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Present

# One Sentence NPCs

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Our hope is you use this PDF to inspire your planning and to help out at the game table. Pick NPCs that appeal to you, or select them at random, and flesh these one sentence concepts out to suit your game mastering needs.

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Cheers,

Johnn Four and Chatty DM  
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Thanks to the following sponsors who supplied prizes for the One Sentence NPC contest:



Errors, omissions, or feedback? Please e-mail [johnn@roleplayingtips.com](mailto:johnn@roleplayingtips.com)

1. A hard faced guard loves sewing in his time off, but is embarrassed by his beautiful works and so claims his none-existent wife is responsible.
2. A butcher has aspirations of one day singing at the great opera house, if only his shrew of a wife would let him practice.
3. A broken, weak little man, Martin the wheelwright fights on because he BELIEVES.
4. Two words: barbarian technomancer.
5. Cursed with two different personalities, he is a jester who sometimes believes he is a paladin, but he has been blessed with epic agility and speed.
6. A lone detective appears to town folk as a dark stranger with purpose unknown, and is frequently seen in areas where a murder has just been committed.
7. He is at once a bastion of righteousness, a paragon of wickedness, and a codex of law, for he is a Duke of Hell.
8. Wealthy, shy, soft-spoken, friendly, merchant's daughter (18) who secretly wants revenge on dwarves for the death of her brother, and has recently come into possession of an ancient evil artifact.
9. A magnanimous farmer tries desperately to poison the local nobility.
10. A cantankerous, blind sage who has come to hate the search for knowledge that has ruined his eyes and life
11. The new cook the local tavern hired recently is truly exceptional, which should be no surprise considering how many talented voices he hears in his head as he prepares the meals.
12. Fair-minded and confident champion, likes guarding the local castle, but has a problem with phobia against dogs.
13. A wizard on the street is tired of all the books and worries of the magical way of life, and now wants to be a bartender.
14. The monk takes his vows of poverty seriously, and also alleviates others from their wealth, as he combines his cat burglar skills with experience as lawyer.
15. An idealistic young wizard joins a cult of demon worshipers in hopes of using their power for the greater good.
16. Clumsy, drunken wizard morbidly afraid her own sobriety.
17. A forgetful, singing shop keeper with bad debts and forgotten deals.
18. An architect, both narrow-minded and storm-browed, prone to a predisposition for falling from great heights.

19. The captain of the town guard, who specializes in acting grim and dour, secretly admires several criminals for their bravado and talent.
20. A powerful sorcerer with a tarantula familiar who speaks softly.
21. Super-intelligent ape struggles to gain acceptance in the Galaxy Police Force.
22. Shady, shriveled shopkeeper sheepishly sheathes shillelagh.
23. The vile and hated orc clan, known for banditry and raids, has the secondary effect of controlling the population of roving undead that would otherwise plague the area.
24. The handsome, pleasant, friendly, and fantastically charismatic sorcerer leader is famous for his magic charm/dominate spells, diplomatic skills, and desire to help others, but is secretly a wererat who has been responsible for the deaths of 2-3 citizens a month due to his condition.
25. The fat, jovial arms merchant will buy or sell any new or used arms or ammunition for reasonable prices (extralegal exchanges are handled outside the country), but his shop is filled with automated defenses that make even the government troops pause.
26. A charming, witty, brilliant and successful medical doctor with a wonderful bedside manner, is trying to hide his many crimes against humanity, including experimenting on prisoners of war.
27. Initially friendly and gregarious genius starship engineer in overalls whose unorthodox tinkering with the ships drives stresses the fabric of reality, causing him to become more reclusive and obsessive over time.
28. A small, friendly, unwashed orphan from the streets who mutters to himself and claims to hear voices, and is actually a powerful natural telepath who can't stop reading minds.
29. A naïve, huge man with bulging muscles and an overdeveloped sense of honor, who just happens to be the king's/millionaire's secret illegitimate son and potential heir to the fortune.
30. A large (fat) but tough and grizzled crime boss who worked his way up through the ranks from street rat and still has a soft spot for inexperienced operators with moxie.
31. Considered an expert in alchemy, the rotund gnome Hurl Powderpuff is the choice of many underground individuals seeking the right poison, provided they come with the coin he needs to help pay for his lavish lifestyle.
32. Ever since his wife of 57 years died of mountain fever, Thomas Finch performs small, menial chores in town, waiting until death takes him to his beloved.
33. Always trying to break free of his parents' strict rules, young Conner Brewer left his small hometown to seek adventure, only to end up in the hands of gnoll slavemasters who would torture him if he did not produce the fine ale learned from his fathers' brewery.
34. One day On-ling quietly hopes her hard work is noticed and receives the praise she feels she deserves amongst the serene and traditionally humble monastic Order of the Silent Wind.

35. The master thief cannot turn to the guard for help in rescuing her kidnapped child, and is desperate to raise the ransom she believes will save her son.
36. Having had a leg amputated after serious injury, this former soldier begs on the streets, angry that those he fought to defend should pay him so little heed.
37. Lust for his brother's wife fills the lord of the manor, and he plots and plans to make her his own, never quite finding the courage to carry his plans to fruition.
38. A heavily tattooed barbarian from a different culture is both amazed at the people and enthralled by the market town, but misses the jibes and jokes being made at his expense.
39. Having literally been to the depths of hell, visions plague this planewalker, and he is convinced demons hidden behind every corner search for him to do him ill.
40. The king's assistant handles the administration for the crown but harbours a guilty secret of illiteracy, forced to pass on correspondence to his staff to deal with.
41. The mother feels responsible after sending her sons to their deaths in war and dotes over anyone who comes to visit, offering them every hospitality in the hope they can fill the void now present in her life and provide her some redemption.
42. The nervous stowaway finds he has no sea legs, as he is forced to flee for his life from the paladins who have falsely accused him a killer.
43. The first mate of a ship secretly smuggles contraband on board without the captain's knowledge, planning to use the profits to buy the loyalty of the crew and force a mutiny.
44. The captain of a trading vessel had a former life of piracy and prays not to be recognised every time he docks in port.
45. The head of a criminal gang cannot stand the sight of blood and always gets others to do his dirty work for him, while his confidants get suspicious about his leadership.
46. A middle-aged fletcher who wishes he had been an adventurer and hero, but fears his prime is now past him, and with it that opportunity.
47. A ruthless baroness is nervous about being blackmailed by the assassins she hired to remove her predecessor from power.
48. The alchemist does a roaring trade in healing potions, but also has no remorse in using elixirs of love to ensure women fall for him.
49. A swarthy blacksmith has been working all the hours he can to buy his mistress gifts, but now suspects she is fickle and seeing other men.
50. A war hero knows his high profile status and rewards for bravery are undeserved after taking cover and hiding while his allies fought and died.

51. A priestess doubts her religion and cannot understand her god's will after seeing so much evil and so little done to put a stop to it.
52. An elderly baron who speaks in little more than a whisper feels guilty and responsible for his son's death after sending him to lead his army.
53. A powerful arch mage is incredibly nervous around people, and for all his power feels intolerably lonely, considering his pet cat is his only true friend.
54. A senior member of the city guard feels guilty as he turns a blind eye to the criminal organisation that supplies his drug habit.
55. Since his kin have always been poorly treated, this gnome trained to resist the oppression, earning him the title "The Wee Samaritan."
56. Knowing who really shot JFK, he is a mute who thrives on communicating in pictographs.
57. Having naught but the clothes on his back, he dreams of amassing wealth, but his rich uncle has forced him to stay and work for him.
58. Born with terrible deformities in his face, this human was banished from society, dashing his dreams of becoming a prosperous bard, but he appears quite comely among orcish folk.
59. Being a hopeless xenophobic, he is prejudiced against dwarves, but he incurably craves dwarven ale.
60. An outcast mage, he was cursed by his guild so that he thinks he is a duck, but he still knows the base of those he once called brethren.
61. A rich elder of a village, he wishes to marry off his daughter to one of the PCs and will use his influence with the local thieves guild to make it happen.
62. A retired hero of remarkable strength, he is now extremely obese but set on regaining his physical fitness and glory of old.
63. A barrel maker by trade, he secretly hides and smuggles runaway slaves with the dream of becoming a great slave leader one day.
64. A famed bigamist, loathed by the town, but respected for his gall, he is actually unmarried but creates his fictitious wives so he can begin carefully crafting his image into something he desires.
65. A young farmhand is actually a knowledgeable expert on a great many things, but lacks the vocabulary to express what he has seen, leading to a reputation as a moron.
66. A tea merchant - supplier to the gentry and responsible for some of the finest blends in the land - who doesn't create his own blends, but rather uses those made by his 10 year old son.
67. A young, pretty girl, who is outspokenly in favour of chastity until marriage, is secretly sleeping with half of the most powerful men in the land, none of whom know about the others.

