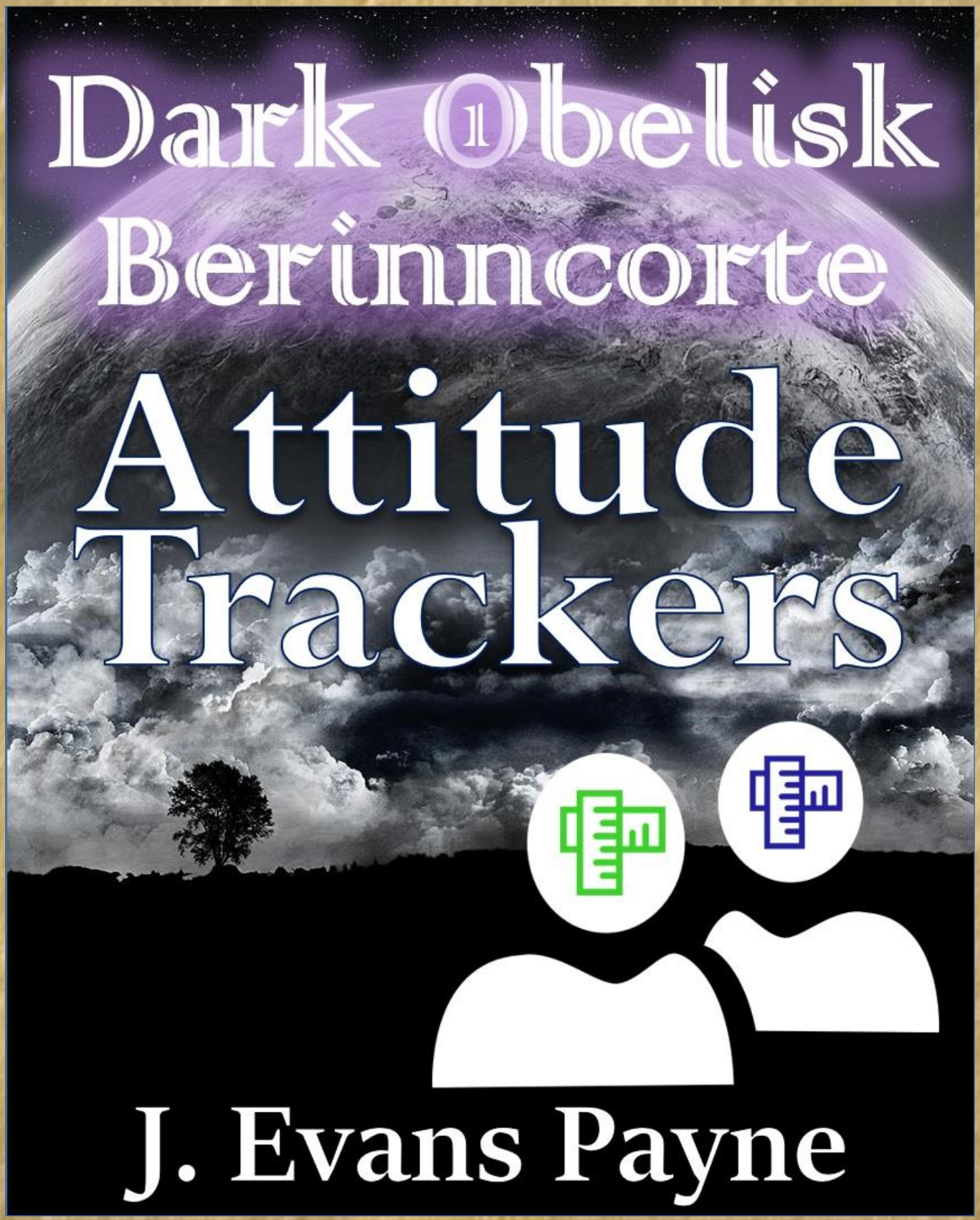

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Colophon

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Introduction

What is This?

