

**JABARRO DINEAT****01**

Human Commoner 1, Neutral Evil

Str 10 Dex 9 Con11 Int 12 Wis10 Cha13 AC: 9/10 hp: 3

**Personality**

When his guard is down, acts like he knows something no one else knows, and it makes him superior. He fawns and flatters those more powerful, and he is cruel to those under him. Never hesitates to take advantage of others.

**Strengths**

- Apparently harmless. Not at all memorable.

**Quirks**

- Touches others inappropriately in casual conversation.

**Possessions of Note**

- Shackles in a false-bottomed chest.
- Box of drugs in a hollow book of scripture.
- Dozens of leather tie-cords.

**Background**

Long years ago he was a failing carpet merchant. Then he discovered he had a knack for getting people to drop their guard. Through trickery and incapacitating poisons, Jabarro kidnapped and sold dozens of fellow merchants, and even a few minor nobles, into slavery. Soon he was able to afford several lackeys to help him form his own slavery and smuggling ring. He believes others' trusting nature makes them fools, but valuable ones, upon which he has built his wealth. He now has status to match his fortune, providing him the protection of both well-paid guards and the law.

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**CHECKLIST****00**

- |                           |                             |
|---------------------------|-----------------------------|
| 01. Jabarro Dineat        | 28. Krobak Capskinner       |
| 02. Tebbins Sleeve        | 29. Kericka Moonforge       |
| 03. Borin Vos             | 30. Ivus Snafflebagger      |
| 04. Khorzad Bremmetch     | 31. Cypher Grellis          |
| 05. Widow "Fanny" Francis | 32. Smek Pelter             |
| 06. Quinnathas Slevarion  | 33. Jaygania Priven         |
| 07. Philamina Waxerlight  | 34. Shiftygrip              |
| 08. Uthur Yallbin         | 35. Vash Studderbrent       |
| 09. Cribbly Bumper        | 36. Ballax Trimcutter       |
| 10. Telyria Crescent      | 37. Baris Tyvoth            |
| 11. Jasper Simmons        | 38. Freeda Bash             |
| 12. Taressa Slatevenner   | 39. Broker                  |
| 13. Styxie                | 40. Hulara Prebbik          |
| 14. Danya Swiftly         | 41. Dell "Sifter" Corkrell  |
| 15. Harriet "Swifthand"   | 42. Syvaltia Etrecthia      |
| 16. Fydor Zardonis        | 43. Urnaya Lashwhip         |
| 17. Grubell Finert        | 44. Prevell Tightener       |
| 18. Kayat the Silken      | 45. Yilich Fanderbänder     |
| 19. Terner Prexel         | 46. Sintram Crawler         |
| 20. Alvariaus Slevarion   | 47. Soterion Elm            |
| 21. Tinker the Turk       | 48. Li the Falcon Priestess |
| 22. Chono Vurrbilt        | 49. Grafton Nihlis          |
| 23. Janessa Broadlilly    | 50. Sir Rafael Efrecht      |
| 24. Kavala                | 51. Zebreth "Zap" Hyan      |
| 25. Mangrove              | 52. Donbar Waller           |
| 26. Dorran Sucrag         | 53. Sylas Vitharian         |
| 27. Vendazz the Abrupt    | 54. Sylaria Urialana        |

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**BORIN VOS****03**

Human Commoner 1, Neutral Evil

Str 11 Dex 9 Con10 Int 12 Wis 8 Cha12 AC: 9/10 hp: 3

**Personality**

He is a compulsive liar. Even when it doesn't matter, he makes up stories and changes facts around. He can fool people for an encounter or two sometimes, but eventually everyone realizes he is not to be trusted. He is also flexible with property ownership, frequently stealing things that catch his eye. He is not a skilled thief, he just likes picking up pretty things.

**Strengths**

- Decent liar with an easy smile.
- Proficient carpenter.

**Quirks**

- Really interested in other peoples' trophies.

**Distinguishing Features**

- Pointed nose and chin.

**Background**

Nobody really knows where he's from, but he'll tell anyone who asks. The story changes each time, but there are a few themes; his village was wiped out by raiders, he's a fairy changeling returned a century after his family died, he was the cobbler at the royal court, etc.

*"I can explain. I was on the way here, and who did I happen to meet but the mayor. He had a special request to make of me, and of course I obliged..."*

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**TEBBINS SLEEVE****02**

Human Commoner 1, Lawful Neutral

Str 13 Dex10 Con12 Int 10 Wis14 Cha12 AC: 9/10 hp: 4

**Personality**

Conservative, Tebbins believes in tradition and habit. Anyone younger than him is a "kid" and anyone he's known less than 30 years is a stranger. Tebbins is kind to everyone, but only trusts people from his village.

**Strengths**

- Steady character.
- Community supporter.

**Quirks**

- Tends to repeat himself at least once, more if nervous.

**Distinguishing Features**

- Always has soot stains on his face, hands, or clothes.
- Tan lines from wearing eye protection on his forehead.

**Possessions of Note**

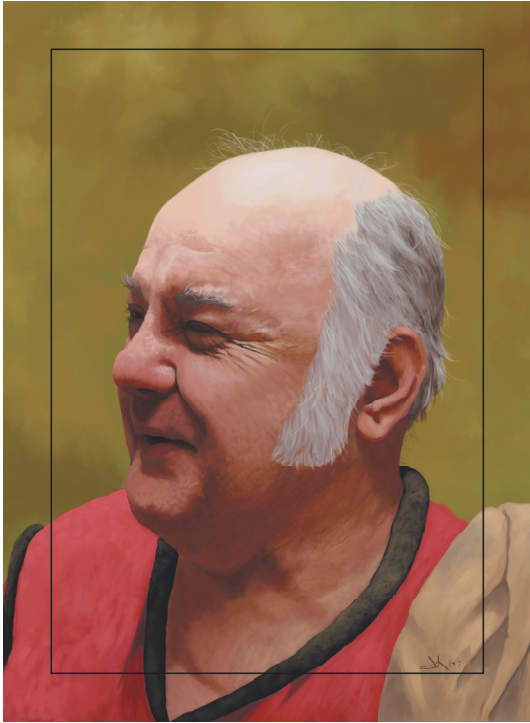
- Iron-clad book, the writings of the Priest of Fyzaan.

**Background**

The Sleeve family once produced priests, until the temple was razed and all the priests killed hundreds of years ago. The Sleeve survivors built a forge on the old temple site from whatever they could salvage from the ruin. Many generations later the Sleeve family are respected as smiths. Tebbins, now the patriarch of the family, is the sole keeper of his family's original history. He keeps a massive iron book penned by an ancestor as memory of those times, but he is unlikely to share it with strangers.

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## WIDOW "FANNY" FRANCIS 05

Human Commoner 1, Neutral Evil

Str 10 Dex 9 Con14 Int 12 Wis10 Cha12 AC: 9/10 hp: 4

### Personality

She has a sly earthy humor and inflated self-confidence. Fanny believes she is an authority on anything she has an opinion about.

### Strengths

- Has unique skill at seducing gossip out of her targets.

### Quirks

- She uses her willow switch to swat flies, point at things, sting the backside of the unwary, etc. The switch is restless in her hands.

### Distinguishing Features

- Her lazy eye makes it difficult to see her focus.

### Possessions of Note

- Long willow switch, cut from willow trees near her home.

### Background

The Francis Estate used to be the biggest farm around. Time and taxes have shrunk the property to a few acres. The Widow Francis, or Fanny as her friends call her, has had three worthless husbands die on her. Now, unable to manage the back-breaking work of keeping the farm in top production, she hires farmhands. She is always busy with feeding and clothing her workers, but she has a thriving social life. Gossip is the currency, and she is wealthy. If you want to know anything that's going on in town that's remotely interesting, see the Widow Francis.

Art: Andres Canals

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## KHORZAD BREMMETCH 04

Human Cleric 1, Neutral Good

Str 11 Dex 9 Con10 Int 14 Wis16 Cha14 AC: 8/11 hp: 7

### Personality

His interactions with his congregation taught him to prefer misdirection to confrontation in nearly every circumstance. He plays up his age to get special treatment or to be underestimated.

### Strengths

- New to adventuring, but he understands people and what motivates them.
- Quiet, unthreatening self-confidence.

### Quirks

- Likes to tell stories about people from the small church where he served 40 years.
- Always has to have his hands busy; toys with his holy symbol if idle.

### Possessions of Note

- Prayer shawl knitted by his congregation.

### Background

He lost his congregation to a monster attack in which he was the sole survivor. Their deaths still torment him and he talks about them like they are still alive. He will only grudgingly admit the truth if pressed. He blames himself for the loss, and his guilt lead him to take up the risky profession of adventuring. It is his intent to pay his penance with his life or to gain the skills necessary to never fail as a protector of his people again.