68. A crackpot, bumbling inventor, who always speaks with an incredibly complex vocabulary, is trying to impress his beloved with his work, but failing miserably.
69. An elderly watchman, who is renowned for his ability at solving crimes and facing down criminals, is under a curse that makes him the living embodiment of human law and order.
70. A pretty, demure, young courtesan secretly loves the craft of blacksmithery, and is responsible for some of the most magnificent weapons in existence at the moment, not to mention her own incredibly large, private collection.
71. A rich nobleman, handsome and powerful, dreams of a simpler life, and pretends to be a peasant on weekends.
72. A known, slick-tongued trickster is truly a rather dull-witted and honourable man, who is being conned into conning.
73. A sullen, unfriendly blacksmith secretly loves animals of all stripes, and feeds and tends to the town strays.
74. A mendicant scholar actually has a cellar full of enough gold to last him a lifetime - what a pity it's cursed.
75. A bullying, domineering man is unexpectedly a nice, friendly individual, who is forced to commit acts by his even more domineering, elderly mother.
76. A Robin Hood type vagabond, beloved by the poor, actually has far more sinister ends in mind on behalf of his far more sinister master.
77. A famed, dark wizard is actually a rather nice, if bumbling, old man, with an unfortunate penchant for wearing black gowns and sinister charms.
78. The town witch doctor, reputed as a medical miracle worker, is actually nothing more than a lucky fraud, in way over their head.
79. The slick and lucky town gambler, who is popular due to his philanthropic uses of his winnings, is actually a powerful, fate-weaving cheat.
80. A poor peasant, shunned by society, believes himself mad because of the voices in his head, but, unbeknownst to him, he actually hears the voice of his god.
81. A famed oracle whose predictions show an amazing degree of accuracy, has absolutely no idea how she makes the correct predictions.
82. A powerful, honourable, outgoing defender of the weak is secretly hounded by dark dreams, he thinks prophetic, in which he fails when it is most important.
83. A beautiful, nubile girl, with a flirtatious conversational style, is actually an eons old immortal in human form.

84. A skilled, elderly apothecary, famed for his knowledge of flora and fauna, would be far more useful if he didn't keep on getting the names muddled up.
85. An innkeeper with an armory's supply of weapons displayed behind his bar, and the knowledge to use every one of them.
86. An arrogant priest, punished by his gods and a murderer's lookalike.
87. A warlord's bodyguard, massively built, who has a volume of Shakespeare tucked under one arm.
88. A short, hen-pecked man, pushed down into the dirt.
89. A fortune teller who knows the day of her death, but not the manner, and is desperately searching for a way to survive.
90. A beautiful woman with deep green eyes, whose easy smile can't hide the sadness of a terrible past.
91. Once a member of organized crime, now a leader in the military with a tendency to use tactics he learned in crime and a capability to fight to a defiant end, but no longer believes his cause can be won.
92. An intelligent, quiet priest of a dominant religion who secretly leads an underground cult devoted to the destruction of said religion.
93. An arrogant fop, useless in all practical situations, whose over-spending has suddenly left him unable to continue his lifestyle.
94. An angry, ill-tempered, dark worshipper abused as a child, his/her body modified by a powerful entity, but subconsciously misses a normal life.
95. A tactical and logistical genius of a military officer, strongly loyal to his superiors and his military's/nation's cause, but questions his military's methods.
96. A straightforward and vengeful fallen holy warrior filled with rage, but serves his dark entity for a promised reward that will not - and cannot - ever come.
97. A socially-inept genius whose grand plans and good intentions are ultimately undone by complacency and lethargy.
98. A skilled craftsman whose hulking frame and simple speech hide a cunning political and economic mind.
99. A ruthless warrior, ready to commit great evils in his devotion to his cause, yet is protective and loyal to others on his side
100. A helpful, useful, and funny town guide with a tendency to pickpocket those who he feels have wronged him.
101. A devout and battle-tested cleric, with a strong belief in justice, who has a tendency to spend large sums of money on himself.



102. A corrupt, disgusting local official who likes to spit a lot and who manages to maintain his position despite his misuse of power.
103. A charismatic, crafty, and treacherous leader who fights in the name of the people but actually cares little for them.
104. A charismatic preacher, in a land hostile to his religion, who truly believes in peace but finds he has many enemies due to his ability to unite people under his beliefs.
105. A capable governor with corrupt tendencies who had his lands recently conquered but manages to remain alive to maintain public relations for the conquerors.
106. A brave and competent soldier, who, having spent most of his life in the military, is utterly devoted to his nation/cause/religion, but this devotion has consumed most of his natural personality and assertiveness.
107. A beautiful and powerful person, who freely gives with their powers, but leads a fanatical cult devoted to themselves.
108. A beautiful and beloved leader with grand plans of conquest, however, much of her reputation as a defender of her people is based on attacks and events against her people she orchestrated herself.
109. Slight and plainly dressed, the wandering scholar's appearance gives no hint of his past life in the palace, or his love for mud wrestling pigs.
110. A stoic wizard who looks down on sorcerers for their lack of mental training is actually a sorcerer.
111. A short heckler with a quick wit becomes deeply offended if anyone teases him back.
112. A powerful and narcissistic dragon avoids fighting to keep herself unscarred.
113. A lazy but skilled brewmaster is actually a vampire with a very strong addiction to drunken dwarves.
114. A mean looking old merchant has a soft spot for clerics because they saved her husband.
115. A harsh and alcoholic professor at the wizard college is very good at identifying cheaters, although when he was in school he cheated on every everything.
116. An honest but sometimes sarcastic paladin has been cursed so that all who hear her speak believe she is lying.
117. A shifty farmer who deeply cares for his herd of pigs must slowly sell them to keep his large family fed.
118. A jolly halfling with a fear of heights is reincarnated as a giant.
119. A calm and melancholy monk becomes reckless when he fights, not caring about anyone around him.



120. Rollie is an orphan newsboy, selling papers on the street corner, who keeps his ears and eyes open and knows more than you might think, and who is hoping for news on his sister who disappeared.
121. Anderson is a soldier and a true patriot - loyal, brave and true - but he is so committed to his country he is willing to kill those in power whom he thinks have betrayed its ideals.
122. An ancient swordmaster, once a noble hero now slowly dying, seeks one, final, worthy student to pass on the secret technique of his school.
123. An up and coming juggler and knife-thrower performer who is friendly and outgoing, and secretly waits to get close to a major public figure during a performance and kill him.
124. A spy - at least, he dresses and acts like one - who cannot remember who he spies for or even who he is.
125. A crippled veteran warrior-priest, blinded by battle, who now sees flashes of peoples' true nature, which has driven him into refuge in obscure prophecy and drink.
126. A brilliant but cold doctor who treats patients like machines and will not tolerate those who do not follow his perfectly logical advice.
127. The town's friendly wand maker - and drunk - who secretly hates the shorter races, and when no one is looking, he takes an occasional pot-shot at them with his wand of polymorph as he staggers home from a night at the local tavern.
128. The powerful wizard, who cared for nothing save the latest arcane artifact he was researching, recently started giving away all his possessions to his neighbors.
129. The ogre-sized city guardsman is despised by everyone including his peers, but, he creates amazingly intricate wooden sculptures of birds and woodland creatures.
130. The little elven girl wearing a blood-soaked blue dress and clutching drippy, over-sized daggers in her hands, looks as surprised as you do when she stares down at the three dark-robed assassins lying at her feet.
131. The honest, but, not-too-bright tailor has been purchasing his materials cheaply from the night hag just out of town.
132. The city guardsman was certainly less-than-handsome, but since he got his good luck charm, the village women can't seem to say no to his overtures.
133. The candlestick maker's enchanted, singing candles seemed to be the perfect gift for the beautiful daughter of the king, at least it did, until the lullaby put her in a coma.
134. The brave captain of the guard has gone on many adventures and campaigns to get his prestigious position, yet he is terrified of caring for small children.
135. Ever since the gossipy baker inherited his uncle's ring of mind reading, he's obtained interesting tales about his neighbors that he is all-too-willing to share.

