

NPC PORTRAITS DECK FANTASY 2



**Inkwell
Ideas**

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KELL SNAPBANGER

Gnome Wizard 14, Lawful Neutral

8 Dex

Con 14

Int 16

Wis 14

Cha 14 AC:

**Portraits, Personalities,
Backgrounds & Easily
Convertible Common RPG Stats**

Persona

He belie

people to agree and

deals with other peoples

is critical of what it serves.

- | | |
|-------------------------------|-----------------------------|
| 01. Liasandra Seleel | 28. Cara Singeret |
| 02. Doral Nymagria | 29. Broskell Uderocht |
| 03. Prinestia Sellae | 30. Skop Hurlur |
| 04. Princess Tee Alimaria | 31. Zelaymor Tynalria |
| 05. Tik Elleth | 32. Surran Harlowis |
| 06. Elyin Nulurius | 33. Dexelex Fraeg |
| 07. Claya Trimsleeve | 34. Lakka the Red |
| 08. Klestra Synell | 35. Kithian Serel |
| 09. Sladeeria Kroldok | 36. Syran Frakell |
| 10. Khola Sulell | 37. Quin Kurayn |
| 11. Dinya Drey | 38. Barlow the Seventh Fist |
| 12. Presta Clix | 39. Seth Maxoul |
| 13. Krevell Sikes | 40. Targ Doubleflame |
| 14. Tansall the Scoured | 41. Zynad Sliruthian |
| 15. Syath Duranis | 42. Ularian Retlbehn |
| 16. Lt. Karist Bloodbane | 43. Cryal Breline |
| 17. Ohn Syhippup | 44. Greutz Arhuz |
| 18. Bellen Riskette | 45. Slicker the Victorious |
| 19. Kiya Naressel | 46. Sarosa |
| 20. Zimzam the Amaze | 47. Comm. Sedra Damanse |
| 21. Brool Thunderhuds | 48. Kell Snapbanger |
| 22. Saneen Vurial | 49. Trayvis the Oathbreaker |
| 23. Filamena Ledaria | 50. Nis Startleshot |
| 24. Filarn the Serpent's Fang | 51. Lumogra Racksell |
| 25. Courser Mortarman | 52. Mursad Klinewelter |
| 26. Shm Kripper | 53. Seeth Charizaan |
| 27. Grundle Thirtyclaw | 54. Grammetch |

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Elf Wizard 1, Lawful Good

Str 8 Dex 12 Con 10 Int 16 Wis 14 Cha 14 AC: 8/11 hp: 4

Personality

Grimly determined to stay on task, then unpredictably enraptured with beauty or philosophy about life. She tells people she's "difficult to live with" and dismisses the problem without explaining why. Those closest to her tend to be wary and unsure how she'll react to anything.

Quirks

- She feels death upon her heavily, and so tries to both free herself from the demonic burden she carries, and live life to the fullest because she may die any day.

Distinguishing Features

- A semi-circle of blue light shines from her forehead when she is using magic, or in the presence of strong magic.

Background

Once the elven arch-mage Noroamas Seleel faced off with the mighty demon Sorluaek. Sorluaek was bound in the living flesh and blood of Seleel, to be restrained for six generations. In each generation one was born with the partially completed circle on the forehead. For five generations, the Seleel family has failed to devise a way to destroy the contained and weakened demon. Liasandra is the last Demonguard, and when she dies it will be free. She is desperate to complete her task of destroying Sorluaek, but she has no idea how, and she is painfully young in elven years to bear such a burden.



Human Fighter 1, Lawful Neutral

Str 11 Dex12 Con10 Int 13 Wis 11 Cha12 AC: 3/16 hp: 8

Personality

He takes a moment before answering questions or giving orders. A few seconds pause can center attention on him and give weight to what he says. He refuses to talk about his past. Violence is seldom his first suggestion. He is popular with his peers, they think he is fair and wise.

Strengths

- Skilled at keeping his temper, & practiced at considering a situation instead of jumping at the first solution.
- He delegates reflexively, trusting others to do their jobs.

Quirks

- Disagrees with rash suggestions by pausing for a long moment, then saying "OR, we could" and offering another idea. When someone says something sensible, he often offers a half smile and says "That's not half bad."

Possessions of Note

- Battered plate armor with House Nymagria's crest.

Background

He looks older than his twenty three years. Doral comes from a noble family, and hoped to become a scholar. Then war came, and claimed his homeland. His family sent him into hiding. By the time he grew into the armor, it was all he had left; his family and fortune were gone. He was thrust into the role of warrior, trained but inexperienced. He hopes to conceal his non-martial background until he's figured out how to be a proper warrior.

Art: Jazbee



Human Sorcerer 1, Lawful Neutral

Str 8 Dex12 Con10 Int 10 Wis 8 Cha16 AC: 9/10 hp: 4

Personality

Daring, charming, and naughty. Prinestia grew up breaking the rules and knowing she would get away with it. As an adult, she has an underdeveloped sense of consequence—things lesser people have to deal with. She's fun to be around, but she'll get you in trouble.

Strengths

- She has a natural charm and vivacious nature.

Quirks

- She grabs her hair when angry, twirls the tips when playful, braids it while thinking, clutches it when aroused, and hides behind it when thinking deceitful thoughts.

Possessions of Note

- The Focusiir is a blue stone on her forehead. It allows her to transmit a thought or feeling into someone else's mind if she's looking directly at that person. It is supposed to help protect, but she's far more playful with it.

Background

Born a princess, but also the 8th child; she sees a life of casual aristocracy with no power. She will be married off to cement an alliance, and cope with foreigners. Ugh. Rebels have observed her access to their targets, and are cultivating a forbidden relationship between her and an agent who will talk her into assisting a "bloodless coup."

"Oh, you worry too much."

Art: Felipe Gaona



Gnome Fighter 2, Neutral Good

Str 10 Dex 12 Con 10 Int 12 Wis 12 Cha 17 AC: 6/13 hp: 12

Personality

Friendly but cautious, listens and lets others speak.

Strengths

- Strong public speaker; attracts loyalty; heir to a kingdom.

Quirks

- When roused, she punctuates her conversation with growls and yips as though talking with burrowing animals.

Distinguishing Features

- Her enormous green eyes seem depthless. People often lose their train of thought—drawn into those eyes.

Possessions of Note

- Shadelighter, a magical shortsword that gleams with faint light. In shadowy environments, it causes enemies to see shapes lunging at them out of the shadows.

Background

Princess Tee once knew everything. She was sure of her opinions, and how to fix her kingdom. Then she was kidnapped by rebels but rescued by adventurers. For months she saw the world from their point of view as they battled through war and betrayal she did not realize existed. She now regrets her previous bigoted views and wants to make the world better, which alarms her family.

"You have insulated yourself so you cannot hear the pleas for help and the murder of innocents, but they still happen. Even here, they reach me, and I cannot rest."

Art: Mark Hughey



Gnome Rogue 2, Neutral

Str 8 Dex 18 Con 10 Int 14 Wis 12 Cha 12 AC: 5/14 hp: 6

Personality

She tries to provoke banter and escalate every situation. She is larger than life, she energizes those around her. She constantly encourages conflict or mischief because "it is more interesting that way."

Strengths

- She is a ferociously competent tumbler and sneak, aided by powers of illusion.

Quirks

- She always plays to an audience that is not there. In her mind, she is composing the stories she'll tell about events she survives, ever adding to the exploits of her hat.
- Swears "by Wizly" but doesn't volunteer that it is her hat.

Possessions of Note

- Wizly, the Hat of Personal Alterations: the leather hat allows her to "alter self" with illusions twice a day.

Background

Her family has had Wizly for eight generations, and their prestige in their community comes from the stories they tell about its adventures. Tik has the family's reputation at home to consider as she wears the hat. If she becomes friends with someone, she will humbly ask if she can practice her stories about what the hat has been through while wearing it, as practice for when she gets home.

"By Wizly, that foe must be stomped! Stopped! Whatever!"