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## PHILAMINA WAXERLIGHT 07

Human Thief 1, Chaotic Neutral

Str 9 Dex14 Con10 Int 11 Wis10 Cha13 AC: 9/12 hp: 4

### Personality

When she is conning someone, she is intensely charming. She laughs at all jokes, and finds the target fascinating. Her natural state is dismissive, chilly, and sarcastic. The transition can be jarring.

### Strengths

- Winning smile.
- Training as a jeweler.
- Skilled liar.

### Quirks

- She winks a lot, for emphasis.

### Possessions of Note

- Ring of custom skeleton keys.
- Jeweler's kit.

### Background

At a young age, she was indentured to a jeweler to learn a trade. Her master was lecherous, and she was shocked that he could take something that was not his. When she discovered he could, she realized she could too. Running out on her contract, she went into business for herself as a thief. She started by helping a fence appraise goods, then moved out on her own when it was more lucrative.

*"Better than he deserves."*

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## QUINNATHAS SLEVARION 06

Elf Ranger 1, Neutral Good

Str 12 Dex16 Con13 Int 11 Wis16 Cha10 AC: 5/14 hp: 8

### Personality

He assumes everyone sees him as prey, so he is evasive, defensive, and hostile. He is desperate to hide his fear of being outside elven lands.

### Quirks

- While waiting or talking, he is often sharpening arrowheads he keeps in a pocket.

### Possessions of Note

- *Heartroot locket.* It always indicates the direction of the matching locket.
- He keeps a sketchbook that he fills with pictures of his lost lady love, so he can ask if others have seen her.

### Background

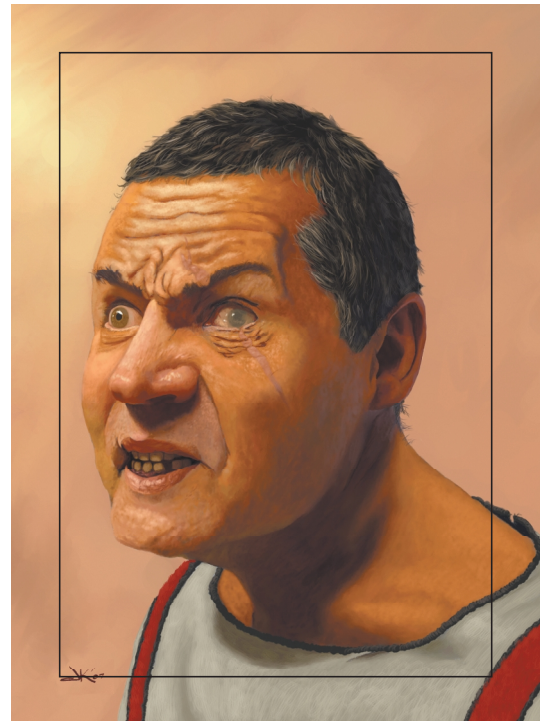
He grew up with the rangers that patrol the border of his home community. Fifteen years ago he fell in love with a young woman, eventually exchanging *heartroot lockets* with her. Ten years ago, she ran from elven lands, and no one knows why. As soon as he got permission to go, Quinn set out after her. He wants nothing more than to find her and return to the safety of elven territory.

*"Have you seen this woman?"*

Art: Andres Canals

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## CRIBBLY BUMPER 09

Halfling Rogue 2, Chaotic Neutral

Str 8 Dex16 Con10 Int 11 Wis12 Cha14 AC: 7/12 hp: 8

### Personality

His morality is centered on what he can get away with. If he can do it without getting caught, then it's not really wrong.

### Strengths

- Subtle and good at staying out of sight.

### Quirks

- He is restless in any place with an unsecured door.
- He likes making coins dance across the back of his knuckles as an absent-minded reflex.

### Distinguishing Features

- Bright green eyes.

### Possessions of Note

- Thin-laced leather lariat.

### Background

He is used to being the center of attention, so it has been eye-opening leaving his village and being ignored completely. Dismissed as a child or an oddity, he can move around without big people paying attention. As the only child of a prominent family, he grew accustomed to constant scrutiny and threats about his behavior ruining the family name. Out in the world, he now has the freedom to misbehave.

*"You all go to sleep. I'll stand watch."*

Art: Andres Canals

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## UTHUR YALLBIN 08

Dwarf Fighter 1, Neutral Good

Str 13 Dex10 Con14 Int 10 Wis16 Cha10 AC: 9/10 hp: 9

### Personality

Soft-spoken and painfully alert. He feels people don't choose important things like where and how they live and die, but they do get to choose the smaller things. He cultivates his whiskers as a hobby and a sign of personal preference.

### Strengths

- Gifted tunnel fighter.
- He thinks in three dimensions, so he may sit on a dresser instead of a chair, or get in the rafters.

### Quirks

- He knows all exits before he gets comfortable.

### Distinguishing Features

- His whiskers betray his mood. They bristle when angry, he smoothes them with pride, they frizz when on alert.

### Background

His family trade is shoring up the tunnels through the guts of the clan home. In peaceful times, they manage the flow of water and waste, and they keep the vermin population down. In darker times, they wage a brutal war far from light, at close quarters with impossible horrors. Uthur cannot imagine choosing not to accept the duty and the danger. That's just how it is.

*"Hup. Air's no good that way. Circle round."*

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## JASPER SIMMONS 11

Human Fighter 2, Chaotic Neutral

Str 14 Dex12 Con11 Int 9 Wis 8 Cha10 AC: 6/13 hp: 15

### Personality

Excessive talk, or speculation of any kind, make him angry. He is easily threatened by ideas. Do the job. Get paid. Support the family. The rest is just noise and air that gets people killed. You need somebody punched, Simmons is the man. You need somebody stabbed, call Simmons. You want someone to stand guard through the night, call Simmons. Then pay him, and he'll go home.

### Strengths

- Obedient yet callous.
- Strong stomach.

### Quirks

- Clears his throat a lot.
- Will only take jobs in his hometown.

### Distinguishing Features

- Wall-eyed and intense.

### Background

He married a girl from a relatively rich family. They made fun of him. It is his life goal to give his wife everything she wants. His wife is sickly, and needs expensive medicine. He gets it however he can. He has seven surviving children, the oldest of which are now teenagers who run the household.

*"Shut yer noise."*

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## TELYRIA CRESCENT 10

Elf Bard 2, Neutral Good

Str 9 Dex14 Con10 Int 12 Wis13 Cha18 AC: 7/12 hp: 9

### Personality

Gracious, flirty, curious, willing to get excited about anything that excites her friends.

### Strengths

- Great beauty and sparkling wit.
- Uncanny pitch perfect musical ability.

### Quirks

- Loves to flirt and display affection in public, does not want to be touched in private.
- Tends to absent-mindedly hum, the inflection of music reveals her mood.

### Possessions of Note

- A different ring for each finger, each with a musical backstory.

### Background

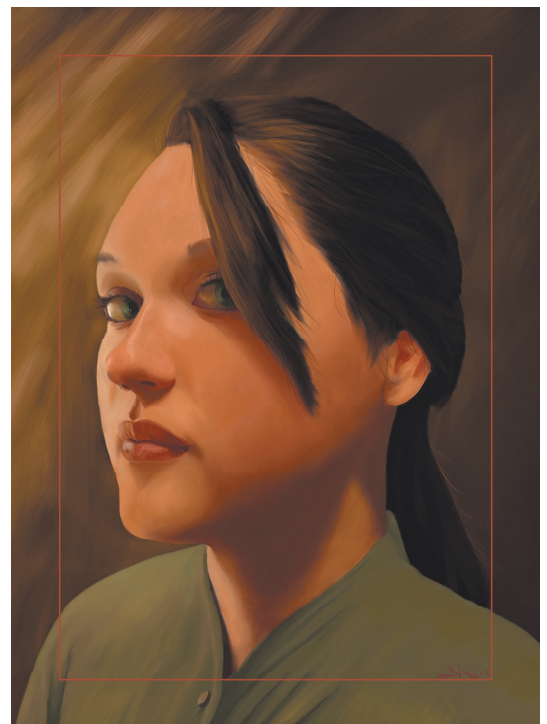
Her father is a wealthy aristocrat. She has a music room in his mansion, and she hopes to fill it with instruments from her travels. Her father sent her out into the world to learn new music and explore artistic traditions, but she fell into some bad company and gets a naughty thrill from danger and horror. She fears her father will not like the edge it gives her art, but she can't help it.

*"You were right, that was hilarious fun!"*

Art: Michael Koal / The Elven Glade

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## STYXIE

13

Gnome Barbarian 2, Chaotic Evil

Str 9 Dex14 Con10 Int 12 Wis16 Cha14 AC: 5/14 hp: 10

### Personality

She seems friendly enough. If asked, she talks about how death is something everyone owns in common, and she worships an aspect of it that allows us to live without fear. She gets a real kick out of convincing people she's nice and tame. Under all that, she's a rotten sociopath.

### Strengths

- Her waxy pale skin doesn't brown up or burn in sunlight.

### Quirks

- She festoons herself with skulls, and asks them rhetorical questions in barely-audible tones.

