

## QUICK TOWN NPCs

Use these tables for inspiration or roll them up randomly. Some of the tables could be rolled more.

### ALCHEMIST

#### d6 The alchemist is...

1. An apothecary.
2. A hedge wizard.
3. An herbalist.
4. A poisonmaker.
5. A potioneer.
6. A pyromancer.

#### d4 The alchemist is looking for...

1. Delivery help.
2. New recipes.
3. Purchasers.
4. Rare ingredients.

#### d4 The alchemist carries...

1. Several vials of acid.
2. Several curatives.
3. An unusual potion.
4. A pyrophoric substance.

### CRIMINAL

#### d6 The criminal is...

1. An assassin.
2. A con artist.
3. A gambler.
4. A poacher.
5. A smuggler.
6. A thief.

#### d6 The criminal is looking for...

1. Accomplices for a specific task.
2. Revenge against a rival criminal.
3. An easy mark.
4. Extra muscle for some work.
5. Rumors that may lead to a big score.
6. A rowdy evening of carousing.

#### d6 The criminal carries...

1. A crossbow with poisoned darts.
2. Several daggers.
3. A short sword.
4. A lucky charm.
5. The token of a love.
6. Letters for blackmail.

### LAW OFFICIAL

#### d4 The law official is...

1. A constable.
2. A sheriff.
3. A guard captain.
4. A magistrate.

#### d6 The law official seeks someone to...

1. Capture a fugitive.
2. Catch a thief.
3. Guard a specific location or person.
4. Investigate a disappearance.
5. Solve a murder mystery.
6. Have an ale with.

#### d4 The law official carries...

1. An arrest warrant for an outlaw.
2. A proclamation for a reward.
3. A knife or sword of the office.
4. A pocketbook of local laws.

### NOBLE

#### d6 The noble is...

1. A knight.
2. An old lord.
3. A young lord.
4. An old lady.
5. A young lady.
6. A wealthy merchant.

#### d6 The noble seeks someone to...

1. Dispose of an enemy.
2. Negotiate a trade contract.
3. Prepare an army for war.
4. Sabotage a rival.
5. Secure a marriage.
6. Have a good time with.

#### d6 The noble carries...

1. Several deeds and titles.
2. A family heirloom.
3. Several inventories and invoices.
4. Some very valuable jewels.
5. A compromising love letter.
6. A letter from a powerful lord or lady.

### PRIEST

#### d6 The priest is...

1. An acolyte.
2. A healer.
3. A monk.
4. A preacher.
5. A scholar.
6. A witch-hunter.

#### d4 The priest is looking for...

1. New converts.
2. Heretics.
3. Relics and rare lore.
4. The bottom of a goblet.

#### d4 The priest carries...

1. A well-used cudgel.
2. A prominently displayed holy symbol.
3. A pocketbook of sacred texts.
4. A wineskin.

### SEER

#### d6 The seer is...

1. An astrologer.
2. A fortune teller.
3. A mystic.
4. A lorekeeper.
5. A prophet.
6. A psychic.

#### d4 The seer is looking for...

1. The answer to a riddle or prophecy.
2. New clients for a reading.
3. News regarding a missing person.
4. Some juicy gossip.

#### d4 The seer carries...

1. A crystal ball.
2. A dowsing rod.
3. A large, sharp-pointed knife.
4. Several star charts.

### SMITH

#### d4 The smith is...

1. An armorer.
2. A blacksmith.
3. A farrier.
4. A weaponsmith.

#### d4 The smith is looking for...

1. A new apprentice.
2. A journeyman craftsman.
3. Rare metals.
4. A mug of strong ale.

#### d4 The smith carries...

1. A hammer.
2. A metal trinket made by the smith.
3. A contract commissioning a sword.
4. Little more than a few coins.

### TRAVELER

#### d8 The traveler is...

1. An exile.
2. A minstrel.
3. A peddler.
4. A pilgrim.
5. A refugee.
6. A sellsword.
7. A storyteller.
8. A treasure hunter.

#### d10 The traveler is seeking...

1. Accomplices on a quest.
2. The answer to a riddle.
3. An audience to entertain.
4. A long lost friend.
5. The return of something stolen.
6. Revenge against a bitter rival.
7. A permanent home.
8. Steady work.
9. Traveling companions.
10. Drinking companions.

### BARKEEP/BARMAID

#### d8 The server greets you with...

1. A mug of ale.
2. A goblet of wine.
3. A glass of water.
4. An offer to move to a better table.
5. A look of exasperation.
6. A warm handshake.
7. A pat on the back.
8. A pretty smile.

#### d6 The server is looking for...

1. An excuse to kick you out.
2. Someone more important to talk to.
3. Someone to do some pest removal.
4. A big tip.
5. A good joke or story.
6. The bottom of a bottle.

#### d4 The server carries...

1. A filthy rag.
2. A pristine silk handkerchief.
3. A piece of conspicuous jewelry.
4. An unusual belt purse.