This document is a companion to **Dark Obelisk: Berinncorte**, a massive roleplaying adventure that is the first component in a new Adventure Path.

Part of what makes **Dark Obelisk** a rewarding RPG experience is the richly-detailed and fleshed-out NPCs. Character interaction, and the resulting **Attitude** of the NPCs involved, is a crucial part of what helps make NPCs in this Adventure Path so immersive.

This document is for those GMs who wish to actively manage and track the **Attitudes** of NPCs and the interpersonal relationships between major characters and the PCs. It can be printed out and updated via pencil or pen to represent the current state of things in a particular gaming run-through with your gaming group.

For more information on the concept of **Attitude Trackers** and this unique approach to enabling complex NPC character interaction, please refer either to the **Dramatis Personae** section of **Dark Obelisk: Berinncorte** (available here), or to the overview of the concept as provided in the free PDF **Attitude Trackers for Complex and Realistic NPCs**, available here on RPGnow.com.

Enjoy!

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Attitude Trackers

Each NPC in your adventure or campaign setting can be given an **Attitude Tracker.** This is meant to represent an NPC's current **Attitude** toward the party.

Pathfinder uses the five classifications of **Hostile, Unfriendly, Indifferent, Friendly,** and **Helpful**; this adventure introduces a bit more detail into the equation. The **Tracker** provided below uses these classifications; for use with another roleplaying game system, you can adapt these gradations to those used by your game.

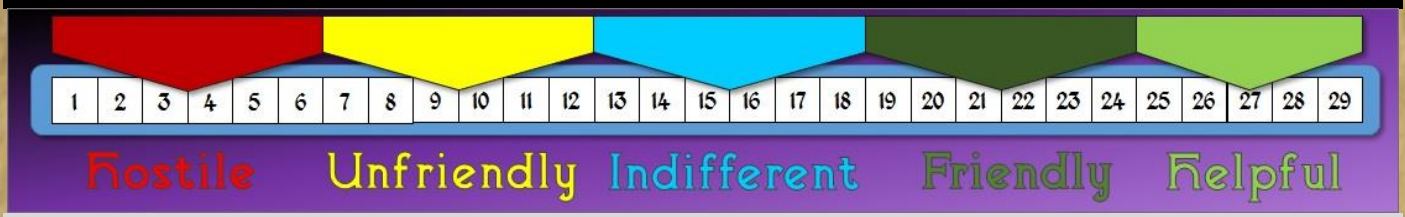
Attitude Modifiers

Each major, named NPC in **Dark Obelisk: Berinncorte** is listed here, with an **Attitude Tracker** to represent their current relationship with the PCs, and their **Default Attitude**, representing the initial predisposition toward the party when the PCs first encounter that NPC.

Each NPC also has a custom set of specific **Attitude Modifiers**; each such **Modifier** is a condition that, when met, will affect the current position of that NPC's **Attitude.**

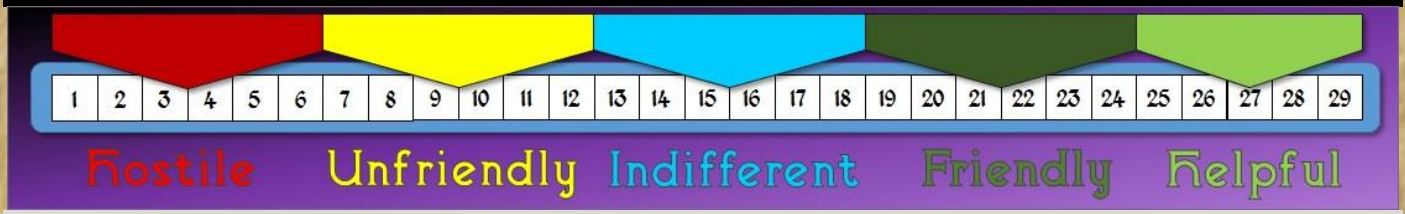
For more details on each NPC's **Attitude Modifiers**, please refer to the **Dramatis Personae** section of **Dark Obelisk: Berinncorte.**