Art: Sade



Sea Elf Ranger 2, Neutral Evil

Str 14 Dex 17 Con 14 Int 10 Wis 12 Cha 8 AC: 4/15 hp: 12

Personality

Suspicious, slow to warm to people, and quick to get flustered by the possibility he's missing the subtext. It can be exhausting talking to him, as he needs to understand every inside joke (or humor that doesn't make sense to him.) He acts like those around him are talking in code, and he wants to understand what they're saying to make sure it isn't a slight against him. He seems anxious.

Strengths

- Excellent swimmer and water breather. Royal backing of the Sea King as a diplomat.

Quirks

- He gets dry palms when he's nervous, and he wets them with a drink or by dipping them in a pool.

Distinguishing Features

- Bluish skin and waterproof clothes.

Background

He is a noble under the Sea King, easy-going and pleasant (especially with outsiders.) He was chosen to be the contact with the surface world. On the way, however, he was captured by servants of the Breathing Cloud, a powerful and evil force ancient beyond reckoning. It overpowered his mind and it is using him to unfold a small corner of a much larger scheme. The Breathing Cloud tries to keep him isolated from his people, they would immediately tell he was not himself.

Art: Sade



Halfling Ranger 2, Neutral Good

Str 8 Dex 12 Con 12 Int 10 Wis 12 Cha 14 AC: 6/13 hp: 8

Personality

She was born to host parties and look after travelers. Times are dark now, and she finds she must pick up blade and arrow to defend her town, but she longs for a less violent time to return to her true passion—hospitality.

Strengths

- Relationships with travelers from all over the land helps her gather intelligence and summon reinforcements.

Quirks

- Refers to men and women as “hun” short for “honey.”

Possessions of Note

- The Trimsleeve Tavern used to be the biggest inn around. It could take on any merchant caravan and find sleep and lodging for everyone. Now it is also the biggest fortification around, reinforced against raiders and protecting a crossroads.

Background

Claya is reluctantly willing to fortify her beloved family inn, and looking after the wounded or billeting troops still has elements of hospitality. She focuses on taking care of the injured and finding food for hungry troops because she's afraid if she must leave her tavern, either it will be destroyed or she will, and she cannot bear the thought. The rest of her sprawling family is dead or missing in these troubled times, and she feels like the last heir to a treasure that's worth keeping for the future.

Art: Sade



Human Bard 2, Neutral

Str 10 Dex 12 Con 10 Int 14 Wis 12 Cha 16 AC: 9/10 hp: 9

Personality

When she is "on" as a performer, her etiquette is flawless and her manner is gracious. When not performing, she is prickly and difficult. She does not like people telling her who to be or what to do. She resists the tutors trying to shape her to be a princess (though she does learn from them.) She wants to earn her way in the world, and that is hard for a princess to do.

Strengths

- When she meets people, she tries to see who they are expected to be and who they really are.

Quirks

- If given a direct order, her impulse is to act out and embarrass her controllers. She rarely resists it.

Background

Princess Klestra feels her kingdom is at a crossroads where the people are deciding who they want to be. She has spent the last decade consciously compiling songs and commissioned music through the ages, building a composite picture of the kingdom's soul reflected in song. She is in love with the better impulses of the kingdom, and wants it to become a place of justice and love, not spiraling into fear and oppression. She vexes her parents, but the one punishment they never enforced was to cut off her access to her musical research. She may be frustrating, but she is their hope for the future.

Art: Sade



Dwarf Fighter 3, Lawful Good

Str 15 Dex 9 Con 14 Int 11 Wis 13 Cha 12 AC: 5/14 hp: 18

Personality

Narrowly focuses on the problem at hand. She dismisses social niceties and delays, and only takes breaks grudgingly. When not on task, she evaluates those around her based on their dedication to a higher purpose. Those giving their lives in service are okay with her, those who feel they have individual freedom annoy her.

Strengths

- She is stubborn and powerful, willing to sacrifice herself and others to achieve a goal.

Quirks

- Smacks the bottom of people she sees as being useful teammates to encourage, greet, or thank them.

Distinguishing Features

- Wears the Circlet of the 5th Circle, her rank in the Wings of Kradan Peak. That order of dwarven warriors protects the enchanted arsenal made for the ancient kings.

Possessions of Note

- Keeps an enchanted dagger at her waist. It is a badge of office for a warrior of her distinction in the Fifth Circle. Etchings tell who vouched for her, and her lineage.

Background

A thief stole the Great Axe of Thuriband, guarded by the Wings of Kradan Peak. Sladeeria is leading a team of dwarves to return the weapon to the arsenal. She is tense because this is her first major assignment.

Art: Sade



Half-Elf Aristocrat (Bard) 3, Neutral Good

Str 10 Dex 10 Con 10 Int 14 Wis 16 Cha 17 AC: 9/10 hp: 12

Personality

She is very conscious that she is a symbol. She represents the unity between a human and elven kingdom. She represents the tolerance and peace of those cultures towards each other, a relatively new arrangement. She represents the stability of the royal house. So, she is careful when offering opinions, and she knows her behavior will be interpreted on a larger scale.

Strengths

- Khola has learned to apply her elven memory and grace and vocal range, and to bring her human passion and unfinished tension to the work.

Quirks

- She can make the observation/reply "How gracious" mean many different things; it can be sarcastic, a breathless compliment, a stalling tactic, and more.

Background

Her mother tried to marry into her father's bloodline for five generations before finding a human who would have her as a wife. This marriage was part of a long-term elven plan to secure peace through mixed blood. Khola suspects the plan goes beyond mere peace and into control, but there are still racial tensions simmering just below the surface, and she's not sure where her loyalties would lie were the elven long game to reach a crisis.



Half-Elf Cleric 3, Neutral Good

Str 9 Dex 12 Con 10 Int 14 Wis 17 Cha 16 AC: 7/12 hp: 14

Personality

She has an aloof air. Her view of time is warped by her divinations, so she is more willing to accept that bad things are going to happen than others are. She feels alone because of her gift, never trusting people to want a relationship with her out of friendship. No, they want a look at the future.

Quirks

- She is blind, but she has divine senses that allow her to function as if sighted up to 30 feet.

Distinguishing Features

- She keeps her head shaved. When she is not wearing the Leathern Sight mask, she ties a simple cloth band across her eyes to hide the gaping sockets.

Possessions of Note

- The Leathern Sight mask will burn out the eyes of any who wear it for more than about ten minutes, granting instead a strange sight that goes out up to 30 feet, magical high-resolution sonar. For Dinya alone, the mask also shows its bearer dream-like scenes up to a few minutes long, for the period of up to 24 hours from the time the ritual completes.

Background

She was an orphan chosen by a bat god. She knows she is key to unraveling some lock at the end of the quest and releasing an avatar of the bat god, but she tells no one.

Art: Sade



Half-Orc Fighter 3, Chaotic Neutral

Str 16 Dex 10 Con 12 Int 10 Wis 12 Cha 12 AC: 7/12 hp: 30

Personality

She is distant but polite on any subject but smithing, where she is enthusiastic. She knows what it is to be an outcast, and she knows what it is to be popular and desired. She balances well, not caught up in her fame but no longer carrying the lonely weight of childhood bullying.

Strengths

- Her work is fantastic. All the aristocracy of the kingdom have at least one of her pieces.

Quirks

- Out of remembrance, on the holy days of local orc tribes she paints their symbols on her skin.

Background

According to her mentor, she was given to him by an aristocratic family. Her mother had a dalliance that shamed the family, but rather than destroy the child, she gave birth and the family gave the baby away. Her mentor Surlam Clix taught her to be a blacksmith, and helped her weather the difficulties of being a half orc girl. First she got attention because she was a half orc, then her work spoke for itself. She is famous throughout the kingdom for her elegant work. Now she is in demand, but she still worries about how her world will change when old Surlam dies.

"Pretty but brittle is no use. Solid but ugly is a wasted opportunity. See this here—everything fits, it all flows."