### Background

A rare gnome death cult escaped religious persecution centuries ago, claiming an unpleasant little island no one else wanted. A trade ship wrecked there recently, and after destroying the crew, the gnomes decided to send an emissary into the world to see if it was ready for them to return with the insights they preserved. They chose Styxie. Her task is to make friends, observe the state of the world, and survive long enough to report back.

*"Oh honey, of course you don't want to think about dying. Life is beautiful. But you know what, death is a mirror. So death is beautiful too."*

Art: Tamas Baranya

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## TARESSA SLATEVENNER

12

Halfling Aristocrat 2, Lawful Neutral

Str 8 Dex14 Con 9 Int 12 Wis11 Cha16 AC: 6/13 hp: 8

### Personality

She seems charming but fake, aloof, going through the motions of small talk and diplomacy. She shows passion when the good of her people is at risk.

### Strengths

- Measured temper & glacial patience.
- Political support of a kingdom.

### Quirks

- She hides her humor in understatement, and winks at those who hesitate and try to figure out if she was joking or not. She respects people more if they get the joke.

### Possessions of Note

- Signet Ring of Protection.

### Background

As princess of her kingdom, she has many diplomatic duties. She has been trained from an early age to project refinement and polish. These are hard times, and she has been trained for combat—more importantly, she's made decisions about who will live and die to keep her country safe. A sister kingdom was crushed and enslaved, so she knows success is not guaranteed. She regrets deceit but embraces it as the only way to protect her beloved homeland. Travelling from court to court, she uses her diplomatic ability (and her espionage network) to make sure the safety of her people endures.

Art: Sade / Portrait Pack 3

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## HARRIET "SWIFTHAND"

15

Human Fighter 2, Neutral Good

Str 13 Dex13 Con12 Int 11 Wis10 Cha10 AC: 5/14 hp: 12

### Personality

Looks for the best in people and instinctively confronts things she fears. She has no patience for cowards or pessimists.

### Strengths

- Grew up disciplined.
- Confident enough to be friendly with rivals.

### Quirks

- Wears father's captain sash inside out (isn't a captain).
- Flirts to put others off guard & to defuse confrontations.

### Possessions of Note

- Captain's sash.

### Background

Her extended family were almost all in the military. Most of them are dead now. Her father was accused of desertion. Harriet needs to believe that can't be true. Her mother was desperate for her to stay near home, so at a young age she took a job in the local tavern instead of joining the military. Last year her mother died. Harriet joined a mercenary company. She didn't like the seedy culture, so she quit. Now she is a favorite barmaid & bouncer at the tavern while she plans her next move.

*"Watch it buddy, if you grab me I'll grab you. (wink) Now what's your order?"*

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## DANYA SWIFTLY

14

Human Cleric 2, Neutral Good

Str 10 Dex12 Con10 Int 11 Wis10 Cha14 AC: 5/14 hp: 10

### Personality

Everything she does is informed by her compassion. She feels anger when she sees pain, and she wants to end it as quickly as she can. She knows how hard the world can be, and she wants to make it a kinder place.

### Strengths

- Quickly gains trust.

### Quirks

- Sometimes interrupts conversation to offer a prayer, palm upraised and eyes shut, offering up the current topic of conversation to her god.

### Possessions of Note

- Chalice of Nadia.

### Background

She was assigned to the Shrine of Nadia, and she is the guardian of the Chalice. Once a day, if a person offers a prayer and drinks from the saint's cup, the pain of wounds will be eased. Swiftly has been forced to do battle to protect the Chalice a number of times, but it is her charge and she will die to defend it if need be. It is important to her that the Chalice be available to those in need, not a trophy for the rich and powerful.

*"Let me ease your pain."*

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**GRUBELL FINERT****17**

Gnome Thief 3, Chaotic Good

Str 8 Dex14 Con12 Int 12 Wis10 Cha11 AC: 8/13 hp: 20

**Personality**

He is a big believer in second chances, bucking the odds, and the little guy winning. Confident bossy people rankle him, and he has a powerful anti-authority streak.

**Strengths**

- Creative thinker when it comes to planning heists. A gift for being underestimated.

**Quirks**

- Thinks he is clever at rhymes, but is definitely not.

**Distinguishing Features**

- Green hair.
- Fine moustache curls.

**Possessions of Note**

- *Alibi Stool* (3 legged stool that projects a moderately interactive illusion of its owner for up to 6 hours.)

**Background**

All his life he wanted to be an illusionist. His family got the money together to get him training, and he flunked out because he had no talent for it. He is the only one who refuses to accept this; he insists he is only between careers, and when he has more wealth he'll study magic again. His sympathetic uncle, a powerful illusionist, gave him the stool as a gift and perhaps an oblique message.

*"Life's long enough. You'll get your chance."*

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**FYDOR ZARDONIS****16**

Human Expert 2, Neutral Good

Str 11 Dex12 Con10 Int 14 Wis12 Cha10 AC: 9/10 hp: 6

**Personality**

He has more compassion than business sense. He honestly believes that all things long to be whole, leading him to want to help the world be whole. He can't bear to withhold his services for lack of money or for spite.

**Strengths**

- Soothing manner.
- Medical training.

**Quirks**

- Thick accent.

**Distinguishing Features**

- Enormous moustache.
- Wire-rimmed seeing lenses.

**Possessions of Note**

- Field surgery kit & herb packets.
- Folding sign.

**Background**

He grew up the son of an herbal master. When he was old enough, he joined the military, and they taught him surgery in addition to his herbal lore. After he saw war, he was changed and could not bear to go home again. Now he travels selling/donating his skills, looking to recapture the peace of mind he had before he went to war.

*"Let's have a look at that."*

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**TERNER PREXEL****19**

Human Cleric 3, Lawful Neutral

Str 11 Dex10 Con14 Int 9 Wis14 Cha13 AC: 5/14 hp: 15

**Personality**

He thinks everything he encounters is a test from his god. Is he smart enough? Wise enough? Does he know when to deliberate & when to act? Is his mace quick enough to smash evil? Anxious to please his silent god, not people.

**Strengths**

- Single-minded conviction.

**Quirks**

- Names his weapons, mounts, pets, and acolytes.
- Calms down when scriptures of his faith are read aloud.

**Distinguishing Features**

- Suspicious stare.

**Possessions of Note**

- Small hammer *Truthy* & heavy mace *Preacher*.
- Shield inscribed with prayers.

**Background**

The others at the temple knew he would go far. Even as a youngster he was determined to ferret out truth and punish liars, using a small hammer he named "Truthy" to extract confessions. After one such confessional, his superiors claimed their god had given him a quest. Whether this was a divinely inspired test, a punishment, or a simply a way to get rid of him is unclear.

*"You lack religion. Let me introduce you to 'Preacher.'"*

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**KAYAT THE SILKEN****18**

Elf Sorcerer 3, Neutral Evil

Str 14 Dex17 Con12 Int 14 Wis15 Cha16 AC: 7/12 hp: 12

**Personality**

Non-confrontational, she is likely to laugh and withdraw if challenged or insulted. She is keen on vengeance, and considers those who do not seek it to be weak. Pride is important to her, and she cannot tolerate mockery.

**Strengths**

- She can speak the language of spiders and spider-kin, and they are more likely to react favorably to her.

**Quirks**

- When she is stalling or thinking, she tends to look down at her hands and pick at their pads, or pull silken hairs out of her clothes.

**Possessions of Note**

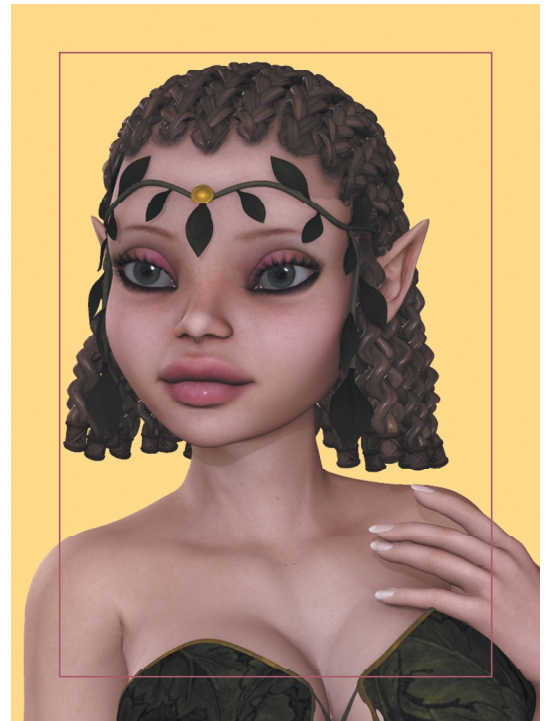
- Spider pendant.
- She always has silk string, ragged patches of silk the size of handkerchiefs, and small balls of silk thread.