136. An honest merchant, selling excellent wares from his brand-new cart, has been cursed so no one will purchase anything from him no matter how desperate their need!
137. A spy, posing as a barkeep, collects ancient tomes and aspires to live a simple life when he retires.
138. A power-hungry toymaker creates expensive, enchanted, designer dolls that delight the children of "upper-crust" families.
139. An old, attractive, retired healer, the real father of dozens of townspeople, including the current duke.
140. A silent, blue-eyed warrior who sings a few verses about his last victim to anyone he's about to fight with.
141. Well-mannered beggar who is a minister fallen from grace and hiding from authorities.
142. A muscular orc, thinking he is a mage because of his powerful "on touch" sleep spell.
143. Witty space-ranger chronically forgets code to airlock.
144. Halfling hero leaves home, grows, lives, loves, dies screaming.
145. Depressed elemental has forgotten how to summon all but the nicest of weather.
146. Captain Rudy Gerard's trade vessel plies the seas, his beautiful, operatic singing voice betraying the worst case of Tourette's any port has ever known.
147. An awakened iron golem eschews its previous existence of violence and guardianship, and finds in its newfound consciousness that it is driven to more pedestrian pursuits, such as farming, wanting only to be left in peace.
148. An ancient demonologist has lived his lifetime in seclusion and makes mild trouble for the local town out of sheer loneliness, in hopes that someone will stop by for a chat.
149. A forest-dwelling druid holds an unrequited love for a dryad who is sick of the druid's advances.
150. A candy-eyed waif is possessed by a powerful demon, and uses her innocent demeanor to win her way into the confidence and protection of heroes.
151. A dragon-riding knight, strong and noble, who recently acquired a powerful, intelligent sword whose purpose is to slay dragons.
152. A suicidal young girl's spirit, unwillingly pulled through life by fate, as the nature-spirit that inhabits her body must prove to her the worth of life and living.
153. No-one makes such good cinnamon buns than the kind lady who lives by the creek, but few could guess that her secret lies in the infernal pits of chaos.
154. He is called, quite simply, Bob, but is in fact three almost identical bearded pipe-smoking men with a nefarious knack for gathering intelligence.

155. She is the village idiot, but sprouts accurate omens whenever encountered under the influence.
156. A grizzly veteran who operated experimental warmachines, but was crippled in the process.
157. A trustworthy guardswoman who once survived the attack of a powerful adventuring party as she was guarding a villain's castle and has remained thankful to them for sparing her life.
158. Strong-willed and intelligent royal runs the show from "behind" the throne, but curiosity often outpaces insight.
159. Scar-faced barracks commander gets ahead by bullying and blackmail, and is extremely paranoid.
160. Local Sherriff is cheerfully helpful with his knowledge of the area, but actually serves Underdark masters.
161. Evil, manipulative priest who surrounds himself with obedient animated dead, and chafes under the leadership of his superiors.
162. Constant-motion, acrobatic halfling dreams of freedom for his people -hides dark, brooding personality under daring, gregarious front.
163. She hadn't been out of training a month yet, but was already on the trail of one of the world's deadliest master villains, wishing her handlers had listened to her when she told them about the voices in her head.
164. The money was in his account on time, as usual, and he smiled grimly as he withdrew it, female eyes washing over his impeccably-tailored suit and rugged good looks, knowing his family had paid him to stay away yet another month.
165. He started out on one side, then that girl somehow convinced him to switch to the other Side, and - heaven help him - he found out he liked being one of...them....
166. He looked like a goldfish that had escaped the fishbowl, his clothes looked like they'd fought a washing machine and won, and his office smelled of sweat and failure, but he was the best chance they had at finding her in time.
167. They thought he killed his little brother out of spite, but they were just playing...and his father's abuse and his mother's scorn played over and over in his head as he set fire to the living room curtains.
168. They don't understand; I'm as good a singer as any of them, and I'll prove it too, he thought as he gripped the lute in his orcish hands and composed himself to play in the face of their hatred and disapproval.
169. He's terrified of blades, he's not very good with the ladies, and he's not terribly bright, but his father expects him to be as great a knight and ruler as he was - or better.
170. Blood on his hands...why can nobody else see it?

171. An escaped gladiator from afar, permanently blinded during a fight, swings his weapon recklessly to determine if something is in the way and continues to get into bar fights when someone spills his drink, even if it was his own fault.
172. A young woman looking for long-lost her father in foreign lands - self-sufficient, attractive, but lonely.
173. A young man with a large build, unattractive appearance and who is slow of mind but also is a tower of moral virtue.
174. A middle-aged man, handsome, well-travelled, and very competent in many fields, but largely unsuccessful as he cannot bring himself to concentrate.
175. A corrupt elderly cleric who has accumulated great power and wealth over many years by threatening, cajoling, and even killing those who stand against him.
176. A bipolar warrior of great skill and repute, but who has grown to hate war and whose relationship with his twin brother is too close.
177. An adolescent girl of the lowest social class, abandoned and rejected by her status-seeking parents who seem to be insane as she, communicates with her apparent friend, a brown rat.
178. The seller of quaint, curious, and forgotten lore is a benign lich in disguise, seeking to fund its own esoteric research interests.
179. An orphaned doppelganger, raised by humans, who strives for a single defining identity
180. An ancient dragon, recent survivor of a near-fatal attack by loot-hungry adventurers, now seeks to give all of her treasure away by apportioning it among beings she deems "worthy" (which may, of course, involve perilous tests and quests...).
181. A portly gnomish lass with a remarkably seductive voice who favors lavender scented perfume.
182. The most glorious knight in the county, renowned for his battle prowess and loyalty to the Countess, yet his lustful pagan nature hurts his Christian wife, the best friend and closest confidant of the Countess.
183. Violent, raging barbarian hates anything that resembles a machine.
184. Old assassin with raspy voice tries to look young.
185. Observant shrink likes riddles and studies magic and spiritism.
186. Mysterious, confident businessman hides its undead nature and doesn't like no for an answer.
187. Joyful halfling cleric likes to tease and is infected with lycanthropy.
188. Helpful mage with powerful influences likes to get in trouble.
189. Handsome police officer is frustrated and did something wrong.

190. Giant leader hates dragons but unknowingly protects one.
191. Deformed orc was a slave, follows orders, but wants to rebel.
192. Curious kid ran away from home and has legendary bloodline.
193. Corrupt, fat mine manager has deal with dark cult.
194. Confident gnome likes to gossip and can fix machines with a touch.
195. Cold-hearted fisher boy sees fairies in the forest.
196. Cocky elf mage calls himself the prince of elves.
197. Brave marine is a drug-addict.
198. Blind musician dreams of ghosts.
199. An open and friendly goblin who owns/operates the Rat-On-A-Stick franchise uses his well placed vendor stands as a front for his real business - information gathering.
200. Addict bon-vivant actress dominated by monster likes to party.
201. A white-haired, grumpy, halfling antiques dealer who purchases goods without asking too many questions; however, he offers insultingly low bids for the items, while spreading vicious rumors about his neighboring shopkeepers, who are earning far more profit than he is.
202. Intelligent, witty, sly woman who has a death wish and hides a great fear of men after being raped as a child.
203. Loving, caring, compassionate father who is addicted to several drugs and alcohol, which he goes to great lengths to hide.
204. Filthy street urchin who obese and steals nothing but food to feed his habit, even going so far as to steal food from other street people.
205. Lazy, drunk tavern owner who builds exquisite rocking chairs, when the he is in the mood.
206. Ambitious, arrogant thief who will go to the ends of the earth to gain wealth and fame, yet he holds the belief that cats are messengers of the gods and will go to outrageous lengths to possess as many as possible believing they talk to him in his sleep.
207. One-armed, sullen, boy of twelve who possesses the gift of healing but does not know it, preventing him from healing himself and others.
208. Beautiful, noble, young lady who lacks all compassion, kindness, and all ambition, forcing her into the role of a pawn for others.

209. Honorable, courageous, and loving knight who suffers from a fear of being wounded, affecting his abilities in battle.
210. Handsome, articulate merchant who is troubled by rotten body odor that creates awkward social situations.
211. Conservative lady who loves animals but is forced to prostitute her daughters to keep the luxurious lifestyle her former husband provided her before his untimely death.
212. Suave, swashbuckling, charming mass murderer who spends his time equally drinking, gambling, and murdering beautiful young women, the later activity mostly when he is inebriated.
213. Long ago the zombie awoke to an inhuman intelligence and raised into his now lich-like life where he suffers daily, unable to die, but constantly hoping to find death.
214. A diminutive human barbarian, suffering from short-man complex, travels the globe with any adventurer who will have him, in hopes of finding his long-lost mother, or clues to where she may be.
215. A halfling, wandering the world in search of adventure, doesn't understand why others would distrust him, a dedicated yet forgetful-minded monk of Pelor.
216. A strong, proud dwarven fighter, separated from his family at birth, is searching for his family pride, but unaware that if he finds where he comes from, he'll only know shame.
217. A brash, handsome, vain elf ranger who feels all non-elves aren't worthy of being called sentient, despite the fact that she is sworn to protect the dwarven king.
218. A drunken, ugly, but vain human assassin who believes his killing is an art form.
219. A limping young lord, who is the leader of thieves guild, spends more time wenching than ruling.
220. A proud and strict town magistrate with no hair poaching the lord's forest.
221. An old, graying, well fit soldier, looking desperate, pretending to be the losing general of a huge battle no one ever heard about.
222. A beautiful, well-dressed maiden who panics every time someone talks to her, but who wields a sword like a veteran.
223. A shaggy, grumbling, long-bearded beggar who really blesses (spell like) everyone kind to him.
224. A 50 year old ex-chemist, hell bent on vengeance, who suffers amnesia and is afraid of fire due to a rival noble who burnt down his lab with him in it.
225. Remarkable but easily scared sorcerer who likes bodybuilding but has fear of heights.
226. Happy and dependable champion who likes farming and is sworn to a foreign religion.