Art: Storn Cook



Human Fighter 3, Neutral

Str 16 Dex 14 Con 12 Int 12 Wis 10 Cha 12 AC: 4/15 hp: 18

Personality

He saw horrors on the battlefield that he can never forget. He is friendly enough, but haunted. If pushed, he almost always issues a warning, but those spoiling for a fight will get one. He is used to traveling alone, he reflexively tracks exits and choke points for escape and self-defense.

Strengths

- He is a man of his word, struggling with guilt and darkness, seeking redemption.

Quirks

- Calls people "brother" or "sister" though he isn't religious.

Possessions of Note

- Belt of Lookouts: Gives him a dodging instinct.
- Blade of Craftmoor: Grants supernatural hunches to its bearer when unsheathed for an hour of meditation.

Background

After the war he went home to become a farmer, instead of following most of his comrades to become a mercenary. He was home less than a year before slavers hit his village and took dozens of children. He was the only real warrior nearby, and they begged him for help, offering him the town relics of an enchanted belt and blade. He agreed to the quest, and now pursues the slavers. As one man against many, he is careful and open to alliances.



Human Sorcerer 3, Neutral

Str 13 Dex 12 Con 14 Int 10 Wis 12 Cha 12 AC: 7/12 hp: 14

Personality

Slow and staring, he thinks carefully before he speaks. He believes the gods have ordained his leadership, and those who question him had best have the backing of the gods as well or he will not listen to them. He takes his identity as demigod seriously, it defines him.

Strengths

- Has some minor spellcasting talent. He radiates dignity, and is very conservative, so he is not a bad leader.

Distinguishing Features

- Tansall makes sure his scorpion birthmark, sign of his chosen status, is always visible on his chest.

Possessions of Note

- His chieftain headdress features feathers from the kicking bird that hunts in the tribe's territory. As tradition demands, he killed it himself, and he used no magic.

Background

Tansall was groomed for leadership since he was born to one of the tribe's warriors, and his birthmark was recognized as cosmic power. His father died in battle as a teenager, but he was raised by the whole tribe and sees them all as family. He has tried to use his power responsibly, and the only time he ever used it in secret was to sabotage a rival's effort to take over the tribe. He is still troubled about whether he abused his power.



Elf Ranger 4, Lawful Neutral

Str 11 Dex 14 Con 12 Int 10 Wis 10 Cha 12 AC: 6/13 hp: 23

Personality

She is used to solitude of her watch duties guarding the edge of the elven woods. Most of her company is other rangers, and they have a shorthand conversation that requires little talking. She is easily flustered by lots of words. If possible, she finds her way to privacy.

Strengths

- She has the patience of a stone and the aim of an owl.

Quirks

- Before battle, she paints her face with woad, a bright blue paint that increases morale against the supernatural.

Background

By human standards it was a long time ago, but the failure is fresh in her mind. She was guarding the eaves of the forest, and an old man convinced her there was a curse creeping into the woods that was beyond the power of the elves to detect or counter. She let the old man paint runes on some trees, and conduct some rituals, while lying to her superior about it. In the end, the old man was a demon in disguise, and her lapse cost many elven lives as demons attacked the woods. She served her probation, and was forgiven, but she has not forgiven herself. She has vowed to never be fooled by an outsider ever again.



Half-Orc Barbarian 4, Lawful Evil

Str 19 Dex 13 Con 12 Int 12 Wis 12 Cha 10 AC: hp:

Personality

To humans (and demi-humans), his kind demeanor and deference makes up for his orcish looks. To other orcs as well as hobgoblins, bugbears, etc., his demeanor is a disadvantage. They easily manipulate and take advantage of him by promising what he wants, then doing the opposite or at least twisting the orders unless they know the orders are from high above Karist.

Strengths

- His half-human heritage makes him the contact between his orc tribe and human overlords.
- His technique at arm-wrestling makes him nearly unbeatable, even against those with higher strengths.

Distinguishing Features

- Tries to keep his beard shaved, but it is always stubble.

Background

Baby Karist was left to die outside the city gates, but the old widows of the Arkesh tribe know of this "tradition" and keep watch for unwanted orcs. He was raised by them; protected by them. Other orcs disdain the half-orcs as much for this special treatment as for their blood. In time, he rose to the top of his group through challenges of strength, dexterity and intelligence so he was selected to assist the liason to the human peoples, named Srann. He has proven himself worthy, yet true to his blood, and will be the new liason if Srann disappoints.

Art: Sade



Halfling Fighter 4, Neutral Good

Str 12 Dex 14 Con 10 Int 9 Wis 14 Cha 12 AC: 4/15 hp: 28

Personality

He thinks of himself as a jokester—in the context of the martial discipline and strict codes of his monastery. Others see him as taciturn and focused, rarely cracking a smile. He has loosened up over the last few years, and those who know him well appreciate his wry humor.

Strengths

- Thinks in 3D and always looks for good ambush points.
- Fearless in battle—each morning he contemplates his own death so he will not flinch when he faces it.

Quirks

- He used to play the drums back at the temple. When he is distracted or idle, his hands find some comfort in drumming on whatever is handy.

Possessions of Note

- Has the standard weapons and armor of his monastery's guard, but that is exotic in this faraway location. He carries that gear in a pack and dresses to blend in.

Background

A band of thirty Halfling sohei (monk warriors) undertook a quest to track down and destroy a demon that inhabited the pommel of a sword. It took four years, but they succeeded. Only three of them remained; one took a husband and settled in this new land, one changed his identity and disappeared, and now only Ohn remains, trying to decide what he wants to do with his life.

Art: Tamas Baranya



Human Rogue 4, Lawful Evil

Str 12 Dex 14 Con 10 Int 12 Wis 12 Cha 16 AC: 7/12 hp: 14

Personality

She enjoys a challenge, and takes on the worst jobs with a crooked grin. She is very mindful of her authority, and will take swift corrective action if anyone forgets her rank and stature. Her ambition is strong, as is her tolerance for unpleasantness. She likes pragmatic rogues.

Strengths

- She'll do the dirty work, the boring work, the things no one else wants to do. She is a masterful manipulator of her favor bank, cultivating allies and managing enemies.

Quirks

- She likes red. She usually wants to stand out, and red makes her feel powerful.

Possessions of Note

- Captains "Blindwings", one of the fastest ships topside.

Background

She started as spoils of war from a port raid. Her cheerful attitude, rabid work ethic, and charisma helped her join the crew and rise in the ranks. She was eager to learn any trade or skill, and became an accomplished fighter. She was hardly a teenager when Captain Broadsail saw her as a threat, and made her an example. Bellen endured, and when he crossed the line, she and her allies mutinied. She has been captain ever since, though the decks of her ships were often stained by the failure of those who challenged her.



Human Sorcerer 4, Lawful Neutral

Str 10 Dex 12 Con 10 Int 14 Wis 12 Cha 14 AC: 7/12 hp: 8

Personality

Perpetually distracted, half listening. At times she studies people while ignoring what they say, other times she may sniff or pet them, or completely ignore them. She always hears a cloud of whispers about things, and long ago gave up on trying to fit in with people. She is faithful to her own impulses. If the spirits advise her someone needs help, then she'll follow that person until the spirits release her.

Strengths

- She has a unique ability to charge three objects a day. (She prefers to use carnivore teeth.) When she asks them one of two questions, they hover in the air and point in a direction. "Which way lies danger?" and "Which way lies what [the target person] seeks?"

Quirks

- Seldom has the same conversation as others. She'll bring up unrelated points, ask what was just said, etc.

Possessions of Note

- She carries three fangs she uses for divinations.

Background

She grew up in a nomad camp, apprenticed to the fortuneteller. At the age of six, a séance went wrong, and the energies tore through her into the physical world, killing several people before they were banished. Since then she had magical ability, nearly white hair, and the constant company of whispering spirits.

Art: Sade



Human Wizard 4, Neutral Good

Str 8 Dex12 Con14 Int 16 Wis 10 Cha14 AC: 7/12 hp: 18

Personality

Always ready to dive into someone else's enthusiasm and celebrate their accomplishments, however small. He loves to borrow the cheerfulness of others and share it.