Aramil Xiloscient (Apothecary)



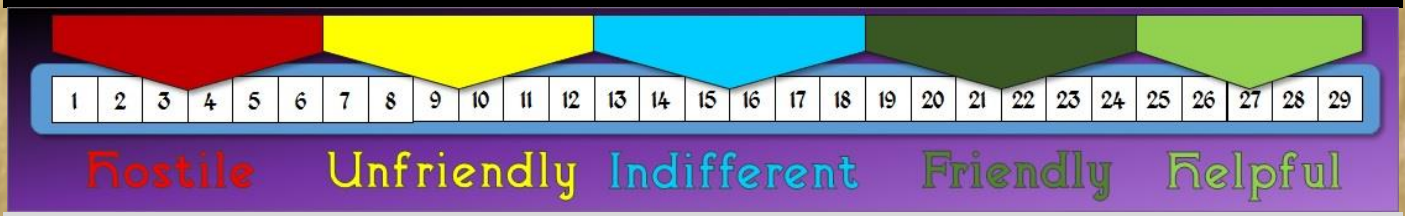
Starting Attitude: 14 (Indifferent)

Arbelladon Moonside (Fortune Teller)



Starting Attitude: 14 (Indifferent)

Ash "Executioner" (Militia Trainer)



Starting Attitude: 18 (Indifferent)

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Biggen Gurble (Reader)

Starting Attitude: 14 (Indifferent)

Brock Runnaheim (Stablemaster)

Starting Attitude: 14 (Indifferent)

Cannock (High Priest)

Starting Attitude: 14 (Indifferent)

Caerthynna Csornyl (Druid Merchant)

Starting Attitude: 14 (Indifferent)

Cora Brushgather (Farmer)

Starting Attitude: 14 (Indifferent)

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Daratis (Seamstress)

Starting Attitude: 14 (Indifferent)

Debran Ormrick (Militia Treasurer)

Starting Attitude: 16 (Indifferent)

Denzys (Preacher)

Starting Attitude: 14 (Indifferent)

Dimblegruffe (Blacksmith)

Starting Attitude: 14 (Indifferent)

Dominika Symms (Mayor)

Starting Attitude: 14 (Indifferent)

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Donur Gravelsmasher (Fortune Teller)

Starting Attitude: 14 (Indifferent)

Einkill Holderhek (Merchant / Mercenary)

Starting Attitude: 14 (Indifferent)

Elena Lomazonne (Merchant Princess)

Starting Attitude: 14 (Indifferent)

Elizavetta Burak (Illusionist / Prostitute)

Starting Attitude: 14 (Indifferent)

Esk (Innkeeper)

Starting Attitude: 14 (Indifferent)

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Farzith (Butcher's Apprentice)

Starting Attitude: 14 (Indifferent)

Ganyc (Butcher)

Starting Attitude: 14 (Indifferent)

Gorin Bakelight (Tribute Magister)

Starting Attitude: 14 (Indifferent)

Gumbrew (Fishmaster)

Starting Attitude: 14 (Indifferent)

Gunnloda Balderk (Librarian)

Starting Attitude: 14 (Indifferent)

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Gurth (Cryptkeeper)

Starting Attitude: 14 (Indifferent)

Gyldor

Starting Attitude: 14 (Indifferent)

Hueykins (Jester)

Starting Attitude: 14 (Indifferent)

Ines Borque (Merchant / Beast Raiser)

Starting Attitude: 14 (Indifferent)

Jozan (Bartender)

Starting Attitude: 18 (Indifferent)

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Kayzark (Vendor)

Starting Attitude: 16 (Indifferent)

Kerem Dogan (Merchant)

Starting Attitude: 14 (Indifferent)

Larissa (Elder of Sheergath)

Starting Attitude: 14 (Indifferent)

Lingona (Bard)

Starting Attitude: 14 (Indifferent)