**Background**

She was raised in a spider cult that sacrificed her on her 9th birthday. She was the only one the spiders cut out of the cocoon instead of draining. Chosen by a minor arachnid god of magic, she manifested a talent for sorcery. Her apprenticeship to the spell-weaving spiders was spent in spider shape, magically shape-changed. Her reward was the ability to shape-change into a spider at will.

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## TINKER THE TORK

21

Gnome Thief 3, Chaotic Neutral

Str 9 Dex16 Con10 Int 10 Wis12 Cha 9 AC: 7/12 hp: 11

### Personality

He's plucky. Spunky. Insists on his name being used without a snicker. He's a fun-loving little guy who has difficult-to-see lines between good natured teasing and something that will get you punched in the crotch. Sort of a maniac. No one expects him to be alive in five years. He doesn't think about it.

### Strengths

- Finishes a job once he's paid, even if it goes wrong.

### Quirks

- Believes blue is lucky, swears loudly at anyone who disagrees or discards blue equipment.

### Distinguishing Features

- Blue spiked hair, all-blue clothing.

### Possessions of Note

- Jade scale pendant: allows breathing underwater.

### Background

His early training was in a monastery, but he lacked the temperament. He took his skills and applied them to thieving, and never looked back. He doesn't remember most of his adventures, or care. He is a very "live in the moment" kind of guy. Gets hit on the head a lot.

*"Hey, yer a big joker, aren'tcha. C'mere, got a secret ta whisper in yer ear."*

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## ALVARIUS SLEVARION

20

Elf Ranger 3, Lawful Neutral

Str 14 Dex16 Con12 Int 12 Wis12 Cha10 AC: 4/15 hp: 16

### Personality

Reserved. Weary and depressed at the need to bother speaking to non-elves.

### Strengths

- Gifted tracker.

### Quirks

- Hates going inside. Prefers to chat and relax in snow, rain, heat, and swarms of gnats rather than go inside a building. Makes deals with friends; he will go in with them now if they will come out with him later.

### Background

He was in the rangers company for years, defending the borders of the elven community. Then last year he started investigating some things that didn't add up about intruders into the woods. He was on the edge of discovering some kind of treason or corruption, and that's when he was expelled from the community and the rangers. Struggling against anger and grief from having his reputation shredded, he now searches for his love-sick brother Quin, who left a year before. He watches the shadows carefully, hoping those who exiled him do not plan to silence him for good.

*"It's not about what's right and what's wrong, it's about what's fair."*

Art: Andres Canals

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## JANESSA BROADLILLY

23

Halfling Ranger 4, Neutral

Str 10 Dex16 Con14 Int 10 Wis13 Cha12 AC: 6/13 hp: 15

### Personality

Unless you are from her home community, she will be guarded and curt. She assumes she'll eventually have to kill anyone who tries to make friends with her, because she's had bad experiences falling for spies who were gathering intelligence on the community's defenses.

### Strengths

- Powerful swimmer.
- Superb stealth.

### Quirks

- She does not feel safe enough to have a serious conversation unless she's at least half submerged.

### Possessions of Note

- Enchanted breathing tube, works within 30' of the surface but is only 12" long.

### Background

She makes her home in the marsh, flanking Halfling territory. When she hunts, she does so from the water, where she moves soundlessly. Her primary targets are human and orc raiders. She tends to cut them so they bleed and founder, then let the big swamp predators do the rest. She often takes apprentices with her, as she is teaching a number of youth to be swamp defenders.

*"You're born out of water, and today you'll die in it."*

Art: Sade / Portrait Pack 3

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## CHONO VURBILT

22

Halfling Thief 3, Lawful Evil

Str 8 Dex12 Con15 Int 10 Wis12 Cha12 AC: 6/13 hp: 15

### Personality

He is all business, even among friends. He sees himself as an expert adventurer and networker for delving types. No joke at his expense is funny. Everyone knows you want to keep Vurbilt happy.

### Strengths

- He has a well-established network of rough-and-tumble types that are between jobs. His reputation makes it clear that those who accept jobs through him are either loyal or in grave danger.

### Distinguishing Features

- He is missing half his fingers.

### Background

He will always live and work near an adventuring site. He grew up near one, and saw his family robbed of their hard-won loot by criminals and gangsters on both sides of the law. Now he professionally brokers deals between henchmen and adventuring parties. Business brought him enough loot to put out personal bounties on those who crossed him. As decades passed, his methods grew more refined. Now he has access to those who will pretend to serve loyally then double-cross his targets. He can get his targets arrested and executed for treason. Those who respectfully abide by their contracts with him are safe. Those who cross him will surely suffer.

Art: Andres Canals

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## MANGROVE 25

Half-Orc Druid 4, Lawful Neutral

Str 9 Dex12 Con11 Int 10 Wis14 Cha13 AC: 7/12 hp: 18

### Personality

He appears meek, but has a strong sense of self. He is gentle, and does not lose his temper.

### Strengths

- Animal companion crocodile named "Smiles."

### Quirks

- Punctuates his thoughts by spitting through his teeth. It's a reflex.

### Distinguishing Features

- Sneering smile, prominent teeth and pointed ears.
- Swampy smell.

### Possessions of Note

- Enchanted silver sickle.

### Background

His village tried to crush all the spirit out of him, treating him like an idiot. He eventually ran away, finding refuge in the swamp. A druid found him there, and taught him to share strength with the natural world. He found peace in himself, and is now immune to the petty barbs of human insults. Because of this, many people think he is condescending. Every few years he takes a battered waif as an apprentice.

*"There is no shame in being what you are. Every creature has a place."*

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## KAVALA 24

Human Monk 4, Lawful Evil

Str 11 Dex17 Con15 Int 10 Wis12 Cha14 AC: 7/12 hp: 13

### Personality

She is bewildered by her freedom, but conceals her confusion under established patterns of behavior. She longs for a strong personality to give her a sense of purpose, she does not trust her own motives and instincts unless she's doing counter-intelligence work.

### Strengths

- Skilled at flirtation, seduction, and unarmed disabling attack. Excellent dancer.

### Quirks

- She teases men and women alike, and flirts by offering to feed her target tidbits of food—easier to poison them later if need be.

### Distinguishing Features

- Complex tattoo across her lower back is a coded history for royalty that has owned her.

### Possessions of Note

- Many concealed weapons and poisons.

### Background

She was raised in the "Glass Cage" order. Royalty employ a select network of cooks, servants, and entertainers as spies and warriors to keep the rulers safe and uncover plots. After a coup, the sloppy new ruler didn't know who was part of the cage, and sold her off as a dancing girl. She is looking for a new purpose.

Art: Sade / Portrait Pack 3

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## VENDAZZ THE ABRUPT 27

Human Sorcerer 4, Chaotic Neutral

Str 12 Dex14 Con16 Int 11 Wis 9 Cha16 AC: 7/11 hp: 17

### Personality

Vendazz bluffs recklessly, minimizes and shrugs off failure, and emphasizes his successes.

### Strengths

- Boundless confidence.
- Intimidating presence.

### Quirks

- He takes credit for every victory, so he usually ends up working alone.

### Possessions of Note

- Ring of Magical Protection.
- Dragonskin robes and cloak.

### Background

At the orphanage, Ven was bullied and mocked. He was small and average. When his power manifested, his personality changed overnight. He is living the fantasy of being larger than life, too big to be bullied or dismissed. Even now he ignores anything that contradicts his image of himself as reborn and mighty. Were he ever to feel mortal again, it might destroy him.

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## DORRAN SUCRAG 26

Dwarf Cleric 4, Lawful Good

Str 13 Dex 9 Con12 Int 9 Wis16 Cha14 AC: 7/12 hp: 24

### Personality

Can't tolerate ambiguity: information coming in is sorted into black or white. He hates re-evaluating context or evidence. He justifies his attitude by suggesting whatever his first idea was, that's what his god inspired him to think. Continued challenges infuriate him. He inspires confidence and projects certainty.

### Strengths

- He has memorized the prayers and strictures of his faith and can recall them to mind immediately.
- He has many allies in his home city.

### Quirks

- He likes to teach brief prayers or snips of scriptures to his companions. Then he quizzes them on what they learned. If they remember, he counts them friends. If not, they disappoint him.

### Background

He comes from a family famous for serving their god. He is accustomed to being the expert on scripture and religion, and to others deferring to his expertise and decision making. He made some powerful enemies in his church, and he sees himself as the one who speaks truth to power and is punished for exposing their foolishness and corruption.

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**KERICKA MOONFORGE****29**

Dwarf Ranger 5, Chaotic Neutral

Str 12 Dex14 Con10 Int 11 Wis16 Cha10 AC: 6/13 hp: 26

**Personality**

She likes to tease people, encouraging them to think she is confused and lonely and needs a friend or more.

Anyone who falls for the ruse is led on then driven away, as many times as they'll stand for it.

**Strengths**

- Excellent underground survivalist and guide, capable of mounting solo guerilla raids on larger forces.

**Quirks**

- She will find a reason to contradict or correct anything a non-ally says. If annoyed, she does it to everyone.