Underneath, he is always slightly sad about the permanent rift between reality and what people see in it.

Strengths

- Able to look more menacing than he is. This isn't a bad thing to scare those who would take advantage of him.
- Zimzam is a great cheerleader and clown, always ready to lift the spirits of anyone he meets.

Possessions of Note

- Mindeye Amulet. It allows him to project small illusions of what he is thinking about or talking about, within arm's reach, obviously magical and false. He can illustrate his points and conversation half-consciously, he is very used to accompanying his conversation with pictures.

Background

His teacher had been a prisoner of war, and his teaching was all underground and grim. He was told magic was only for decisive killing. When he completed his training, his dour master turned himself to stone. Zimzam took on a new persona, and resolved to end his story on a much higher note. His master's fate reminded him how much outlook shapes reality, so he focuses relentlessly on what he wants—a happy life full of making others' lives better.

Art: Emmanuel Martinez Lema



Dwarf Fighter 5, Neutral Evil

Str 16 Dex 12 Con 14 Int 10 Wis 10 Cha 16 AC: 7/12 hp: 30

Personality

He uses his disarming roguish charm to create the impression that he has no choice, that he must follow his personality and do what he does. "What he does" is betray friends, break contracts, and dive at the most lucrative outcome he can see. He counts on his obvious combat skill and his charm to stay a step ahead of angry former allies, and to keep himself employed. He figures he can persuade people to forgive him later.

Strengths

- He has a knack for manipulation, lying or charming his way into people's confidence. He also has a knack for bloody front-line combat.

Quirks

- He is embarrassed by the thinness of his beard. He doesn't want to joke about it, not even with close friends.

Possessions of Note

- He carries an enchanted war-sledge named Wallguard (famous defending sieges) that can propel a foe back 50' or smash a structure when its power is invoked.

Background

He was once a priest, but he failed in a quest set for him. His superior screamed at him that he was faithless, and banished him. Crushed, he could hardly endure the shame. He has become what the high priest called him; without honor or hope of honor.



Half-Elf Cleric 5, Neutral Evil

Str 12 Dex 10 Con 10 Int 14 Wis 16 Cha 16 AC: 4/15 hp: 24

Personality

He is attracted to the successful, and assures them their success is by merit. If they fail, then he dismisses them until they are seen as successful again. He is a smooth talker who flatters others. He can be cruel to those he dismisses as failures.

Strengths

- He is certain and confident, and those in power usually like him. He networks well with powerful people.

Quirks

- He tends to want to solve disputes with a wry grin and a coin toss rather than a debate or careful analysis.

Possessions of Note

- He also has a small museum of magical objects he has gathered using his wealth and contacts.

Background

His childhood in the temple was rough. His never had peers; his age and maturity did not match elves or humans. He conquered his deep insecurity by focusing on a very simple (to the point of cruelty) philosophy. Those who succeed are loved by the gods and the people, and those who fail deserved it, and are cast out until they redeem themselves. He protects his own success by drugging the king, keeping the monarch open to the temple's suggestions. This betrayal does not bother him. If the king was worthy, the gods would protect him.

Art: Sade



Human Aristocrat or Fighter 5, Lawful Neutral

Str 12 Dex12 Con10 Int 11 Wis 9 Cha14 AC: 3/16 hp: 18

Personality

She assumes everyone is insulting her unless she trusts them. This can make her very wearying to work with, carefully choosing words and constantly dredging up sincerity as you insist you meant no disrespect.

Strengths

- She is a self-reliant hard worker even though she could make her life easier by relying on her royal position.
- Well-trained and experienced hardened warrior.

Quirks

- She is excited by feats of martial prowess, and is willing to engage in intimacies with men or women who are especially impressive in battle. However, one experience is all she requires, then she moves on.

Distinguishing Features

- Sounds hoarse in conversation, but her voice can escalate to an impressive piercing battlefield volume.

Background

She was close to her older brother, who fell in battle when he was fourteen and she was eight. She feels she carries his spirit with her and fights for him since he is no longer here to fulfill his duty to the kingdom. Her father knows this, and uses it to manipulate her. She only tells those who fully gain her trust about this burden. In the meantime, she is a determined warrior who carries out her duties as royalty and commander.

Art: Sade



Human Sorcerer 5, Neutral Evil

Str 9 Dex12 Con10 Int 14 Wis 12 Cha16 AC: 7/12 hp: 22

Personality

He projects sinister wisdom, an initiate to secrets others cannot comprehend. Everyone is disposable but him. He has no friends, only ambition. His fantasies revolve around becoming a sadistic dictator.

Strengths

- He has significant magical power.
- There are other agents that seem to be working toward the successes of his plans, but he doesn't know them.

Quirks

- His ultimate conversation-ending sneer is "I will remember you" (presumably when he's in charge.)
- Hides his hands in his sleeves unconsciously.

Distinguishing Features

- An ebony snake tattoo has its head on the back of his left hand, body snaking up his forearm, tail around his bicep.

Background

His father was a boring merchant. When Phillip was young, he was lured away for a couple days by street performers; he wanted to join them. One gave him a snake tattoo on the back of his hand. His parents rescued him, but the tattoo whispered to him and grew. He murdered his family and sunk the fortune into arcane studies. Now the snake has grown to cover most of one arm. It trusts him enough to whisper to him where he might find hidden vaults of power.

Art: Sade



Half-Orc Monk 6, Neutral

Str 16 Dex 14 Con 14 Int 8 Wis 16 Cha 12 AC: 7/12 hp: 34

Personality

Courser is difficult to fight against. He is very patient, and confident. His reflex is to look for the good in people, and find ways to help them (and those around them) see it too.

Strengths

- He shrugs off insults (and most attacks) and stays focused on the positive.
- He is well loved by the others at the monastery, and has a wide-ranging network of allies.

Background

Nearly forty years ago, an adventuring monk subdued a young half-orc raider and took him on as a servant, later an apprentice. What would have been a bloody and short career of plunder became a benign life in community. Courser runs the lucrative and satisfying beer-making enterprise of the monastery. He is not an artist, but he makes good solid beer with centuries of tradition behind it. He is popular with almost everyone because of his supportive and gentle attitude. Still, there's a lot of prestige in his position, and at least two other monks have more ambition than mercy.

"You just see how he's lazy. What you don't see is that he was always told he was no good at anything, and he believed it, and that's what he's built his life on."



Halfling Rogue 6, Neutral

Str 8 Dex 14 Con 10 Int 12 Wis 14 Cha 10 AC: 6/13 hp: 18

Personality

Kripper hates bullies. He has an anger deep inside that he keeps in check, but he rarely smiles and struggles to be friendly. The injustices of the world weigh on him.

Strengths

- Fearless in a fight or in a discussion, he is honest to a fault and determined in his defense of the powerless.

Quirks

- Kripper does not tolerate jokes about his height or stature or any racial stereotypes. First offense is a verbal check, second is a stronger verbal check, then a cut, then more... His allies figure his warnings are fair. They back him up, because he's as loyal as he is proud.

Possessions of Note

- Wears the blue coat with gold trim of the Wall Guard, toughest elites of the city. Few non-humans gain this honor.

Background

He was a foundling in the city orphanage that ate and ate but didn't grow. He was a teenager before he found out there were others like him. He was always different, and from a young age he sought out like-minded people to form a team for mutual self defense. The ethics and honor of the Wall Guard drew him, and they found his fire more than compensated for his stature.



Human Barbarian 6, Chaotic Good

Str 16 Dex 12 Con 13 Int 10 Wis 10 Cha 12 AC: 5/14 hp: 58

Personality

Thirtyclaw hates talking. If a conversation turns towards deliberation, or if his opinion is questioned, or if facts challenge his perspective, his first instinct is always to lash out. If irritated, he is likely to attack. He is happiest when carousing, fighting, or sleeping.

