power.
- **Secret.** He's wanted in a nearby kingdom for treasonous acts.

(4) Chef

Galeron Ramey is a traveling chef. **Colorful personality** (animated facial expressions, commanding presence). **Masterful critic** (food is outstanding, harshly judges others' cooking).

- **Motivation.** Galeron is motivated by notoriety and originality.
- **Secret.** She recently lost her ability to taste and therefore can't create anything new.

(5) Veteran

Virena is a battlefield veteran. **Fists of steel** (happy to brawl, vicious in a fight). **Jaded outlook** (wars are worthless, governments more-so).

- **Motivation.** Coin and intelligent conversation.
- **Secret.** She abandoned her younger sister to go fight in the war and regrets it.

(6) Courier

Elric Matthias is a courier passing through town. **Incredibly goofy** (strikes random poses, clumsy). **Sweetheart** (kind-hearted, willing to help for good).

- **Motivation.** Elric wants to be included and values connection with others.
- **Secret.** Elric hides his low self-esteem by leaning into silliness and jokes.

(7) Fortune Teller

Bersheev is a traveling fortune teller. **Quiet contemplation** (uses few words, always whispers). **Changing appearance** (ugly one moment, strikingly beautiful the next).

- **Motivation.** Unknown.
- **Secret.** It is connected in some way to the divines or the universe itself.

(8) Treasure Hunter

Dagan "Darkwater" Delune is a local folk hero. **Dangerous reputation** (no hesitation to kill, little patience). **Illustrious career** (vast fortune, claimed many treasures).

- **Motivation.** She likes the thrill and challenge of dangerous treasure hunts.
- **Secret.** She longs for a simpler life and someone to share it with.

(9) Ship Captain

Halan Sorol is a captain docked at a nearby port. **Cocky show-off** (loves attention, over-confident). **Fast and furious** (fast ship, furious crew).

- **Motivation.** Money first. Fame second.
- **Secret.** He's a smuggler for illegal goods and services.

(10) Storyteller

Old Mott is a storyteller at the local inn. **Dramatic aplomb** (master storyteller, brilliant showmanship). **Slow and gentle** (slow outside his stories, gentle and friendly).

- **Motivation.** To entertain and tell great stories.
- **Secret.** He's abandoned many wives in many cities.

(11) Merchant

Isathil Thunderstone is the owner of *Isathil's Good Trades*. **Proud and loud** (lives for his trade, booming voice). **Well-connected** (contacts in every city, on every road).

- **Motivation.** To acquire and sell the best goods around.
- **Secret.** He hates thieves and liars and would see them harshly punished.

(12) Hostess

Lacadia is the hostess at the local inn. **Apron and ladle** (always has a red apron, carries a ladle). **Slow but strong** (moves slowly due to age, wins arm wrestling contests).

- **Motivation.** Building a welcoming community.
- **Secret.** *Lacadia* had a falling out with her family due to a hag's curse.