227. This wizard-scholar's overly-manicured appearance makes his sympathetic nature a surprise - he's a natural teacher.
228. The river-boat captain drives his crew hard all day long to get down the river as rapidly as possible, but when he pulls ashore at night, he loves to lie on the deck and watch the slowly-turning stars.
229. She's the classic outgoing, talkative tavern-keeper, until the conversation turns to one particular topic (children, adventurers, marriage? you pick); she then becomes moody and withdrawn for the rest of the night.
230. People in town are hard working and happy, though they haven't realized they died hundreds of years ago, when the plague came.
231. The other adventurers in town are too perfect to be true: have never had any doubts about good and evil, have liberated hundreds of persons from the clutches of wrongdoers, only they're all gay and running away from the people they're meant to marry.
232. The god who now walks earth as a normal human suddenly falls in love with a character's relative and never wants to go back again, even if he has to lose all his powers.
233. The kobold that had to run away after a mob killed his paladin father that adopted him, now plans revenge on the evil cleric and the believers who wronged him.
234. The cleric can't accept his god's best paladin because he adopted an evil kobold and treats him as a first class citizen despite his heritage.
235. The paladin couldn't kill that baby kobold, so he adopted him and now continually argues with people because of it.
236. That bard makes the best love songs, and every girl in town wants him, but too bad he's in love with himself.
237. The sword you find in the dungeon is intelligent and tells the party about all its great powers and spells, but the only power it has is telling lies.
238. She's a doppelganger and wants to fit into the civilized world, but she has to find an image that doesn't bore her so fast.
239. A lone adventurer in the tavern is always crying and moaning because he knows he should have been killed by the big ugly monster along with his friends - if only he hadn't cared more for the treasure and ran away.
240. The beggar on the street is the King in disguise, listening to what people want so he doesn't turn into the dictator his father was.
241. The kid in town, who always does everything well and who is loved by everyone, knows he can't be blamed for the recent murders around his block.



242. The old tree gained consciousness just before the fire burned out the forest, and now he's struggling to find a new home.
243. Wispy wizard wildly wields wondrous white wimple.
244. Though this powerful spellcaster claims a need for solitude to promote the "purity of spellcasting auras," the desire is actually born of a strong distaste for the ordinary squabbling of everyday life and a strong urge towards idealism and escapism.
245. This seemingly clueless young person is actually the guardian for an item of great importance and power.
246. This particular barkeep tends to speak with a drawl and owns one of the largest collections of antique candlesticks in the world.
247. This former paladin now at temples does jest, though secretly yearns that his sins were confessed.
248. This absent-minded yet jovial priest has an irrational and intense fear of children.
249. The youngest member of the temple's choir is involved with several members of the "tough crowd," and would give just about anything to become a vampire.
250. The young person who just took to following one of the PCs around is actually a polymorphed spy for one of the PC's enemies.
251. The village wise man, though purported to be a man in possession of some great magical and healing power, actually has no magic of his own and a phobia of those who do possess it.
252. The venerable and conservative high priest of a local temple was actually born into slavery.
253. The tired old slave was once a king's favorite, and thus can display a surprising knowledge of courtly custom if called upon to do so.
254. The stranger who has just taken up following the PCs suffers from a strange disorder in which he attempts to be whatever is most pleasing to the most charismatic or intimidating person present, though he actually has no memory of who he really is.
255. The slightly unhelpful stranger covering a local store for the proprietor is actually an agent sent by the PCs' patron to check up on their progress.
256. The shy cartographer with a stutter is one of the key members of a secret society.
257. The rather rotund innkeeper is secretly a paladin, fallen from grace.
258. The rather dull mercenary occasionally has flashes of startling insight and is in possession of a rather impressive collection of maps.
259. The quiet old hermit with a habit of holding discourse with beetles is actually quite a famous hero who vanished years ago.

260. The lord's mild-mannered kennel master understands his hounds so well because he is secretly a werewolf.
261. The lamplighter who plods each evening down the street is a disguised celestial and quite fleet of foot.
262. The humble monk, who has sworn a vow of poverty, offered to join the PCs because he desired to possess one of the PC's items.
263. The highly-skilled apothecary disdains medicines and potions, preferring the powers of a cleric.
264. The genteel captain of the merchant vessel who recently kidnapped his identical twin brother, to take his place to hide from authorities, is actually a trained assassin responsible for the death of someone close to the PCs.
265. The mild-mannered and shy musician conceals a strong will and years of training under a swordmaster.
266. The frail-looking old widow with a fondness for lemongrass tea has buried several bodies in her backyard.
267. The foul drunkard lying in the gutter is merely a disguise a certain high priest uses to test his followers.
268. The exceedingly precise quartermaster refuses to take berth on any boat that has a ship's cat, purportedly because of an old superstition, though actually because he is ashamed to admit his familiar is a rat.
269. The bailiff claims a missing finger is from a run-in with criminals, but actually it is the result of a run-in with the law.
270. The armorer with a deep knowledge of historical armor likes to decorate his own works with a floral motif.
271. The alchemist with an oddly-shaped scar has always dreamed of singing in an opera and has secretly written an opera script that features common alchemical formulations as a major plot point.
272. The adulterous baker has a disturbing knowledge of poisons.
273. Tattooed tailor tells tall tales, trains tempestuous terriers.
274. Student of war and master of sword, when he's not baking he's really quite bored.
275. Staid storekeeper studies stuffed sturgeon, steals staves.
276. Speechless tamer of horses wild, by elvish ways is quite beguiled.
277. Smarmy smuggler smirks strangely, strategically strangles strays, strings strawberries.
278. Sire of many yet father to none, though he's pledged his service to a god of the sun.
279. Scarred scofflaw scamp scrimshaws scrupulous script.

280. Rowdy radical raises rutabagas.
281. Restless elvish singer tells ladies evil, sinister stories.
282. Quirky, quixotic quester questions queen's quilted quatrains.
283. Pious prelate praises pumpkin pie, plunders pixies.
284. Phlegmatic philanthropist phrases pharmacological philosophy.
285. Ostentatious orc once owned oracular opal, orders outstanding old omnivores.
286. One of this literate street-waif's goals in life is to survive capturing a wizard's familiar.
287. One of the stodgy church elders is being blackmailed by someone who discovered the collection of trashy romance novels he had written.
288. One of the members of the town guard enjoys poetry and is actually seeking to hide from the law.
289. Obtuse butler tells unsavory sorts everything.
290. Notoriously needy, narcoleptic nymph needlessly needles necromancers.
291. Morbidly meddling miser maligns mother's minxes, malingers maliciously.
292. Kilted kobold king kills kindly kindred.
293. Irritable islander incarcerates insolent initiates; infrequently imitates inhuman inequities.
294. Heaven's holy hedonistic hunter holds half-breeds hateful.
295. Having been granted extraordinary powers by some unknown divine force, this character is now afraid to attempt to use them in case the price might prove to be more than the character is willing to pay.
296. Garish gargoyle gregariously guards garish gates.
297. Friendless falconer flees fledgling familiar, fears faltering falsehoods.
298. For a sailor he seems quite oddly soft-spoken, and this remains a lonely token of the paladin he was before his word was broken.
299. Fighting is second nature to this noble – though he would rather be designing works of intricate craftsmanship, he is acutely aware that anyone has the potential to become an enemy at any moment.
300. Fastidious ancient storyteller trains indigenous dogs, invented onetime underworld security.
301. Elegantly ludicrous engineer gains artificial niceties touring local yurts.