Strengths

- Leverages his advantages in a fight.
- Unlikely to foolishly charge into an unknown situation.
- Uses ambushes or deception where his foes expect blunt force.

Quirks

- If he feels bonded by battle or indebted to someone, he will give his friend a big bear claw. He only gives away claws from bears he personally killed.

Distinguishing Features

- Battle regalia includes a bear mantle and war paint.

Background

Grundle's uncle Murmurin was tribal elder, and he raised the boy after Grundle's other relatives died fighting orcs. As a youth, Grundle was indulged in his hot-headed rush to battle, and he was skilled enough at fighting that he was not forced to learn social skills. In a recent battle, orcs tore through the tribe's lands and in a final desperate battle, killed Murmurin. Now Grundle is elder, and he struggles to think of what his uncle would do.

Art: Peter Temesi



Human Ranger 6, Chaotic Good

Str 14 Dex 12 Con 10 Int 12 Wis 14 Cha 16 AC: 7/12 hp: 42

Personality

She knows her presence affects people and draws them to her. She has developed her ability to deflect people, end conversations, and escape social situations. She only brings her personality to bear when convincing people to take her advice regarding travel hazards.

Strengths

- She focuses on her home territory, where she is an expert guide. She has a local reputation as an elusive huntress set apart by her confounding allure.

Distinguishing Features

- Her silver yet young hair stands out and draws comment.

Background

She grew up during a war. Guardians were attracted to her striking poise and gaze and hair even as a child. Still, she had a number of protectors killed as she escaped. As a teenager, she learned to deal with suitors willing to take almost suicidal risks for her affection, and some of them died too. As soon as she was old enough, she ran far away, and adopted a new territory. Soon after, she fell in love with a young man who loved her back, but while on a hunt he was killed by a wild boar. She cannot bear the idea of anyone dying on her behalf, and she is sure anyone who commits to her will die violently.

"I'll take first watch. Alone, if you don't mind."

Art: Sade



Human Ranger 6, Neutral

Str 13 Dex 13 Con 13 Int 10 Wis 14 Cha 12 AC: 7/12 hp: 24

Personality

Broskell plays the affable guide, competent and relaxed. He tells stories as part of the service, and he can advise on the best hunting grounds at different times of year for various prey. Under all that he is in the grip of an unwavering alertness that's always ready for the next ambush. He does not confuse clients for friends or peers.

Strengths

- He is a crack shot with the bow.
- He knows the sounds, signs, and habits of all the local monsters and wildlife as well as the patterns of weather.

Distinguishing Features

- Tattoos on his left arm were a gift from the forest elves, noting he is an elf friend to be assisted if need be.

Possessions of Note

- Broskell owns a string of cabins and shelters along several routes in the Prakell Span, about a dozen in all.

Background

He grew up in the Prakell Span dealing with its quirks of geography and monsters. Then he went and saw more of the world during the war. Now he's home, using skills built over a lifetime to offer expensive and valuable service to visitors. For each year's travel seasons, he tends to adopt a new animal companion. His home on the outskirts of the biggest settlement in the Span has a robust collection of wildlife living nearby.

Art: Peter Szabo Gabor



Dwarf Fighter 7, Neutral Good

Str 15 Dex 10 Con 12 Int 10 Wis 13 Cha 9 AC: 3/16 hp: 63

Personality

Quiet and sardonic, bright-eyed and unusually interested in what non-dwarves have to say. He prefers to be alone with his thoughts; duty has stripped him of home, family, and friends for years now. He's reluctant to make new friends. He cannot be loyal to them and to his mission.

Strengths

- His skill with an axe is elevated to art.

Quirks

- Fascinated by enchanted items intended for dwarves, he checks with bards, fences, and scholars every chance he gets. (A cover for his mission.)

Distinguishing Features

- Will keep his head shaved until his mission is complete.

Possessions of Note

- Tuner of Seven Fifths: Tuning fork that resonates when pointed towards the Earthshaker Gauntlet, once per day.

Background

Hurlur was chosen to pursue the Earthshaker Gauntlet. Adventurers broke into the clanhome and pillaged the Tomb of Selvoor, stealing the legendary hero's armor. The dwarves need to get it back before the dragon sleeping beneath the clanhome wakes and finds it missing and the dwarves vulnerable to attack. The gauntlet on its own can act as a Horn of Blasting. When the armor is donned by a dwarven champion, it grants epic power.

Art: Clauio Pozas



Elf Cleric 7, Neutral

Str 10 Dex 12 Con 10 Int 16 Wis 14 Cha 14 AC: 7/12 hp: 28

Personality

You are not good enough for his god. His god purifies the ranks of the followers, elevating them, and you are unlikely to ever be worthy of even offering your grubby worship. No one checks his arrogance, so he indulges in contempt for others as standard practice.

Strengths

- As a member of the royal family and powerful priest, he has backing. Aristocratic families, guards, and temple warriors will all side with him in any conflict.

Quirks

- If he gets flustered, he struggles to breathe, then dismisses the whole situation and flounces off.

Background

As third child, he was not likely to inherit anything but the honor and obligations. From a young age he was trained in the church, worshiping a distant and cold god on the command of unloving parents. He has gained tremendous power in service to the impersonal god, but he projects his own feelings of unworthiness on everyone else. A foreign power, he doesn't even know which one, has evidence of a terrible treason against nation and god four generations ago. If he disobeys the blackmailers, they will destroy his family by revealing their failings.

"You wish it? Who are you, to have wishes granted?"

Art: Shinkei



Half-Elf Fighter 7, Neutral Good

Str 14 Dex 10 Con 12 Int 14 Wis 10 Cha 16 AC: 2/17 hp: 58

Personality

He wears his command like armor. In a personal setting, he has quick wit and a ready smile, never quite fitting in but using that outsider edge as an advantage. He can be very warm and thoughtful with his friends. Currently, he struggles with his shame and disgrace. When in command, he is focused, chilly, and sharp. He shouts at those under his command (even if they are friends) and has little patience with incompetence or mistakes, promoting and demoting his troops on the spot.

Strengths

- He will not sacrifice troops for glory, but he will send them to their deaths if it is the only way to avert disaster. His troops trust him and will go into danger at his command.

Distinguishing Features

- A long scar carves down the right side of his face.

Background

He has commanded troops for his kingdom for the last century. Two years ago, he was under the command of an unfit to lead baron, and he disobeyed an order to march beyond the walls to engage a siege force. The town was lost anyway, and the baron complained to the king. The king allowed him an honor duel with the baron, whose champion won and scarred his face. The king assigned him to a run-down border settlement with a misfit garrison. Harlowis vowed to make them the best unit in the force.

Art: Tamas Baranya



Half-Orc Cleric 7, Chaotic Good

Str 14 Dex 10 Con 12 Int 12 Wis 14 Cha 12 AC: 7/12 hp: 28

Personality

He is a slow speaker, pausing to consider what was said, and his own thoughts, and what to say in response. This can be maddening. He also avoids saying anything harsh, accusatory, or insulting. He carefully monitors his thoughts to weed out anger, jealousy, or other negative emotion.

Strengths

- He is popular and used as a symbol that peace with orcs is possible. He takes his ambassadorship very seriously.

Quirks

- When a conversation is going in a direction he does not like, he will clap loudly, and rub his hands together, and change the subject.

Possessions of Note

- Unity Broach: Protects bearer from mystical persuasion.

Background

As a priest of the Unity he spends a minimum of 4 hours a day in prayer and meditation, suppressing violent urges and dark impulses. He doesn't talk about the past. Some say he was a cleric stricken with a curse of orc blood, others say he was an orc war leader cursed to seek redemption. Jealous clergy in the Unity suspect if they could tempt him into losing his temper they could get his position in the Church.

"You make interesting points. (...) Let's review options."