**Possessions of Note**

- A pair of curved shortwords: *Wax & Wane*.

**Background**

As a child, she was deeply hurt by the disgrace of her clan. This translated into a feeling of anger towards the fractured nature of the world, where nothing is self-sufficient or unchanged. A stint in mandatory training for city guard revealed the world of violence to her, and she clung to it—the reason everything is broken and in motion is because everything is insane and incomplete. That insight drives her ruthless personality. She is eager to apply violence to what is broken and unbalanced to change its state however briefly. She has absolutely no hope in eventual healing or peace for anyone or anything.

Art: Andres Canals

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**KROBAL CAPSKINNER****28**

Dwarf Cleric 5, Chaotic Neutral

Str 16 Dex10 Con14 Int 10 Wis14 Cha 9 AC: 1/18 hp: 33

**Personality**

He only tolerates conversation to a point before it needs to lead to violence. Whether that's starting a tavern brawl, mounting an expedition, challenging someone to a duel, or scouring a heretic... anyone who spends time with him knows it is coming.

**Quirks**

- Dislikes healing magic, preferring aggressive magic.

**Distinguishing Features**

- His eyes don't seem sane.
- Religious rune branded on his forehead.

**Background**

He tells people his clanhome was wiped out and he's been on a holy quest of vengeance ever since. Actually he's from a riverside village in a boring stretch of dwarven territory, and it is fine. He has discovered that people will not challenge his extreme views if he matches them with an extreme backstory. He's bored with ritual and thirsty for battle, so he says whatever he has to so he can go out and fight. He is convinced that the gods put life in the world to watch it be killed, so in a twisted way he believes he is serving his god even if no one else understands.

*"Right! Time for you to pay for that last remark."*

Art: Andres Canals

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**CYPHER GRELLIS****31**

Human Druid 6, Chaotic Neutral

Str 14 Dex 9 Con12 Int 10 Wis16 Cha16 AC: 5/14 hp: 24

**Personality**

The chilly peace of despair. He saw truth and its bleakness drove emotion and ambition from him.

**Strengths**

- Burning conviction.
- Deep connection to the natural world.
- Brutal raider warband.

**Quirks**

- Seems permanently distracted, his mind elsewhere.

**Distinguishing Features**

- "Breaker" druidic symbol branded into forehead.

**Possessions of Note**

- A grove of sentient trees he calls "Worldbreakers."

**Background**

He once served a king, looking after the city's green spaces. When the city was sacked, he was taken prisoner by the conquering slavers along with the rest. He saw his friends and rulers humiliated and destroyed, and the life's work of his order annihilated. He escaped, and went to the deep wilderness. There he encountered the truth: where there are humans, the world is broken and out of balance. As a human, he was a breaker of the balance as well. Instead of atoning for that, he embraced it. He gathered a warband of his own, and now destroys order and balance anywhere he finds it.

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**IVUS SNAFFLEBAGGER****30**

Halfling Thief 5, Chaotic Good

Str 9 Dex16 Con12 Int 11 Wis 9 Cha14 AC: 5/14 hp: 18

**Personality**

Overflowing with excitement to be adventuring and seeing the best and the worst of the world. Really friendly, unless snubbed repeatedly. Then the sarcasm and wit comes into play until the target apologizes.

**Strengths**

- Boundless enthusiasm and morale.
- Excellent stealth and accuracy.

**Quirks**

- Asks everyone lots of questions, writes in the big red book while others pray or prepare spells.

**Distinguishing Features**

- Impressive mutton chops.

**Possessions of Note**

- Big red book.
- Right-sized elven sword and dagger.

**Background**

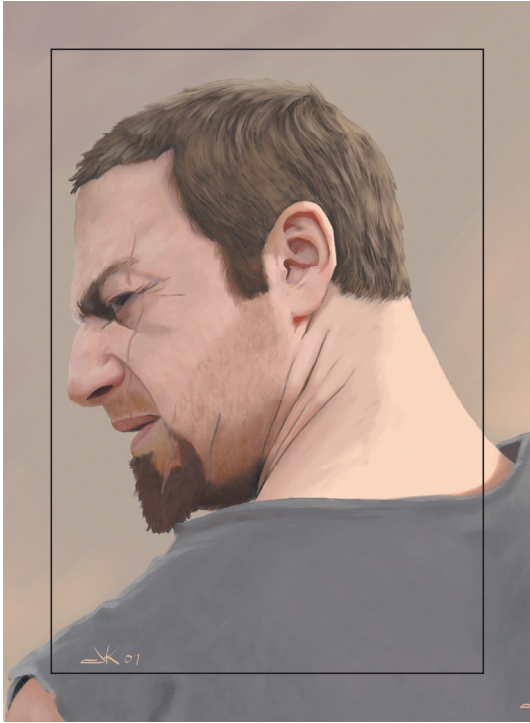
His family thinks he was dropped on his head. No one knew what to make of the young daredevil who found his peaceful rural community too quiet. He ran out into the wider world as a mascot of some caravan guards, and never looked back. He agreed to his family's request to change his name so his conduct wouldn't reflect on them.

*"That monster sounds neat! I'd love to see one."*

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**JAYGANIA PRIVEN****33**

Dwarf Fighter 6, Neutral Good

Str 16 Dex12 Con12 Int 10 Wis 8 Cha12 AC: 4/15 hp: 44

**Personality**

She has no patience for fear or negativity. Take stock, determine a way forward, and get moving. Endless talk irritates her.

**Strengths**

- Grounded perspective, clear eyes.
- Experienced.

**Quirks**

- When frustrated, she speaks to everyone (friend, foe, stranger, and inanimate objects) like they are children.

**Possessions of Note**

- *Shield of Scars*: heals minor wounds once per day.

**Background**

As a daughter in the line of the Thane, she was responsible for producing heirs that could continue the clan name and keep up its strength. She raised six children to adulthood, and now she is ready to serve the clan in a new way. She has traded her rolling pin and washboard for the axe, and she wants to make the world a safer place for her children.

*"That's right, drink up. Now you'll get a story before bed. Quit your fussing, or it'll go worse for you."*

Art: Andres Canals

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**SMEK PELTER****32**

Human Barbarian 6, Chaotic Neutral

Str 16 Dex14 Con13 Int 8 Wis12 Cha10 AC: 5/14 hp: 55

**Personality**

Wary and suspicious. He thinks everyone is trying to insult, trick, or cheat him. He is also a bully, instinctively picking on anyone he sees as weaker than himself.

**Strengths**

- He is a big guy. Strong, self-sufficient.

**Quirks**

- Doesn't even notice his own belches and farts, much less try to keep them in.

**Distinguishing Features**

- Claw scar across his left eye.

**Possessions of Note**

- Massive mace made of an orc skull.
- Handmade throwing weapons made of monster claws lashed to wooden shafts.

**Background**

As a young warrior, he was working as a guide for a civilized hunting party when an orc raid wiped out his village. At a loss for what else to do, he continued working for civilized masters. Disconnected from his home, his culture, and his peers, he misses his village and feels helpless to strike back against the orcs. These feelings have soured him.

*"Quit staring at me or you'll be spitting teeth."*

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**VASH STUDDERBRENT****35**

Elf Fighter 6, Neutral Good

Str 14 Dex17 Con12 Int 10 Wis12 Cha14 AC: 5/14 hp: 39

**Personality**

Sees the world as a great dance, where sometimes one leads and sometimes one follows. Judges grace and beauty of physical movement, but also sees etiquette, debate, art, and relationships as dance. He couches his opinions and observations in dance metaphor.

**Strengths**

- Reputation as a master swordsman and teacher.

**Quirks**

- He is always keeping time, subconsciously, marking the rhythms around him.

**Possessions of Note**

- *Whisker*, a rapier that ignores non-magical armor (including non-magical beast hide and scales.)

**Background**

Orphaned by a caravan raid, he grew up in a rough-and-tumble environment away from other elves. He compensated by focusing on what was pure, and what was beautiful. His relationship with elves is cool at best unless they too have seen the world without overbearing elven bias. He takes on students, looking for those who may regain a balance they lost to a brutal upbringing. Almost every student he ever taught reveres him.

*"First you must listen. Not with your ears. Really listen."*

Art: Andres Canals

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**SHIFTYGRIP****34**

Half-Orc Monk 6, Lawful Evil

Str 15 Dex15 Con13 Int 9 Wis12 Cha 8 AC: 5/14 hp: 32

**Personality**

She likes things to be smooth. When chaos rears its ugly head, she pounds it as flat as she can. The graft, coercion, and misery in the world should follow patterns and be predictable and profitable. Random violence provokes her organized and applied violence. This is also true in her personal relationships.

**Strengths**

- Excels at playing the dumb barbarian in order to be underestimated.
- She values cunning over intellect.

**Quirks**

- She has a dopey love of puns that she only shares with the lucky few who become her friends.