302. Effeminate elvish earl eloquently engages endlessly entropic elementals, eats extremely enormous eggs.
303. During the day he is a one-eyed beggar with rags and a bad leg, and at night he is a foppish minstrel without any notable deformity.
304. Drably dressed drunken dryad desires divinely demonic delicacies.
305. Dodgy dwarf dreads delving deeply, drinks daintily, discovered delicate doilies.
306. Curious undertaker risks injury ordering undead sacrifices.
307. Crafty, craven crone craves cranberry crepes.
308. By day a town elder, at night robber of graves, spends holidays chatting with kobolds in caves.
309. Boyish bouncer brews bad brandy.
310. Beloved elder unleashes evil demon.
311. Avaricious alchemist avoids all angelic associations.
312. An outlaw, reputed to have slain a noble, is actually the noble who was reported slain, and the body found was actually that of the "outlaw."
313. An arthritic city councilman was once a highly-skilled acrobat.
314. A young person of high social standing who consistency seeks to avoid duties or responsibilities happens to be quite familiar with the local thieves' guild.
315. A young innkeeper-turned-paladin seeks to rectify the grave mistake that took away his god's favor.
316. A woodsman who chose to dwell in the city after an injury took his sense of smell.
317. A tax collector has little love for money and dreams of daring to live the life of a holy beggar.
318. A slightly clumsy tavern wench doses herself with love potions as a form of recreation.
319. A serf consumed by a great pride who now from noble eyes must hide.
320. A seemingly knowledgeable and charismatic guide for the PCs is actually little more than a puppet for a magic item.
321. A priest in pursuit of an unwholesome affair who spends hours deciding just what to wear.
322. A peg-legged old salt of a sailor is actually a spy who has been planted due to a suspicion that the vessel is being used in a smuggling ring.

323. A paladin newly returned from a long mission far from civilization is now extremely suspicious of the temple elders.
324. A onetime ally of the PCs with a rather large sweet tooth has begun to see glimmers of merit in the methods and motives of a rival group.
325. A noble with a habit of being snooty seeks to conceal the fact that he has been tattooed with a mark belonging to an evil cult.
326. A newly-mute bard with a fondness for cats is on quest to discover a way to lift the silencing curse.
327. A minstrel who'll sing many a bawdy song actually for pious ballads does long.
328. A lord who'd like to be alone and collects things made out of bone.
329. A longtime charlatan has suddenly discovered that he is beginning to develop the powers that he was only pretending to have.
330. A judge who conceals his secret child, gives verdicts strict and speeches mild.
331. A humanoid warrior who has sworn to rescue a young relative from the adventurers who destroyed the humanoid's home and adopted the relative.
332. A highly-skilled fighter has nightmares about battle and hates the very sight of a bared weapon.
333. A helpful merchant who offers to assist the PCs in any way possible is desperately trying to hide that he is in the possession of a demon.
334. A fastidiously neat and tidy gnome for sake of sweet potatoes will burrow in loam and gladly will deem such a burrow a home.
335. A dotty old lady who seems fond of cats uses their kittens to feed vampire bats.
336. A demon who yearns to switch camps and be accepted into the celestial planes where it would be more feasible to pursue a passion for gardening.
337. A certain paladin, much-feared among evil races as a skilled and dedicated fighter, goes home to a menagerie of children from these races - whose lives this paladin spared - so they could be taught to live the right way.
338. A brawny, coy duke eats fresh grapes happily in jail.
339. Strong, orphaned, hard-of-hearing teenage girl, with little grasp of the local language, gets extremely angry when frustrated.
340. Though his father had dreams of a warrior son, this wimpy sage turned to a life of knowledge after his father drowned.

341. This squire loves being the center of attention as he narrates his own actions and hates when people get in the way.
342. The master dwarven smith hates crafting because he finds it cliché, though he'll agree to forge the ultimate weapon if the PCs bring him on an adventure.
343. The King's strategy adviser is a teenage fool who fumbles with a sword...yet his tactics always work.
344. Riots ensue when a bartender is declared heir to the throne - his customers don't want him to stop making brew.
345. Having vanquished a dragon, saved a kingdom, and won a prince's love, this powerful warrior has one final quest: to find the perfect flower.
346. Always calm and patient, the outsider makes his home in the center of the big city, preaching to others in an attempt to endear his people.
347. A space-faring merchant holds a monopoly on super-fast travel, but hates clutter and only carries one item at a time.
348. A grim, terse hunter of the dead faces the ultimate test: she must slay her one true love.
349. The character is driven by money and will do everything to accumulate it, but he will pay a high price for good stories and poems.
350. An exceedingly foppish lord, who delights in all forms of entertainment, sparing no expense to attain this level of entertainment - to the point where people might take advantage of him - but he is actually an exceedingly shrewd individual.
351. A goblin/kobold that has integrated itself into society, and is actually one of the top entrepreneurs in the area.
352. A genteel, correct woman of amazing charisma and handsome looks, but she is a bit uptight and paranoid, and for a reason – she is actually a man.
353. A cleric who follows the ways of law to the strictest letter, rarely showing emotion, choosing the correct path unerringly regardless of fallout, but who will wilt to his mother's wishes in a moment's notice.
354. A big, strong youth whose father has plans for him to follow in his path and choose the way of the sword, but his talents lie in the magical arts.
355. (Not one person, per se, but they are an entity.) A pair of teenage twin rangers who are rambunctious, loud, constantly fighting and challenging each other, but they are very good at their job.
356. Young prince (3rd in line) is actually the rogue knight terrorizing the countryside.
357. The young orphan prodigy discovered at the monastery gates is actually the result of a god mating with a dragon in human form.

358. The shy, nervous woodcutter is actually hiding as there is a bounty on his head for treason or some other high crime.
359. The lord's jester is actually his highest regard and loyal advisor who, by appearing the fool and dim-witted, gathers intelligence for the lord.
360. The local stray hound loved in the neighborhood is actually sentient and a spy.
361. The joyful, buxom barmaid is actually the head of the thieves' guild, and dresses disguised as a man, so even the guild members don't know she's a female.
362. Local baker is secretly gathering information to use against the local bailiff/governor, etc.
363. The Captain of the Guard is not actually a veteran but a scholar who has read and memorized every treatise on strategy ever written.
364. The evil villain is actually a paladin who has been cursed by a hag so that she sees good as evil and evil as good.
365. Powerfully built, heavily armored half-giant is friendly and helpful, unless you insult his intelligent great sword.
366. Gnomish priest with major delusions of grandeur, repeatedly uses the phrase "I am a god" every time he casts a divine spell, but will only help those who help themselves.
367. Elvish psion dreams of one day being part of the upper classes, and partakes in adventure between producing pieces of artwork in an attempt to obtain the fame and coin to move up in society (but has gambling and drinking problems that prevent him from getting ahead in life).
368. Diego, the intelligent great sword, lives for two things: the thrill of combat (and is not above hurling insults to escalate situations into outright hostilities), and the gentle melodies of the harpist blacksmith mage who created him (and he is not above complaining about any minor flaws that develop that need urgent repairs).
369. A bored city watchman knows the location of the Blades of Knives bandits hideout, however, as his sister is the second in command, he is torn by duty to the law and loyalty to his family.
370. After being exiled from a powerful demon's court of advisors, he swears revenge and befriends a unique and incredibly naive party of adventurers.
371. Everything she did before was centered on her plants and her hermit nature, but a strong sense of honor has called her to the service of a cause she despises due to her relative's abandonment of his post.
372. This is a well educated, highly intelligent individual known for highly irrational behavior quoting poetry, and almost seems to intentionally make the worst decision.
373. He's a highly competitive, large male who greatly enjoys battles and celebrations, and is never a sore loser.



374. A strong-willed woman, who is determined to remain in power of an unfavorable situation, is afraid of that which threatens the life of someone she cares for.
375. She's an ugly and brutal curse-breaker who is admired for her unique rune schemes and is loved by her large family and many children.
376. A happy-go-lucky girl who appears much younger than she really is and is friendly with many people, most of whom she does not remember.
377. A cold, distant man who's been outcast from his homelands for murdering his family and who frequently takes part in mass-destruction with high death tolls because he believes he is saving those he kills.
378. A simple-minded, friendly guy, with no sense of tact, who's second greatest joy in life is to "SMASH!"
379. A greasy opportunist, who greatly abuses his power and obsesses over the same people, has a strong hope that those he abuses will grow to admire his power and love him.
380. He's a loud and powerful fire specialist with murderous and destructive tendencies who is incredibly timid and shy when not exploding things.
381. He's a flirty, adventurous curse-breaker (with an obsessive streak concerning his craft) who frequently makes humorous but offensive remarks, and is known by his comrades as being useless in a fight.
382. A fun-loving hired gun with impeccable aim, a big, soft heart, and an unquenchable thirst for shooting things, is best known for his offensive jokes, non-stop laughter, and swearing.
383. A violent, short tempered "hired wand" who "slices and dices" words and opponents, but always makes sure she's the last ally out of a dangerous situation.
384. Thin, snooty librarian with a taste for truly horrendous puns.
385. Scarred, leather-clad fighter with a penchant for testing sharp objects with his thumb, and who smells faintly of roses.
386. Kobold chef with an unfortunate tendency to flavour meals with crunchy, yet tasty, cockroaches.
387. Charismatic, racist priest with an unfortunate predilection for lycanthropes.
388. You'd think a fallen cleric would be looking for redemption from her god, but this lady is shopping for new gods to justify the opinions that got her exiled from her old faith.
389. That adventuring jester is pretty funny, but not in the ha-ha way, and instead more in the screaming and tearing out your eyes way.
390. Normally calm and ordered, a harried librarian is touched by chaos and adventures to cure himself of the random wild magic that erupts wherever he goes.