Art: Felipe Gaona



Half-Elf Cleric 8, Neutral Evil

Str 10 Dex 12 Con 10 Int 14 Wis 16 Cha 16 AC: 6/13 hp: 32

Personality

Everything can be bartered, bought, or sold. Information, friendship, respect, wealth, and power are constantly appraised by her shrewd mind. She sacrifices animals to her hungry god for spellcasting ability, and she sacrifices the unwitting in her bargains for other kinds of power. She can be very charming, but she cannot help but get down to business in every conversation.

Strengths

- Her sharp eyes and easy charm can disarm customers.

Quirks

- She evaluates new people as though purchasing a slave or hiring an agent (unless she makes a conscious effort.)

Distinguishing Features

- Her bright hair is her trademark and identifier.

Possessions of Note

- She carves spells on bones instead of writing on scrolls, and decorates herself with the magical aids.

Background

She was the only survivor of a massacred village, taken in and raised by urban nomads who put her in touch with a divine power that grants her spells. She has applied her considerable wits to destabilizing other religions in the area, arranging for their shrines to be razed and temples looted. Yet she does not recruit for her god. She seems to be part of a wider scheme even she may not understand.

Art: Sade



Half-Elf Ninja 8, Neutral Good

Str 13 Dex 16 Con 10 Int 12 Wis 14 Cha 14 AC: 5/14 hp: 34

Personality

Smooth and faintly bemused, wary and pleasant. He has aristocratic manners and a roundabout way of speaking, always drawing more information from others than he reveals himself. His humor suggests he's in on a joke no one else knows. He enjoys a double life as spy and baron.

Strengths

- Authorized spy for the king. Trained as a shadow warrior.

Quirks

- Away from court, he seems relieved to appear scruffy with stubble and grubby clothes.

Possessions of Note

- Ring of invisibility, flying dagger, and scarf of disguise.

Background

He is a baron, so he has an excuse to appear often at court and sufficient resources to carry out missions for the crown. His mother served the king as an enchantress; his father served as a shadow warrior spymaster. Serel continues his father's tradition, after years of specialized training. Now Serel investigates threats and possibilities, keeping the monarch's reign secure. He acts without revealing his identity, often hiring outsiders so he doesn't tip his hand. As baron, he is sent on diplomatic missions, and he often acts as a spy while in other lands.

"Just tell me _____, and there's a sack of coin in it for you."

Art: Sade



Human Aristocrat (Rogue) 8, Neutral Evil

Str 13 Dex 14 Con 10 Int 13 Wis 10 Cha 12 AC: 7/13 hp: 8

Personality

He wants you to think he is friendly, so he laughs. He wants you to think he is generous, so he gives gifts. He wants to control how others see him. He hides his greed and fear. He sees people as tools or threats.

Strengths

- Syran is an excellent planner, good at anticipating reactions and judging character.

Quirks

- He teaches his advisors hand signals so he can instruct them without speaking orders aloud. Sometimes his orders by signal contradict what he says. He uses this technique especially on dissidents, putting them off guard by saying sweet things to them before they are imprisoned or executed.

Distinguishing Features

- Scar over his eye from a failed assassination attempt.

Background

When he was very young, Syran witnessed a failed coup. He was in the throne room when some rebels confronted his father, who struck them down. He will never forget the fear and insecurity of that experience. He knows discontent always simmers under the surface. He is ruthless, willing to do anything to quell rebellion and keep his throne. He uses secret police, magical scrying, and professional informers extensively.

Art: Sade



Human Fighter 8, Neutral Evil

Str 13 Dex 15 Con 12 Int 10 Wis 12 Cha 14 AC: 6/13 hp: 62

Personality

Grim and sour. He used to be someone, and he was blackmailed to become a criminal, and every day he relives the shame of falling from a citizen to a thug. His self-regard is low, as he hates criminals but also is a criminal. He is judgmental.

Strengths

- Quin is an astonishing swordfighter. He is also a natural leader for the thieves' guild.

Distinguishing Features

- He has a limp from where a maul shattered his knee in a duel years ago.

Background

Quin made his family proud with his rapid rise through the ranks of the City Watch. He came from a family of watch officers, and he made them proud. Right up until he was blackmailed to betraying the Watch and facilitating a major, humiliating heist. He had no choice but to join up with the thugs that disgraced him. Now he is their champion in various fights, or muscle on the job. He struggles against despair and does as he is told, but he would jump at a chance to redeem himself.

"Yes, you are very scary and I'm sure you would kill me. Now go away."



Dwarf Monk 9, Neutral

Str 17 Dex 17 Con 15 Int 10 Wis 14 Cha 10 AC: 4/15 hp: 14

Personality

He appears serene and pleasantly dispenses proverbs. Underneath that, he has the spirit of a competitor and the bloodlust of a warrior. He pretends to be offended if people suggest he likes fighting, unless they are also warriors. If he feels they share his true nature, he treats his wise man façade as an inside joke.

Strengths

- He is able to externalize his life force into feats of speed.

Quirks

- Proud of his moustache; distrusts any with no facial hair.

Distinguishing Features

- He jokes that his red moustache is his power source.

Background

He was honored as a champion of his monastery's fighting style, enjoying success in fighting champions of other monasteries to demonstrate superior technique. He sensed something was wrong years before the monastery was destroyed; the leader knew something, but wasn't sharing. Then the whole monastery was swallowed by the earth one day while Barlow was away. He pretends, even to himself, that he is motivated by a need to solve the mystery for understanding, not vengeance.

"A true warrior understands external challenges illuminate inner strife. Need to see your inner failings? Face me."

Art: Clauio Pozas



Human Paladin 9, Lawful Good

Str 15 Dex 12 Con 12 Int 10 Wis 14 Cha 14 AC: 3/16 hp: 63

Personality

Seth sees collaboration and compromise as corrupting a singular vision. Adding influences muddies a perspective or culture. He does not want to learn new perspectives, he wants to purify the perspectives he already has, scrubbing out any outside influences. He only supports people who have a strong vision and want to act on it without lots of discussion or reframing. He doesn't fear death or danger, but he is terrified of becoming corrupt, or the appearance of being open to new ideas.

Strengths

- A brutal warrior and an inspirational speaker.

Quirks

- Refuses to speak in contractions or to use abbreviations. He speaks each word he means separately.

Possessions of Note

- His enchanted chest plate can breathe fire once per day.

Background

His homeland is plagued by the agents of darkness and mutation, so he trained his whole life in a culture that taught him that purifying fire was the only weapon against madness and chaos. He has seen safety and success in a rigid theocracy. He has seen horror and violence where unity against the forces of evil was weak. He believes there is only one way to fight back dangers: to worship his flame god and submit to the orders of leaders.

Art: Sade



Dwarf Bard 10, Lawful Neutral

Str 10 Dex 10 Con 14 Int 12 Wis 14 Cha 14 AC: 7/12 hp: 38

Personality

It is usually difficult for dwarves to tolerate the peculiarities of other races, but Targ finds them fascinating. He is friendly and eager to try new things, even willing to laugh off some amount of mockery before getting angry.

Strengths

- Centuries of negotiation have given him many tools for social situations. He can de-escalate violence, take the sting out of insults, and deliver bad news gracefully.

Quirks

- He styles his moustache and beard differently each day. He says it helps him resist getting stuffy with age.

Possessions of Note

- He has a library he built himself of books and stories he collected or recorded on his travels.

Background

He serves as a freelance diplomat for dwarves having sensitive negotiations with non-dwarven neighbors. As a young page, he interrupted negotiations that were leading his clan to war, inserting himself before senior diplomats. He did avert the war, then returned home to face his punishment, which lasted several years. When it was over, he was sought as a fresh face and voice for the dwarves in trade or diplomacy. He has spent the last 560 years as a diplomat, but never tires of seeing the same moves executed by new generations in new contexts.

Art: Peter Temesi



Elf Cleric 10, Neutral Good

Str 10 Dex 12 Con 12 Int 13 Wis 16 Cha 16 AC: 7/12 hp: 62

Personality

Gentle and sad, willing to agree to almost any point of view with a shrug. His passion is burned out, and he doesn't think any of this matters, so close to the end.