**Background**

An adventuring wizard "rescued" her and planned to raise her as his pet. As a pre-teen she helped rebels get in the back way and slay the wizard. A year later she was in charge of the gang. When they raided a monastery, she was confronted by a monk who convinced her to change her life; mid-raid she switched sides, wiped out her own people, and learned the path of law.

*"Sloppy. Messy. What's wrong with you? Here, I'll show you how to stop a fight."*

Art: Carlos Torrelancho

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**BARIS TYVOTH****37**

Half-Elf Ranger 6, Lawful Good

Str 14 Dex12 Con10 Int 12 Wis10 Cha16 AC: 6/13 hp: 28

**Personality**

He has the hard-won confidence of a shy loner who has found true friends to lend him courage. Baris instinctively defends quiet or dismissed people. He greatly dislikes those who show snap judgments and prejudice against anyone.

**Quirks**

- If he gets nervous or conversation gets difficult he clears his throat a lot to try and cover his indecision.
- He always covers his ears and tries to appear human.

**Possessions of Note**

- *Night Hunter*, a bow that casts a light spell on arrow fletching up to three times a day.

**Background**

He traveled a long way never fitting in human or elfen communities. He thought he would roam the wild places forever. Then he found a border town, near a seaport, where refugees from all over the world came to work the forest for lumber and a mine for silver. Everybody had secrets, and there was a high tolerance for the quirks of others. They suffered from bold packs of dire wolves. Baris earned his place among them hunting wolves, and he is fiercely determined to protect the community.

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**BALLAX TRIMCUTTER****36**

Dwarf Fighter 6, Lawful Neutral

Str 14 Dex10 Con12 Int 10 Wis11 Cha 9 AC: 4/15 hp: 35

**Personality**

He is the expert. He is usually sure he is the smartest person in the room, and anyone who challenges him is just revealing their ignorance. If proven wrong, he glosses over that and gets on to the next point.

**Strengths**

- Memorized his home city and tunnels.
- Skilled warrior.

**Quirks**

- If frustrated in conversation, he switches to talking to his axe sarcastically. It listens better.

**Distinguishing Features**

- Red hair is unusual in his clan, so he stands out at home.

**Background**

Born to a military family with a good reputation, he has had a number of promotions he was not ready for. Desperate to live up to the standards and expectations of those around him, he learned at an early age to hide his weaknesses and attack anyone close to revealing them or playing on them. He is a fine warrior, but a weak leader, as his ego is fairly fragile.

*"No no, let's be quiet so we can hear what this fine expert has to teach us all."*

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**BROKER****39**

Half-Elf Cleric 7, Lawful Evil

Str 12 Dex18 Con10 Int 14 Wis14 Cha12 AC: 5/14 hp: 28

**Personality**

Abrupt, harsh, and callous.

**Strengths**

- A wide net of blackmail.
- Numerous trained acolyte spies.

**Quirks**

- Always ends conversations with a smoke bomb, even if there is no need for theatrics. Raspy nasal voice.

**Distinguishing Features**

- Black hood and mask.

**Possessions of Note**

- *Stone of Last Truths*: Put in the mouth of a corpse, it allows asking up to 4 questions that the ghost must answer as truthfully as it can.

**Background**

A noble inherits the role of the Broker in each generation. The Broker oversees a network of blackmail and agents, and is tasked with keeping the corruption of the city on an even level. Minimize the movers and the shakers that threaten the status quo, keep incumbents fat and happy, and collect a massive invisible tax in the meantime. That invisible tax goes to the military, keeping the city and its private grudge matches safe.

*"We can keep that indiscretion between us. For a price."*

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**FREEDA BASH****38**

Half-Orc Sorcerer 7, Chaotic Neutral

Str 18 Dex10 Con16 Int 10 Wis14 Cha16 AC: 7/12 hp: 30

**Personality**

She likes rough-and-tumble magic, combat, negotiations, and celebrations. If anybody gets all teary-eyed or choked up she will break the mood. If anyone tries to teach her manners she will find a way to punish the offender; she has a surprisingly skillful grasp of passive aggression under her bluster.

**Strengths**

- She is incredibly strong and intimidating.

**Distinguishing Features**

- Many facial tattoos and piercings, as if distracting from the face underneath.

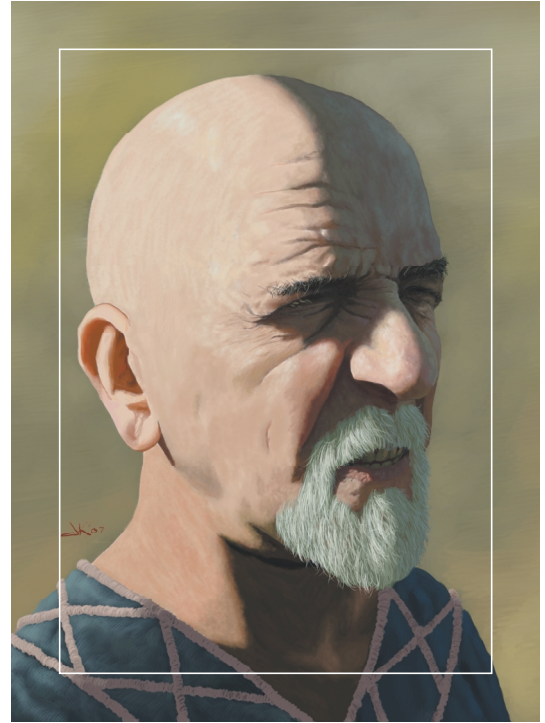
**Background**

She was a human slave girl, spoils of war. After a harsh childhood and a nightmarish start to her teen years, she was placed in the service of a warrior who was retiring from an orc war. One night as he was drunk and abusive, she feared for her life, and tried to defend herself with an orcish ceremonial dagger he had as a trophy. It released strength and magic through her, and she tore her master apart. Now physically transformed, she was gifted with inborn magic and physical strength. She escaped and joined up with a mercenary band headed out of the city. She never looked back.

Art: Andres Canals

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**DELL "SIFTER" CORKRELL** 41

Human Thief 8, Neutral Evil

Str 10 Dex14 Con12 Int 16 Wis10 Cha 9 AC: 3/16 hp: 30

**Personality**

Easily threatened, he poisons or blackmails people he sees as rivals or enemies.

**Strengths**

- Allies will provide him with an alibi any time.
- He is equally skilled with poison and blackmail.

**Quirks**

- Claps or bangs the table when making a point.

**Possessions of Note**

- Dagger that detects traps.
- Enchanted tooth that negates poison.
- Emerald stolen from the duke's signet ring.

**Background**

He serves the master of the guild as an assassin and a spy. Sifter's paranoia and willingness to enact violence at any moment have made him greatly feared, and even his guildmates try to avoid drawing his attention. He actively entraps guardsmen, nobles, and judges to ensure he has ample blackmail to keep the law out of his business at all times. As a young man growing up in the streets, he learned the law did not apply to those in power. He now enjoys taking every opportunity to twist the law to his own devices, especially against those once immune to it.

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**HULARA PREBBIK** 40

Half-Elf Sorcerer 7, Chaotic Evil

Str 9 Dex14 Con10 Int 14 Wis12 Cha16 AC: 2/17 hp: 18

**Personality**

At heart she is a sadistic bully. She likes escalating a victim's suffering as the victim slowly realizes his or her horror. She seeks out allies who understand that betrayal is inevitable. The only time she feels truly alive is either in brutal storms or while destroying civilization.

**Strengths**

- Powerful ice magic.
- Unburdened by compassion or conscience.

**Quirks**

- Kills at least one person each day or she gets restless.

**Distinguishing Features**

- Porcelain doll face. Jet-black hair. Blue lips.

**Background**

She was born with ice magic flowing through her veins, and her mother died in a thin sheath of ice as Hulara left her womb. Local clerics declared her mixed blood offensive to their god, and as they moved to destroy her, the father took her and ran. He was found frozen to death by some nomads, who took the baby to a wizard's tower. The wizard raised her and trained her, but he agreed her core was wicked and unstable. When she was a teen, he sent her out into the world, and for the last decade she has sought contexts of imbalance and shoved them over to chaos and destruction—just because she can.

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**URNAYA LASHWHIP** 43

Human Fighter 8, Chaotic Evil

Str 16 Dex12 Con14 Int 10 Wis12 Cha12 AC: 5/14 hp: 36

**Personality**

She is bored and dismissive of anything that is not an exciting challenge. She is arrogant and selfish. She wants to confront and defeat those as powerful as she is (or more powerful.) Urnaya has no concept of fair play—everything is a hunt, and failure in a hunt is mortal danger. She sees people as useful or worthless, a rival target or part of the scenery.

**Strengths**

- She is independent in the wild.

**Quirks**

- Urnaya is superstitious about her spirit consuming the spirits of what she kills. She dislikes killing sick, twisted, or otherwise poisonous prey.

**Possessions of Note**

- Tiger headdress.
- War flail with teeth knotted in the strands.