391. An obsessed and angry scout yearns for the family she never had as she searches for her lost father, so she can kill him before he destroys the world.
392. An immersive, role-play loving gamer is confronted by the new edition and struggles to exist in a combat-oriented world.
393. A usually indifferent and calculating mage is willing to go to any lengths to aid baby creatures.
394. A timid harpy, too shy to join the local bardic guild, lurks outside of town using the magic of her voice to fascinate an audience into spreading word of her talent.
395. A cold and emotionless doctor practices horrific experiments on the inhabitants of his hospital, trying to create someone who cares for him.
396. Tavern wench who delights in bar-room brawls will often seed them for her amusement by quietly confiding false statements and insults overheard, which she attributes to oblivious patrons at other tables.
397. Swordsman for hire, who was abandoned at a very young age and raised an orphan, bears a peculiar tattooed symbol on his left shoulder blade, and seeks to understand its meaning.
398. Spindly, sallow-skinned elder who frequents inns claiming to be a food-taster, inured to poisons and who would gladly test your food for the price of a copper, is merely a clever beggar.
399. Sheltered virgin daughter of a noble has developed a highly romantic passion for all things elven, making things ticklish for any adventurer of elvish blood hired to serve in her escort.
400. Sailor, deft with a knife, earns a living between voyages by carving wooden tokens and amulets for sale, tackling religious and profane subjects with equal aplomb.
401. Magic-user afflicted with difficulties of memory has had his most common incantations tattooed on his body, and so must disrobe often to cast his spells.
402. Disapproving cleric who will decline service, even for extravagant pay, unless the person or persons seeking his assistance first confesses their sins in minute detail.
403. A stout dwarven warrior, steady in battle, but apt to get into his cups, during which he will tell stories where the exploits of others become his own to the annoyance of any companions.
404. A skilled swordsman and otherwise delightful companion, the Grandee is extremely sensitive to slights concerning his rather large and protrusive ears and will challenge any offender to a duel.
405. A horse-trader, under magical compulsion to be honest, suffers from a split personality, seeking to cheat his customer with one voice and then informing upon himself in the most derogatory terms with the other.
406. Surly, cross-eyed dwarf mistakes party member as long lost friend/lover/family member and refuses to be convinced otherwise.

407. Crafty child sorcerer follows PCs and attempts to "help" them by blasting everything in sight while garishly dressed.
408. Ex-CPD officer Milo Jones just wanted to live out his retirement, but he didn't realize how hard a gambling habit is to sustain without his usual take, and reestablishing his old racket is much harder without a badge.
409. Mitch was able to figure out what caused what the papers are calling the "Wall Street Phenomenon", but nobody believes him because he's only fourteen years old.
410. She says she knows the Mayor and can get you a private audience for only 20 gold, but she's insisting on only one person at a time because she's one blown con away from sleeping in the river.
411. Mason owns his own ship and will carry passengers, no questions asked, for a reasonable fare, but he doesn't know that the ISC is about to catch up with him.
412. A royal daughter whose beauty and shallow personality hides a caring yet ruthless mind.
413. A tempestuous sorceress whose charisma is often needed to alleviate situations caused by her outspokenness and who envies her apparently 'perfect' sister.
414. The crafter giant who admires tinkers crafts items that are not pretty, but are durable and well-made - and giant-size.
415. The serial killer hunts down specific prey and commits gruesome sacrifices, though he is not actually evil, and the sacrifices keep a greater threat at bay.
416. The handsome young man and the beautiful young woman are very much in love, and while their families are the two strongest noble houses in the region, the lovers covertly seek to drive the houses against each other as part of a political plot.
417. The mysterious ranger who helps the party at times with a well-placed arrow is wanted for murder, and the party is gradually getting known as her accomplices.
418. The town has a vigilante bat-winged protector whom the good cherish and the wicked fear, and who is actually a vampire.
419. The farmer is famed for his fine wheat crops and his beautiful golden-haired wife, who is not actually human.
420. The knight follows his personal honor code to the hilt - but loves to discuss philosophy and adjust the code accordingly.
421. The huge barbarian likes to look good - hence the oiled muscles, and he is also great at evaluating and sharpening weapons, though he finds violence undignified.
422. The honest gambler knows the games of chance through and through, but is hampered by a curse of bad luck.

423. The blacksmith is known to be the famed seventh son of the seventh son, but is female.
424. The orc warrior is no less fierce than his peers, but is protective of the young of any race.
425. The old man who lacks one arm and likes to meditate is also a bandit.
426. Underground homeless man, former cop on the lam, is a source of prime information on the local wharves and docks.
427. Talking raccoon, standing as tall as a tall elf, dressed in leathers with a slender sword, bars the way into the forest demanding tribute.
428. A statuesque brunette with a taste for Turkish coffee, she makes her living appraising "very warm" merchandise for her friends, at a small cost.
429. Stinking of sour cottage cheese and milk left spilt on clothing too long, the long haired madman lurched out of the darkness muttering mathematical formulas.
430. Peter, a stereotypical-looking college jock, prefers to spend his time in the library pursuing a degree in comparative philosophies.
431. Dwarvish female merchant, purveyor of rugs, is a secret agent for a hedonist cult bent on overthrowing the local monarchy.
432. Computer hacker extraordinaire, blind since birth, takes her time surfing and scouting out the latest scam to fuel her love of cars she can never drive.
433. An emissary of the mountain ape tribes come down from the forests, waits to for his audience with the local king, dressed in the skins of large predators that fell to his prodigious strength.
434. A undersized male bodyguard, decked in jeans and a leather jacket, enjoys juggling very large knives.
435. A schizophrenic master swordsman is looking for gainful employment, unaware of being a madman.
436. A hirsute naked man, who is the size of a small giant, carrying a huge stone club, blocks the way down the pass, asking for papers and proof of belief in a higher deity, before he sends you to them.
437. A recently lordless ninja turns to piracy, but refuses to kill any of his new prey.
438. Who the hell farted? It must be that ogre that had elf for dinner again.
439. Clever dog, cute with its ears in the air, will rule the world someday (and already thinks it does).
440. Arrogant white dragon who wants to be my friend thinks of himself as funny.
441. Merchant spy/saboteur from a rival village, and unknown illegitimate son of a merchant noble, has the same birthmark as the family entitled to a fortune.

442. Innocent farmer boy has an evil skin spirit inhabiting his body, and he must keep taking a certain drug/poison to keep the skin beast subdued.
443. Drunken Damsel with a mighty left hook and who is miles from home is cursed so that all she drinks turns to alcohol.
444. Artistic woodsman always carving wooden figurines has attracted the attention of a fey creature who is trying to grants his many whims and throw away comments.
445. An intelligent barmaid, who's allergic to animals furs and scales, has inherited her father's magic skills but is unwilling to go to magic school for fear of all the familiars.
446. An ever present, watching child, who always whispers to the people the PCs talk to during conversations.
447. A smelly, flea-ridden dog has taken a liking to your company, but he has a great nose for sniffing out buried treasure/clues.
448. An innocent groundskeeper who likes to trap, keep, and train dangerous animals in his basement is afflicted by a local, upstart noble who knows and abuses this secret zoo.
449. A clumsy and over-amorous village cat with sharp claws and a jealous streak.
450. A cheerfully malevolent, though somewhat promiscuous necromancer with a love of floral-pattern shirts.
451. An ordinary college student majoring in medieval studies pulled into a fantasy world to destroy it.
452. A world-weary, half-dragon master swordsman with an obsessive fear of death.
453. A friendly, human-sacrificing priest armed with a unicorn-horn knife who is dedicated to spreading his faith.
454. A blind martial artist obsessed with training and a fear of weakness.
455. The perfect innkeeper - friendly and attentive - despite having once ruled the kingdom as the most heinous despot in a thousand years.
456. A large and ferocious looking bugbear who was raised as a nobleman's manservant.
457. Everyone understood the laconic ranger could skin a bear or hunt an ogre, but very few knew he was responsible for the Queen's prized needlework.
458. An amoral, manipulative, and paranoid computer genius who is desperate for the PCs to rescue her kidnapped mate.
459. A lazy, fun-loving, and drug-popping starship captain who would do anything asked of her by one of her crew members.
460. A cowardly, intelligent, tortured herbivore who has befriended a carnivorous warrior.