Strengths

- He has seen empires rise and fall and the transitioning of an age. He is wise and experienced.
- His network of contacts is powerful, but depleted.

Quirks

- He often cocks his head to the side and gazes at something for a minute. If asked what he's doing, he says he is considering the future.

Possessions of Note

- Foreseer's Broach. If the wearer sleeps while wearing the broach, it imparts a likely vision of the future. But this one is cursed only showing worst case scenarios.

Background

Zynad believed the forces of good could stand against the waves of chaos and evil as long as their leaders were right with the gods and filled with courage and conviction. In the last great war, he discovered Daxorian, his mentor and the leader of his Order, was sacrificing to a demon to gain enough power to push other demons back. Daxorian was killed, but if such a faithful servant could be corrupted, what hope is there for lesser mortals?



Half-Elf Sorcerer 10, Neutral Evil

Str 10 Dex 12 Con 9 Int 14 Wis 12 Cha 17 AC: 4/15 hp: 35

Personality

Preoccupied and distant, like everything is an interruption. It is rare he is interested or angered enough to bring his entire attention to bear, but it can be a life changing moment for the one he focuses his energies upon. He can ignore most insults, but he is passionately angry about those who insult him because of his elven heritage. He is most interested in other spellcasters, and if he can learn from them then he pays attention to them.

Strengths

- He has powerful illusion magic and destruction magic.
- Long travels have given him many magical trinkets.

Possessions of Note

- His snake familiar can kill with a nip, and it slithers here and there on his body. His handshakes can be VERY startling.

Background

He is using the kingdom as a vessel of convenience, offering them his services in exchange for workspace, information, and protection. All his plans circle around to wiping out the neighboring elven kingdom. His elven father shunned him, and he waited until his human mother died before he threw all his energy into the dark arts. It is not enough to destroy the elves, he has a plan that will punish them much more severely with lingering pain. His plan is nearly ready to set in motion.

Art: Sade



Human Wizard 10, Chaotic Evil

Str 10 Dex 12 Con 10 Int 16 Wis 9 Cha 14 AC: 6/13 hp: 22

Personality

She appears weak and defers to others, pretending to admire them. This puts people off guard. Underneath, she churns with jealousy. She is unhappy, so she uses what makes others happy. She cannot steal their joy, only its source. Taken out of context, what makes other people happy does little for her. This makes her angrier. When she thinks she is safe, she says hateful things.

Strengths

- Her command of magic is deep-rooted and strong. She is an ice cold liar with silky smooth manners.

Quirks

- When she feels it important to make a point, she puts her hands on the sides of a person's face and says "Look into my eyes. See my truth." This is a sure sign she's lying.

Background

She achieved her position as wizard's apprentice by poisoning the wizard's favorite and taking her place. She joined the court wizard's cadre by offering him her poisoned master's library. She got a position at court by framing the court wizard for poisoning the king's favorite; he was executed and she was promoted. All was going well until she tried to steal immortality from the fey, and she was punished. She tried a wish to undo the damage, but it was poorly worded ("live forever" does not guarantee "youthfulness.") Now she is desperate to be young again...

Art: Sade



Human Wizard 11, Chaotic Neutral

Str 8 Dex 14 Con 18 Int 16 Wis 16 Cha 12 AC: 4/15 hp: 55

Personality

He has no sense of wrongdoing if he lies, cheats, and steals on his way to immortality. His quest has cost him all his healthy relationships, a human-looking body, several fortunes, and some would say his sanity. He's burned through too many friendships over the centuries to be interested in forming any more, so he's intensely self-centered when he meets new people.

Strengths

- He has powerful magic, hardened flesh, and a burning focused ambition for what he wants.

Distinguishing Features

- Steeped in alchemical energy, he has many signs of mutation and sometimes they change.

Possessions of Note

- An enchanted stone mask hides his warped features.
- A portable lab in a large rectangular case.

Background

He has chased immortality for centuries, and he's close. Either he will become a living statue, molded to appear however he wants and immune to aging, or he will collapse into becoming a lich. The next year will make all the difference as he pursues components and rituals and able assistants. He doesn't spare the past a second thought, but he's from a respected school, kicked out for immoral experimentation related to immortality!

Art: Claudio Cassini



Human Barbarian 12, Neutral Evil

Str 17 Dex 15 Con 18 Int 10 Wis 9 Cha 13 AC: 6/13 hp: 78

Personality

He will endure and you will not. Every constant has been stripped away from him except killing and pain. The life, death, suffering, or victory of others is meaningless to him. If pestered for conversation, he's likely to kill the one pestering him because that's easier.

Strengths

- He is ruthless and unburdened by moral quandary or squeamishness. Slaying is a reflex, barely a choice.
- Iron thews, muscle memory, instinct, and reflexes.

Quirks

- He doesn't bother learning a person's name unless they are a sponsor or they impress him. Until he takes notice of a person, he calls them "bunny."

Distinguishing Features

- His empty white eyes are disconcerting.

Background

As a boy, he worked in the arena as a slave doing menial work. He welcomed the chance to get in the ring, where he could fight back—and he was good at it. After years of unlikely survival, he was named Slicker (his savagery covered him in blood.) He was blinded in battle, one eye at a time, but he insisted he be allowed to continue fighting. Impressed that he survived, his master hired fleshcrafters to implant a sensory organ in his forehead that gives him echolocation within thirty feet.

Art: Jazbee



Human Bard 12, Chaotic Good

Str 12 Dex 14 Con 10 Int 11 Wis 14 Cha 17 AC: 7/12 hp: 51

Personality

Serving as something of a guard and entertainer, she is stoic at court until called upon to entertain. When asked to perform she always has just the right joke, poem, song, or dance ready. She hopes that others like her for more than just her appearance. She loves her role and only wishes to travel more.

Strengths

- Beauty allows her to almost always make a positive first impression.
- Her stage presence is incredible, and she knows a deep library of songs, poems, stories, jokes, and improv skits.

Possessions of Note

- Color Shifter: The pole she carries is capable of projecting shimmering colors which change based on the mood she wishes to convey.

Background

Strictly trained from a very young age, Sarosa was a child prodigy at performance. She was stuffed with lore and trained in song and instruments. She wishes to escape and experience the world to better gain inspiration for her performances. She is profoundly and secretly lonely, sure that no one will ever value her as a person, but only as a resource and skill set. She hopes travel will also mitigate this.



Human Fighter 12, Lawful Neutral

Str 14 Dex 14 Con 10 Int 12 Wis 16 Cha 14 AC: 4/15 hp: 65

Personality

Reflexively watches for talent, and tests those under her command and those she meets for the first time to evaluate how best to use them. She has the easy confidence of a leader selected by merit and service. She smiles a lot, but if her patience is tested, her smile is more a show of teeth.

Strengths

- She has developed and supported those around her. They will jump to her defense.
- Has a natural instinct for leadership and reading people.
- Possesses keen reflexes with a blade.

Quirks

- She carries a pointer crop that she slaps against her leg or any handy surface for emphasis. She also punishes lazy thinking by ordering push-ups: "Drop and give me twenty while you think it through." She's mostly kidding when talking to those who do not answer to her.

Background

She was unhappily married with two children when the war swept up her kingdom and every able-bodied adult was conscripted. She found her experience as a mother prepared her well to order troops and her courage unfurled as she faced danger with steel. Her husband was killed in the fighting, and she has uncomfortable feelings about her children who live with family away from battle.

Art: Sade



Gnome Wizard 14, Lawful Neutral

Str 8 Dex 12 Con 14 Int 16 Wis 14 Cha 14 AC: 9/10 hp: 52

Personality

He believes the old ways are best, but he does not like people to agree uncritically. He reflexively points out problems with other peoples' plans and beliefs. The highest loyalty is critical of what it serves.

Strengths

- Knows ancient patterns that control profound energy.

Quirks

- He offers an opinion then badgers those who agree to find out WHY they agree.

Distinguishing Features

- He thinks great wizards should have great moustaches, as he does.