Amadan (Militia Armsmaster)

Starting Attitude: 19 (Friendly)

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Maghana (Cleric of Zugul)

Starting Attitude: 14 (Indifferent)

Mardnab Scheppen (Maid / Bard)

Starting Attitude: 14 (Indifferent)

Oneib (Salesman / Security)

Starting Attitude: 16 (Indifferent)

Ota Kuiduru (Chief Clerk)

Starting Attitude: 14 (Indifferent)

Otibus (Seamstress' Husband)

Starting Attitude: 14 (Indifferent)

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Ownka (Serving Wench)

Starting Attitude: 14 (Indifferent)

Phadian Gess

Starting Attitude: 14 (Indifferent)

Pilga (Landlord)

Starting Attitude: 14 (Indifferent)

Rhirem (Mercenary Evoker)

Starting Attitude: 14 (Indifferent)

Rona Stonehammer (Merchant Combat Trainer)

Starting Attitude: 14 (Indifferent)

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Shakira Alam (Merchant)

Starting Attitude: 14 (Indifferent)

Skutt Krundar (Militia Vice Captain)

Starting Attitude: 18 (Indifferent)

Sorille (Courier)

Starting Attitude: 19 (Friendly)

Stewy (Apprentice Fisherman / Fledgeling Underlord)

Starting Attitude: 14 (Indifferent)

Tansden (Militia Captain)

Starting Attitude: 14 (Indifferent)

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Thrunne (Serving Wench)

Starting Attitude: 14 (Indifferent)

Tarsheva Hornwood (Landlord)

Starting Attitude: 20 (Friendly)

Tudra Coppereye (Sage)

Starting Attitude: 14 (Indifferent)

Unglar (Sheergath Guard)

Starting Attitude: 14 (Indifferent)

Vanya Berezin (Food Merchant)

Starting Attitude: 14 (Indifferent)

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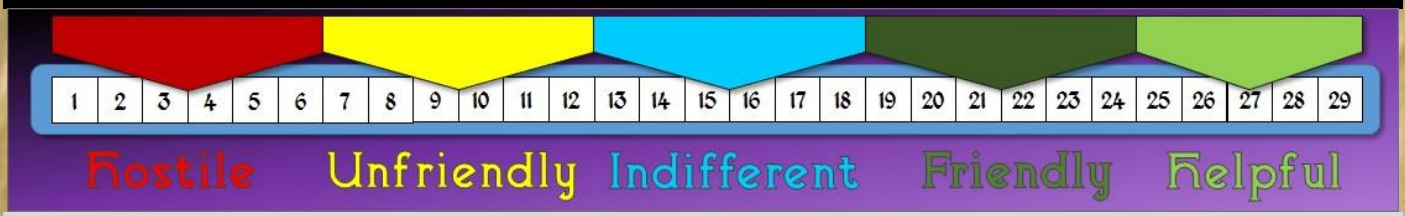
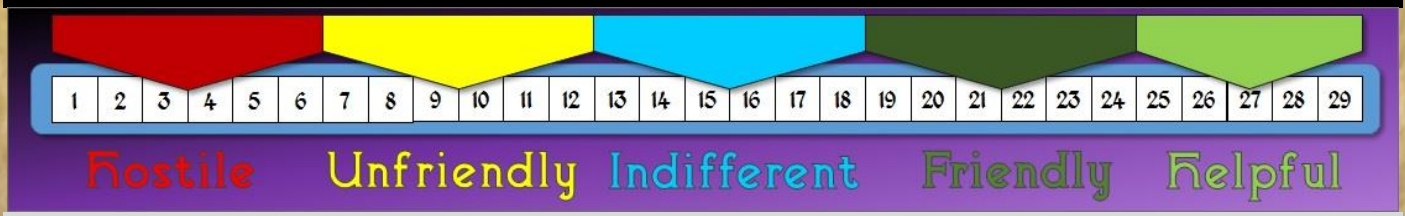
Waywocket Ningel (Jeweler)