461. An icy-eyed and conventional organist who openly displays a great dislike for the opposite sex.
462. An angry, distinct hayward, expert in foreign cities.
463. An adorable, reliable poulterer, who fights a predilection for an intoxicating weed.
464. A zealous and burly ascetic, who advertises a prejudice against solitude.
465. A warrior, both animated and towering, who is thought to have a great affection for a neighboring bounty hunter.
466. A vagabond, both carefree and colorful, who lives in dread of self defeat.
467. A slave, fancy yet courageous, in search of fine clothes.
468. A short, melancholy soldier who fears silence.
469. A shiny and wandering thief catcher, displaying a prejudice against the nobility.
470. A selfish, filthy soap maker, prejudiced against bathing.
471. A pleasant and colorful mason, with a great dislike for change.
472. A paperer, both bewildered and dull, intrigued by both the pursuit of knowledge and by local gossip.
473. A massive yet thoughtful waterseller, who is profoundly ignorant about the pursuit of power.
474. A knight, both gentle and elderly, driven by the fear of crowded spaces.
475. A jealous and stout hedge knight, expert in the nobility.
476. A homeless yet hearty potter, driven by fine clothes and by bathing
477. A healer, stubborn yet strong, who lives in dread of death.
478. A glassblower, attractive but careless, who is an expert in the opposite sex
479. A funny and colorful innkeeper, with a great dislike for urban areas.
480. A flirtatious, gorgeous con-artist, known for a knowledge of reptiles of all sorts.
481. A fearless yet hardy mail-maker, who has nightmares about the local cutpurse.
482. A druid, both fair and attractive, who knows much about both the rich and about people of a higher class.
483. A dainty, permanently annoyed magician, driven by hatred of magic.
484. A cutpurse, mature but gigantic, cursed with a great dislike for gluttony.

485. A comfortable but lanky sailor, in search of travel and adventure.
486. A clockmaker, both fat and brave, well versed in magic.
487. A cleric, both coy and corpulent, who conceals a financial interest in a neighboring poulterer.
488. A choleric, skinny saddler, who has nightmares about traveling.
489. A cautious but polished alchemist, who is known to have a loathing of the nobility.
490. A caustic and sparkling bellmaker, who hates the gods, but whose best clients are the local temples.
491. A caustic and scarred herald, prejudiced against both solitude and physical discomfort.
492. A calm, filthy miner, evincing a penchant for the pursuit of wealth.
493. Guard who secretly arranges himself to be bribed, and then occasionally tells on the person who bribed him, earning promotions and a positive reputation while getting rich.
494. Brewery owner who sells alcoholic drinks made to be extra potent because he is oddly immune to the effects of alcohol and decides to get as many people drunk as possible (hint, think of the effects of a mass drunken population).
495. A charismatic conman, whose family was bankrupted by another con, strives to find all such tricksters and play their own game against them but with deadly results for the loser.
496. An art collector who collects works of art for destruction, believing art to be evil.
497. An insane cleric who, upon finding a dying person, extends the person's life as much as possible, even if the person suffers more due to such extension of life, believing that his role is to help someone live as long as possible no matter the circumstance.
498. A powerful sorcerer who learns "book magic" to infiltrate different wizards' inner sanctums to bring them down and rid the world of non-natural magic.
499. The curvaceous, caring mother, harbors the secret shame - and desire for forgiveness - of cannibalizing one of her children many winters ago.
500. A stupid, filthy man, the village idiot travels into the wood nightly to appease the local fey to prevent terrible retribution upon the town for a slight given long ago.
501. An experienced ranger, who has fallen on hard times since taking up drinking over feelings of regret of the death of his best friend during an adventure, is secretly in love with his friend's spouse.
502. A hardworking, loyal, dwarven blacksmith is in exile from the dwarven kingdoms for discovering corruption in his guild but is secretly keeping in touch with his family.



503. A dark-haired, 10-year-old girl who likes to pretend to be an adventurer - and even dresses like one - keeps a collection of animal and small monster skulls hidden under her bed.
504. A boil-covered priest in a backwater town, who retired from adventuring after contracting a horrible disease that should have killed him but didn't, undergoes burning blotches and extreme fatigue while helping the townsfolk.
505. An amorous halfling consort gets bored with her prince from time to time and tries to latch onto visiting adventurers, who also has a habit of pilfering minor magic items from the castle treasury that could benefit the object of her affection.
506. A man who has been everywhere in his 90+ years loves telling stories to children in the local inn, but senility has robbed this epic hero of his mighty abilities, only lifting momentarily when children are endangered.
507. A a Webley-toting, Harley-riding, Yorkish immigrant with a taste for gin and a weakness for women, who'll risk his life to save a child.
508. A tall, broad, and extremely strong ex-slave cowhand who's deadly with a Winchester and has a mean temper if you cross him.
509. An unwise and flirty scoundrel who travels through the galaxy by stowing away on ships, then uses either her charms or her sharpshooting skills to persuade the ship's crew to let her go, unless she feels like joining them....
510. An undying amnesiac seeking to die a final death.
511. Rotund cleric of an evil deity spends his free time helping others.
512. Morbidly obese servant lectures his master constantly on good eating habits.
513. Hyper, unnaturally short person has the curious hobby of building huge, intricate, wooden models.
514. Child who sneezes constantly is a high-ranking cleric in a well-known order.
515. Chatty fellow with an addiction to a local narcotic works as a mime.
516. Brutal, skilled soldier breaks into inconsolable sobbing when insulted.
517. A peaceful artist whose preferred medium is the blood and organs of his victims.
518. A boisterous man,  
with very little tact or grace  
paid silent killer.
519. A silly, sincere, sorcerer serving a serpent god of secrecy.
520. A charismatic, master swordsman with an allergy to metal.

521. A large, tall, quiet mercenary who often uses smoking as an excuse to stand outside or away from the crowd.
522. A beautiful, glassy-eyed, and inscrutable girl from a royal family who is willing to go along with anybody and do anything while leaving everybody confused as to what she wants and who she really cares about.
523. Fabulously wealthy, shrewd, and always undertaking great municipal projects, he is secretly envious of military men and military successes, and wishes to add "great military general" to his list of accomplishments.
524. An elven actor, star of "The Willow Road" play.
525. Twin aquatic elves, who belong to an order of seaborne knights, are polite, reserved, and valiant, but their insular culture and private habits make it easy for all others to be suspicious of them.
526. A friendly, heroic, and understands-both-sides-of-every-argument demigod is frustratingly indecisive, leaving his allies and followers fractured and in chaos.
527. The young maiden who arranges for herself to be kidnapped, hoping the boy she secretly admires will come to save her.
528. The surly old teacher who, although possessing no magical talent whatsoever, always collects personal items of his students (hair, fingernails, etc.) because he dreams of some day using those to gain control over all those ungrateful, argumentative nitwits.
529. The shy and elderly lady who possesses minor magical powers and uses them to persuade her cheating husband he is haunted to ultimately drive him insane.
530. The nervous and scarred beggar who always sleeps in the middle of the market place, in broad daylight, because he knows that if he falls asleep at night the shadows are going to get him.
531. The herbalist and master healer, who out of shame, has locked up the only patient suffering from a dire disease he has not yet been able to cure.
532. The friendly old man who still travels the world looking for the girl he loved in his youth, almost having convinced himself that she is still alive - even though he killed her with his own hands.
533. The formerly afflicted werewolf who has been cured but can't get rid of the feeling how much he enjoyed tearing up people and devouring their flesh.
534. The charming youth who poisoned his own dog to blame the crazy old neighbor.
535. The nimble, expert rogue purposely sets off traps to feed his addiction for the poison within.
536. Big, stupid, half-orc barbarian is an uncoordinated meat shield by day and an eloquent novelist by night.
537. A confident, retired wizard of renown, who opens a multidimensional inn to rave reviews, now must disguise his inability to remember how to access the portals.