Background

As a younger gnome, he served as court wizard and saw a kingdom fall apart to hubris and ego. He has pretended to be old much longer than he has actually been old, because the curmudgeonly presentation encourages people to be lenient towards him when he insults or pranks them. He uses humor and pranks to try and jostle hard-bitten types to take themselves less seriously; they remind him of the arrogant nobles that once dragged a kingdom to its death.

"It takes more than memorization; you must understand the reason the symbols shape power."

Art: Felipe Gaona



Elf Ranger 6/Sorcerer 9, Neutral Evil

Str 14 Dex 14 Con 11 Int 11 Wis 13 Cha 17 AC: 6/13 hp: 69

Personality

Trayvis despises the nickname Oathbreaker which only reminds him of his shameful past. He is on a quest for power— using any means at his disposal to get it. Once a warrior, he has now decided true power comes from magic. He tries to befriend anyone who may teach him a new spell or technique, but Trayvis's motives are easy to discern.

Strengths

- Obsessed with power, his willpower is especially high.
- He has a wide variety of spells in his books.

Distinguishing Features

- His pact with Kxypxl has turned his hair unnaturally white.

Background

Once a rising elven noble, Trayvis allowed dreams of power to corrupt him. He listened to the whispers of an emissary of the demon Kxypxl. Soon Kxypxl was speaking directly to Trayvis and convinced the elf to send patrols away from the border, beginning a great war to a dark adversary with an advantage. His relatives reached out to him, pleading for him to see the light. He feigned repentance as long as he could learn from them, then betrayed the elves again, this time killing two sisters and his father. Recently Kxypxl has been distant, perhaps Travis is of no use to him, yet Trayvis is desperate to keep his powers.

Art: Claudio Cassini



Elf Ranger 15, Lawful Neutral

Str 14 Dex 18 Con 12 Int 10 Wis 14 Cha 18 AC: 4/15 hp: 92

Personality

Her presence is so steady that one glance can silence hysterics or bluster. She is a veteran of multiple cataclysmic wars. She expects obedience and respect. Those who challenge or insult her are swiftly dealt with as she uses her presence and her allies to end any confrontation. While she is open to suggestions, she will not allow insubordination. She does not seek power, so when she consents to lead, she expects to be followed.

Strengths

- She is trusted to the point that rivals will agree to march under her banner.

Quirks

- When battle heat rises in her blood, she tends to let off piercing birdcalls to release emotion. Elves and fey who hear these calls find fresh resolve.

Background

They call her the "Green General." She has led dozens of armies for the forces of law and good, but the bloodshed has taken a toll on her mind and heart. She is allowed to live in peace in a remote glade, her only company a dryad lover, a nymph who handles communicating with intruders, and a forest full of loyal animals. Only the most persuasive envoy can persuade her to join any new battle against the forces of evil; she believes the next war will kill her.

Art: Sade



Human Druid 15, Neutral

Str 14 Dex 16 Con 12 Int 14 Wis 17 Cha 16 AC: 4/15 hp: 58

Personality

Gruff, it pains him to talk to civilized people. If treated kindly, he will gossip about the doings of animals in his territory—something he finds endlessly fascinating.

Strengths

- His mystical powers are great, as is the loyalty of a number of dangerous animals that are always nearby.

Quirks

- Birds flit around him, bringing him small gifts (sometimes messages from agents) or fetching things to hand.

Distinguishing Features

- His skin is slowly turning to wood, his hair to fur.

Background

Lumogra does not want to start a war with civilization, but he does want more breathing space for the wild spaces under his care. He has intensified the weather to drive the hardest frontiers back closer to civilization. Those who refuse to retreat face animal attack. It pains him to kill, but after a bad experience with civilization and treaties almost a century ago, he prefers the more reliable and direct method of making civilization's conquests unlivable. This is his fourth Grove, the three previous were too close to civilization, and were overtaken. He has vowed this one will not be cut down until he is, and there's ice and steel in his resolve.



Human Wizard 15, Neutral

Str 10 Dex 14 Con 10 Int 16 Wis 17 Cha 14 AC: 4/15 hp: 42

Personality

Mursad always seems distracted. He tends to be dismissive of those who do not use magic, but pays close attention to those who do. He is always on the lookout for recruits to his cause which is all he cares about.

Strengths

- He is a profoundly powerful spellcaster.
- He curates a far-flung network of like-minded wizards. He can assemble army-shattering coalitions.

Possessions of Note

- **Ethereal Chorus:** A necklace with charms. Each creature he gives a charm can whisper to him upon activating it. When someone tries to reach him, the necklace vibrates. He conjures mist around his head to hear the whispering from the mist. He has a few of charms left. He can reach a charm bearer through the necklace as well.

Background

As a young wizard he visited the Rift, a tear in space-time that revealed the frayed edges of what could have been and what it looks like when dimensions sunder. He was profoundly affected, realizing the unity of reality was fragile. Since then he has focused on regulating magical energy through the dimensions in case of magical catastrophe. His efforts are usually met with dismissive disdain, but some listen and help. He now lives in a tower near Skyvault, another weak point in the dimensions.

Art: Sade



Gnome Fighter 16, Lawful Neutral

Str 12 Dex 14 Con 12 Int 14 Wis 8 Cha 16 AC: 0/19 hp: 88

Personality

She believes she can get what she wants if she is violent and clever enough. As leader of a military with long campaigns of experience, she has a mass of battle-tested and loyal troops. She can pretend to be deferential, or friendly, but she's a cunning and ruthless predator.

Strengths

- Experience with burrowing creatures and illusion have prepared her for warfare.
- She is adept at feints and counter-intelligence, as well as non-linear thinking on the battlefield and in diplomacy.

Quirks

- Those who mock her height or size are punished by having their limbs amputated. They are not killed.

Distinguishing Features

- Her hair is flaring brilliant orange, and her eyes match.

Background

Raiders destroyed her village and took her prisoner. She escaped and rallied local law and rabble alike, surprising the raiders with a coalition that wiped them out. Far from home and without reason to return, she led those who would follow through several bloody campaigns, becoming the most feared mercenary captain in the region.

"That river guards their flank, sure. Unless we dam it up and turn their fort into a lake."

Art: Felipe Gaona



Halfling Wizard 20, Chaotic Evil

Str 8 Dex 8 Con 8 Int 17 Wis 12 Cha 12 AC: 7/12 hp: 62

Personality

She picks up the dead as a worker would pick up tools. She grips ghosts and remains and thrusts them into the obstacles and people that vex her. To her eyes, all mortals have sprung a slow leak; death gains each day.

Strengths

- Her mastery of the necromantic arts is uncanny, and her tolerance for pain and fury is impossible to measure.

Quirks

- She "signs her work" with blood graffiti of a clock.

Distinguishing Features

- Her hands are too crippled and twisted to use. She cannot even feed herself. Skeletons care for her needs.

Background

When she was a teen, a necromancer preyed on her village. Stragglers were killed and turned into zombies, attacking their former home. The local noble would not do anything about it, and the whole village was destroyed. Only one girl remained, and she tried to kill the necromancer. He found her charming, and made her an unwilling apprentice and consort. Years later, she killed him, then used his tactics against the noble who ignored her village's plight. That noble is her favorite skeletal slave. She delved into the magics too deeply, too quickly, and her health was destroyed as she magically aged. She plans to become a lich so age won't matter.

Art: Felipe Gaona



NPC PORTRAITS DECK: FANTASY 2

Need a 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 20.

Of course **you're also free to customize a character's background** to fit the adventure. Or use them as **"face" cards** and develop 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 while playing.

Adventure Hooks Abound!

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

- How are the rebels planning to use Prinestia Sellex?
- Why does Tik Elleth constantly refer to Wizly?
- How is Princess Klestra planning to save her kingdom?
- What is Tansall the Scoured greatest regret?
- What will Ohn do now that his mission is complete?
- Who is blackmailing Zelaymor Tynalria?
- How does Ularian plan to wipe out the elven kingdom?
- Why is Trayvis known as the "Oathbreaker"?