**Background**

She killed a tiger in self-defense when she was a young teenager. She believes that tiger's spirit empowered her. She wants to defeat things with powerful spirits so she can then have that power. She dreams of one day slaying a dragon; she believes this will give her magical ability and the power to shape-shift.

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**SYVALTIA ETRECHTIA** 42

Elf Thief 8, Chaotic Evil

Str 10 Dex16 Con 9 Int 14 Wis12 Cha16 AC: 5/14 hp: 28

**Personality**

She views her body, voice, words, trappings, and emotions as an instrument. She plays herself with honed skill, eliciting a response from her audience. Her life is call and response, setting goals and accomplishing them through manipulation. The very concept of honesty is a tool in the toolbox, one more method of manipulation.

**Strengths**

- Truly gifted liar and con artist.

**Quirks**

- Often touches those she speaks to and looks directly into their eyes.

**Possessions of Note**

- A fine collection of costume jewelry, and a box that makes any one piece real for 6 hours at a time.

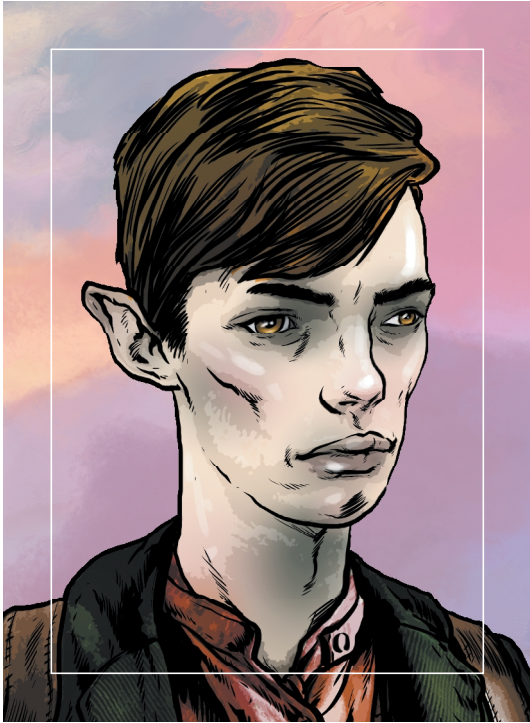
**Background**

She has offered many stories of her past. None can be trusted. For at least two centuries she has drifted from one major city to the next, pretending to be royalty from a faraway elven land. In her wake she leaves the wreckage of deceit and theft, but more than half of her victims forgive her because the ride to ruin was so delightful.

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## YILICH FANDERBANDER 45

Gnome Wizard (Illusionist) 9, Lawful Good

Str 8 Dex12 Con10 Int 16 Wis12 Cha12 AC: 7/12 hp: 19

### Personality

She trusts ancient writings because they've survived and therefore been tested by time. Yilich is unimpressed by passion, but moved by research. She feels very alone, and quickly warms to those who share her views.

### Quirks

- She trusts written accounts more than life experiences. She wants to read news, not hear it.
- She will frequently write a scroll, give it to someone, and patiently wait for them to read it instead of just talking.

### Possessions of Note

- Goggles called "Previewers." They make her illusions slightly harder to disbelieve. The goggles show how her illusions interact with surroundings and targets.

### Background

She was a neglected child in a library. Books taught her life lessons, showed her how the world fit together, and shared stories of how relationships usually end in tragedy. Her magic power, her detail-oriented illusions, and her status in society all flow from her connection to books. People cannot compete with them.

*"If it's worth hearing, I'll read it."*

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## PREVELL TIGHTENER 44

Half-Elf Bard 8, Neutral Good

Str 11 Dex14 Con 8 Int 11 Wis14 Cha16 AC: 4/15 hp: 35

### Personality

He sees himself as an unimportant chronicler of the doers of deeds, so he needs to find others who are doing great deeds, even if the heroes are rude or unpleasant. He expects to encounter the strong personalities of which heroes are forged. He is very difficult to insult.

### Strengths

- Easy-going demeanor.
- Massive library of known songs and lore.

### Quirks

- Non-confrontational and uncomfortable with "tattling" he sometimes stages conversations with illusions of songbirds to explain an issue. Hopes others overhear.

### Distinguishing Features

- Breathy high-pitched voice but a trilling laugh.

### Possessions of Note

- *Bracer of Songbirds:* Creates illusions of songbirds that sing or repeat anything the user desires.

### Background

He was fascinated by songs and lore growing up. No one mentored him, he was shunned in his home community and on the road. He was taught that he was not important, and he still carries that with him. He has survived many dangers, but he still does not see himself as a hero of legend.

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## SOTERION ELM 47

Human Druid 10, Lawful Neutral

Str 10 Dex10 Con12 Int 13 Wis16 Cha13 AC: 3/16 hp: 44

### Personality

He is slow to speak as he uses his keen observation skills. He cares little for good and evil, and is more concerned with the balance within each soul and between the soul and the world around it.

### Strengths

- Great reputation as a seer, sage, and wise man.
- Protection provided by local forest dwellers.

### Quirks

- When people come to him for advice he gives them a crystal and tells them he can sense their spirit through it. They hold it, and he observes their reaction to the crystal; it is not magical, but their reaction tells him what he needs to know.

### Distinguishing Features

- He is blind, and sees through the "seerbeast" that is with him always.

### Background

He no longer remembers how long he has lived in the Grove, defended by the elementals in the water and the stone. Visitors have been coming for at least 300 years. He does not care what he is, only what he does for the balance of the world. Perhaps he is a god's avatar.

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## SINTRAM CRAWLER 46

Human Thief 10, Neutral Evil

Str 11 Dex16 Con12 Int 14 Wis 9 Cha17 AC: 3/16 hp: 39

### Personality

Hi seems easygoing & friendly. Underneath, he's a ruthless sociopath: No conscience, no hesitation to kill.

### Strengths

- Honed assassination skills.
- Guildmaster for local thieves guild.

### Distinguishing Features

- Missing his left thumb.
- "Murderer" brand on his right wrist.

### Possessions of Note

- Pendant of Selmaruth (Allows communication w/demon.)
- Poisoned needle thimbles.
- Sash of Leaping.
- Ring of Protection.

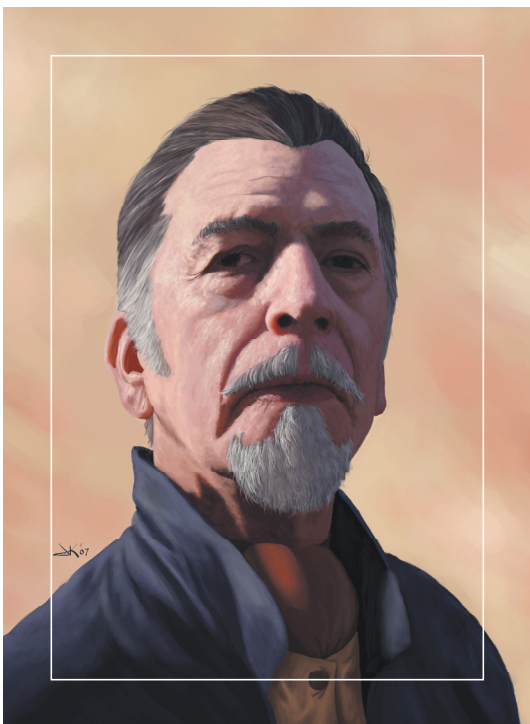
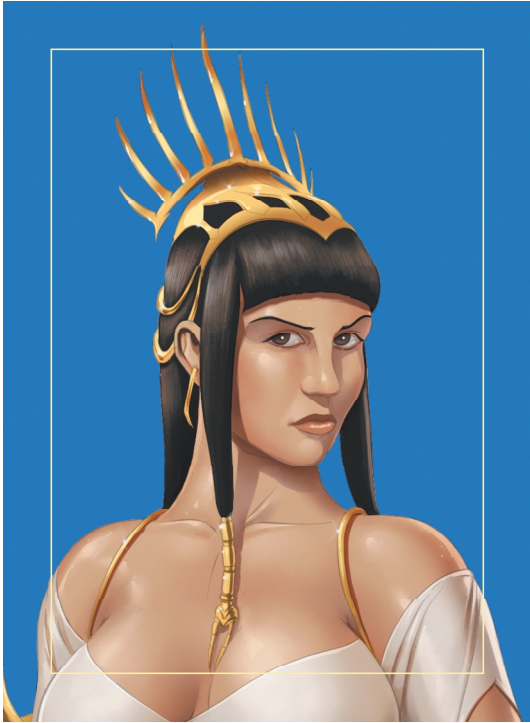
### Background

As a boy, the Watch caught him and tortured him to give up his accomplices. He agreed to work with them to stop the pain. As a teen, he made a deal with a demon, Selmaruth. In exchange for his service, Selmaruth arranged for his handlers in the Watch to be destroyed. He now uses his charm and intellect to run a ruthless network of criminals for his hidden demon benefactor. As the powerful leader of the guild, Sintram now searches for a way to rid himself of Selmaruth without being shackled to yet another master.