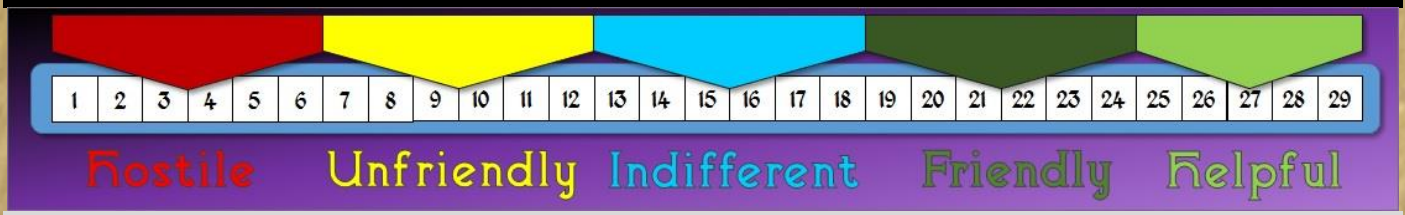
Starting Attitude: 14 (Indifferent)

Welby Goodbarrel (General Store Manager)



Starting Attitude: 14 (Indifferent)

Zook Beren (Brewer / Cook)



Starting Attitude: 14 (Indifferent)

Blank / Extra Attitude Trackers

These trackers are provided to manage relationships with other NPCs, or those whom the GM introduces on your own. For example, in the context of **Dark Obelisk: Berinncorte**, the PCs might have an altercation with a particular **Berinncorte Militia** member, who then takes on a larger role in the story.

Alternately, since part of the intent of **Dark Obelisk** is to be able to "insert" the adventure into your existing campaign setting, you might wish to apply the concepts of **Attitude Trackers** to significant NPCs who are already extant in your gaming group.

NPC Name:

Starting Attitude:

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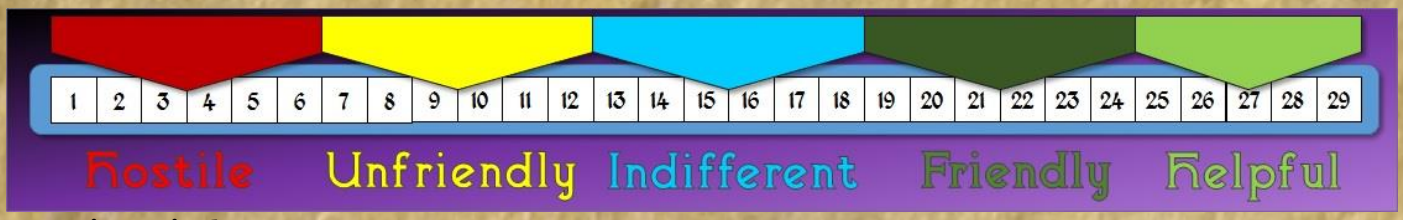
NPC Name:



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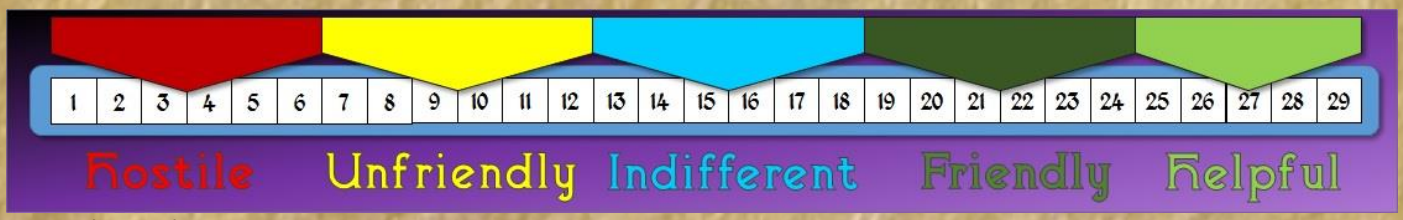
NPC Name:



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