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**GRAFTON NIHLIS****49**

Human Necromancer 10, Lawful Evil

Str 9 Dex14 Con 8 Int 16 Wis12 Cha 8 AC: 4/15 hp: 28

**Personality**

Loves morbid and dark humor; everything is funny because nothing is. The whole world is an unpleasant joke, and he feels he gets the punchline.

**Strengths**

- Driving purpose.
- Mystical power.
- Vampire bodyguards.

**Quirks**

- About once a day, several of his teeth will squirm loose and rattle around as new ones knife through his gums.

**Distinguishing Features**

- Needle-sharp black teeth & cut across left eye.

**Possessions of Note**

- Diamond the size of a human eye that contains the essence of a vampire lord, Vulentra.

**Background**

He was raised in the shadow of Vulentra (powerful vampire lord) as one of his many apprentices. When the holy war came to their fortress, Nihlis arranged for Vulentra to escape by putting his essence in the diamond. He did not realize how difficult it would be to get Vulentra back out. Nihlis has spent 200 years hunting for a suitable host for the vampire, and when he finds one a profoundly dangerous scourge will be released.

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**LI THE FALCON PRIESTESS****48**

Human Cleric 10, Lawful Neutral

Str 10 Dex12 Con 9 Int 16 Wis14 Cha17 AC: 9/10 hp: 40

**Personality**

Measured, reasonable, emotionally distant. If pressed on a personal opinion or friendship, she demurs and refers to the duty she has to her god. It is consuming and she will not neglect it.

**Strengths**

- Her faith and divine power is strong.

**Quirks**

- Li refuses to go fully dressed, always showing a little too much skin. Her only romantic dalliances are with battered and scarred-up warriors, and the romance only lasts at most a month.

**Possessions of Note**

- The *Soaring Staff* glitters with peculiar energies, and she can direct energy attacks with it. It also projects an aura of protection when activated.

**Background**

For decades, Li has advised and assisted the lawful rulers of her region. She offers healing, advice, divination, and shelter. What they do not know is that she is also using the treasure they offer her, and annual human sacrifices, to re-charge the hidden avatar of her falcon god. Soon it will be energized, and it will burst forth and establish a new empire in the mortal world.

Art: Tamas Baranya

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**ZEBRETH "ZAP" HYAN****51**

Gnome Sorcerer 12, Chaotic Good

Str 6 Dex14 Con10 Int 12 Wis12 Cha17 AC: 3/16 hp: 32

**Personality**

He expects to be underestimated and has always tried to make others think little of him. Now that he is extremely powerful, he can't help but impress others from time to time. He shies away from truth, more comfortable with misdirection and implication than stated facts.

**Strengths**

- Confidence that makes it easy for him to dismiss insults.

**Quirks**

- He likes to use cantrips & low level magic to show off.
- When nervous, he pretends to be rattled and dopey.

**Possessions of Note**

- *Staff of Skulls*: Made of halfling, goblin, and elf skulls capped with a human skull; Great summoning power.

**Background**

Zebreth's mystique is founded on carefully curated legends, rumors and gossip. It is said he gained his mystical powers when a band of sorcerers bound a demon to him by tattooing his forehead, and some of the demon's power seeps into his spells. Others say he was a champion of an arcane duel. Still more claim he made his fortune exploring the foundations of an ancient cursed temple. Only Zebreth knows the fact from the fiction.

"You are bolder than you realize to speak to me thus."

Art: Andres Canals

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**SIR RAFAEL EFRECHT****50**

Human Fighter 12, Neutral Good

Str 14 Dex12 Con13 Int 10 Wis10 Cha13 AC: 1/18 hp: 79

**Personality**

Sir Rafael takes his duty as protector seriously, and does not hesitate to crush any threat to his border keep. He sees the keep as an extension of himself, his honor. This settlement is his life's work.

**Strengths**

- Long experience defending his keep.
- Loyal subjects.

**Quirks**

- Unwilling to make small talk or say foolish words, he lets silence grow heavy while he thinks through what to say.

**Possessions of Note**

- Enchanted plate armor.
- *Trollblazer*, acid sword.
- Crystal ball, magically linked to his hawk's vision.
- Charter from the king.

**Background**

His parents cleared this area with their group of rag-tag adventurers. None of his siblings are still alive. He had four children, and two survive; his wife is long dead. The area grows dangerous again. He is desperate to entrust the keep to his children, but unsure how they will handle the responsibility. Meanwhile, he uses a magical hawk to keep an eye on his lands; everything it sees is visible in a crystal ball he carries with him.

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## SYLAS VITHARIAN 53

Elf Paladin 15, Lawful Good

Str 14 Dex15 Con 9 Int 10 Wis12 Cha16 AC: 0/19 hp: 67

### Personality

He does not differentiate between himself and his home community in his mind. What is good for one is good for both. He sees himself as a symbol of his god's love for his people, and does not recognize he has any capacity to act as a person. He is overprotective, assuming risk for himself even when it should be shared.

### Strengths

- Steadfast devotion to his home city.
- Many local ties.

### Quirks

- When distracted, whistles tunelessly through his teeth.

### Distinguishing Features

- Beautiful features distorted by a scar on the right side.

### Possessions of Note

- *Sunsplinter*, a Holy Avenger sword.

### Background

He has guarded his people for the last 615 years. He was once known as "The Face of Vydaria," his home community. An orc warlord burned most of the community and dealt him a grievous scar that tore at his eye socket and cut his lip open to expose teeth no matter his expression. He only allowed some of the scarring to be magically healed so he will always remember the one tragedy that got past him on his watch.

Art: Andres Canals

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## DONBAR WALLER 52

Dwarf Fighter 12, Neutral Good

Str 16 Dex11 Con14 Int 10 Wis13 Cha14 AC: 1/18 hp: 85

### Personality

He once longed for glory, but centuries of bloodshed and treasure have taught him how hollow a dream that is. He longs for retirement, but his clan needs him, so he battles on. He has the weariness of duty, keeping him in danger and battle long after his taste for it dried up.

### Strengths

- Centuries of experience adventuring.

### Quirks

- Occasionally stabs his own shadow as a reflex.

### Distinguishing Features

- Mechanical left leg.

### Possessions of Note

- *Inyatch*, rune axe.
- *Lovyur*, riding centipede.

### Background

Son of a noble, but too far down in succession to expect any inheritance, he took up adventuring. Years ago, his old group retired to pursue other interests. Since then he has struggled to find another good working crew. Now many of his friends are dead and he feels alone but surrounded by obligations. It rankles him that dwarven children are taught he is a hero of the clan.

"Gettin' slathered in guts don't make you a hero, boy."

Art: Andres Canals

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## NPC PORTRAITS DECK: FANTASY

### Need an quick NPC?

Flip through a few of these NPC cards and you're sure to find an NPC that fits the situation. All the common races are represented (humans, dwarves, elves, gnomes, halflings, half-elves, and half-orcs). Many of the NPCs are low level, but they range from level 1 to 17.

Of course **you're also free to change a character's background** to fit the adventure. **Or use them as "face" cards** and develop with your own background, personality & other details from scratch.

### Generic/Simple Game Stats

The cards focus on each character's background and personality. The few stats used (class, race, level, alignment, ability scores, armor class, & hit points) are familiar to most game masters. The stats are easy to convert to another system in just a few minutes or even as a game is played.

### Adventure Hooks Abound!

Each character has interesting details that can lead to adventures or side-quests:

- Why did Quinn's love leave him?
- What plot did his brother Alvariaus nearly uncover?
- What trouble is the widow Fanny stirring?
- When will Styxie reveal her true mission?
- Is the mission Chono Vurrbilt assigns a death trap?
- Who can replace Sir Rafael as protector of his estate?
- Are the rumors of Sintram's deal with a fiend true?
- When will Li's plans to bring back her god occur?

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## SYLARIA URIALANA 54

Human Wizard 17, Lawful Evil

Str 8 Dex12 Con11 Int 17 Wis12 Cha16 AC: 4/15 hp: 44

### Personality

She appears polite and demure, but she is ruthless and relentless. Everything she thinks, says, and does is infected with elements of deception.

### Strengths

- Unbelievably powerful wizard.
- Sufficient cunning to conceal her power.
- Access to royalty and wealth.

### Quirks

- She will not correct breaches of etiquette, but she will remember them forever. She may offer a dry, cutting comment on lack of manners years after the incident.

### Possessions of Note

- Masses of spellbooks and enchanted objects.

### Background

As a girl, she joined the court as the handmaiden to the princess and student of the court wizard. She appeared to drop her studies at age 18, but instead she accelerated them as she had become a competent spy of the court. Managing her identity as the Handmaiden and also carrying out covert spy and assassination missions honed her over the following decades. She has kept a sufficiently low profile that no one realizes she has served the court for over a century, and is now the most powerful agent the royalty has ever had.

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