538. Such a quiet and unassuming woman that you'd never guess she's the descendant of the wizard warlord - and is his equal in power.
539. A great tactician and mathematician, and calculating by any measure, the old, gray-haired tutor bids his time waiting for his noble master the Duke to show a moment of weakness.
540. A serene, one-armed cleric who uses his wound to demonstrate to others their blessings, secretly harbors a tightly controlled rage against all who wage the wars that caused his loss.
541. A man possessing riches beyond imagination, everything he could want within the grasp of his (literally) iron hand, yet more miserable than the lowliest peasant.
542. A grizzled mercenary mage with a propensity for musical metaphors still yearns for his childhood dream of being a concert violinist.
543. Three things I can't stand in this world: the avaricious, the greedy and...ooh, shiny!
544. Sometimes, dead is better, said the high necromancer. (h/t to S. King)
545. If a kobold can be a paladin of Bahamut, then so can I!
546. I'll show you mild mannered, said Fontelroy, as he gently placed his teacup back in its saucer.
547. Loud, flamboyant, and colorful gnome storyteller natters on about his collection of strange seashells as he stealthily unsheathes his poisoned dagger stowed in his lace sleeves.
548. The king's manservant, while being a devil at pouring baths, polishing armour, and serving wine, is also the mind behind the throne, and responsible for all the king's more clever decisions.
549. A young bard with the ambition to become the greatest lute-player ever has been cursed with tone-deafness.
550. A young, "confirmed bachelor" knight, who is in a steady secret relationship with his squire, also attempts to win the heart of every woman he meets to not give the game away.
551. A traveling physical comedian, who is desperately trying to cover up that he is dying from a brain injury sustained from getting hit over the head on stage once too many times, is trying to make the group enough money for his partner to retire on, unbeknownst to his partner.
552. A sleeper agent for a foreign power has settled into his cover's life so well he has forgotten what he is really there for.
553. A hard-drinking, violent, and hot-tempered bandit chief on the run from the law joins a monastery, but still remains the bandit he is trying not to be.
554. A half-orc scholar, the result of a consensual union between a human male and a female orc, is trying to find someone who will publish his work, but is constantly fighting racism - not only from the scientific community and his peers, but also from both his parents' families.

555. Who could take seriously a bald, peg-legged bandit with an acute lisp - until he pulls out his repeating crossbow.
556. You see the man take careful aim, stance confident and relaxed, accoutrement obviously fine so that even the light seems to conspire to make him almost iconic; yet the profusion of arrows adorning the area surrounding the practice dummy give some contrast to his skill.
557. Wizards wove magic like fisherman hauling a net before a storm; by comparison, the man currently holding creation to ransom wove magic into a tapestry alive in aspect and fact, balanced in design by calculated flaws so as not to offend the gods.
558. Short, older by some dozen years, and bored, he was none the less in charge of his uniformly young, tall, and well equipped companions.
559. She interrupted with an upraised hand, just a hand, though it drew more attention than a more typical hand, with fingers slightly spread you could see that light from behind had lined her fingers with gold.
560. Patience in the shadow of a chimney was a virtue he had perfected by pondering whether he had sneaked or if he had slunk?
561. Instincts have you glancing up in time to see the ugly frontiersman smash his chair on a table before screaming at the dragonborn seated calmly before him: "yu no say bad thing bout mai mammy."
562. Half-orc, half master-villain to judge by the pencil moustache and the stretching silence that was perhaps a jocular laugh made inappropriate by the bastard sword masquerading as a rapier.
563. Giving you a genuine smile, the balding book shop owner replaces the overlarge crossbow back beneath the counter and beckons you to enter with his other hand.
564. Convoluted sentences came on, like a swarm of rats, from the man on his knees with hands raised in supplication and alternating eyes appraising his tormentor.
565. As composite zombies went they were pretty smart, able to speak rudimentary common, though the disturbing habit of finishing one another's sentences suggested their brains were mixed up.
566. Absorbed in the task of appraising the artworks and artifacts stacked and in bags, she remained professional while presenting an image of youthful beauty.
567. A druid robin hood, stealing from the lush pastures to feed the poor deserts.
568. "Don't fly into a rage, you'll damage your harp," you hear the horned man say, "I merely wished to point out that ruminant is a poor choice of words as you're a gnome, not a cow."
569. Abandoned as a baby, a young man has been raised by goblins in a ruined castle, which is now being explored by a team of adventurers looking for treasure, and among them is the young man's twin brother.
570. A well respected, and wealthy ex-adventurer is trying to put his adventuring days behind him and live out the rest of his life in a luxurious mansion in the center of a peaceful town, but he is frequently visited by

old enemies, or relatives of vanquished foes seeking vengeance and reparations from his actions a long, long time ago, putting the townsfolk in danger, and forcing him to repeatedly come out of retirement to defend himself.

571. A powerful iron golem awakens in an abandoned, ancient, underground chamber, with no memory or knowledge of his purpose, other than the massive assortment of weapons attached to his body and imprinted fighting techniques, although he personally believes all life is sacred and violence is wrong.
572. A notorious, wanted pirate captain is actually an ex-paladin, and while he still believes in law and justice, he must continue leading his pirate band on missions of pillaging and plunder or risk a deadly mutiny.
573. A kind, old wizard is secretly a god who has been stripped of all his powers by the other deities, and is helping the PCs so they can unwittingly help restore him to full power and bring about the destruction of the world by his hands...
574. A shadow vampire transmogrified into an earth spirit and then adopted into a paladin's family.
575. An awakened fox polymorphed into human form, has a reputation for being a dashing, rakish swordsman and a cunning trickster, but what he treasures most are the few days he can spend alone, indulging in the simple pleasure of baking.
576. Though few know of her, she is the best assassin her secretive society has ever trained, responsible for the poisonings of hundreds of prominent men and women, but she finds the job rather easy — after all, who would suspect a deaf, arthritic, eighty-year-old?
577. The high priest, a saintly old man revered by the masses, was murdered years ago and an illiterate temple gardener was pressed into service as his impersonator to avoid civic unrest during those difficult times.
578. The wizard of some renown, is a fidgety, stick-thin man who has little patience for adults and has been known to teleport unwanted guests halfway across the continent in a fit of pique, yet he is kind to, and infinitely patient with, the children of the city.
579. Called the Queen of Shadows, her daring exploits as a swashbuckling thief and rebel against the tyrannical king have won the hearts of the populace, she is actually a succubus who exploits hope as a powerful force for seduction and her plans carefully draw out the life of the rebellion, balancing success with failure so the rebels are neither crushed nor victorious, but rather can struggle heroically on, drawing more to the cause.
580. An orcish pirate, whose fearsome reputation matches his towering bulk, will slaughter most men, women, and children without blinking an eye, but his superstitious nature causes him to spare all animals, and their masters with them.
581. A stout, cheerful man who has devoted his life to healing the ill, though nobody knows the bodies of those he's failed to heal are sold to surgeons and necromancers, rather than respectfully interred.
582. An ancient red dragon, that has lost interest in amassing power or treasure, has abducted the princess - renowned across the kingdoms for her beauty, charm, and intellect - for the pleasure of her conversation.

583. The Radiant Empress over the lands between the mountains and the sea, is a blind, eight-year-old girl of uncanny wisdom who knows she can trust nobody in her court but the ancient, mute attendant who served her father and his father before him.
584. A beloved, aging knight-general, hero of the last war, is privately wracked with guilt over taking credit for the tactics that routed the enemy, which were actually the work of a young knight-initiate who perished during the battle.
585. Willis The Bruce is bent on helping a young boy haunted by ghosts, until Willis discovers he himself has been dead the whole time.
586. When the shy gnome lets her hair down from its trademark bun, look out - this rogue's hairpin is actually a poisoned dagger.
587. The old elven hermit who lives out of town literally invented the fireball spell, and now he must live out his long years wracked with guilt over his destructive creation.
588. The illusionist could recreate any sight he saw, but his colorblindness made the results more entertaining than convincing.
589. The highly capable prince does not allow any female elves or gnomes to live in his kingdom unless they first spend the night in his bedchambers.
590. A sexy but mortal ladies-man who woos and weds a succubus, only to be stuck with an over-protective marilith for his mother in law.
591. The boy of 16 years seems attentive and wise beyond his years, but that's because he's aging backwards and needs to find a cure before he's too young.
592. His loyal attendant ruefully tolerates the Prince's promiscuity, although secretly she wishes to be his one true love.
593. The flirtatious barmaid's décolletage and short skirt do nothing to dispel her reputation for promiscuity, though she is secretly saving herself for a Prince Charming
594. She was the wizard school's wittiest and most apt pupil until a bet with her friends and an icy flagpole cost her her tongue.
595. Although her reputation as a stoic battlefield commander is legendary, she privately cries after every battle and prays for the souls of the vanquished.
596. His newfound ability to control water might be enough to save his tribe from dying of drought, if he can get past the tribe's taboo against magic.
597. A ruthless and wanton vampire has O-negative blood and must be very selective about his victims.
598. The badass young pirate with a reputation of spilling the blood of all who dare cross him is really a woman who falls apart every time she sees a man who even vaguely resembles her long-missing father.

599. Brawny and charismatic dwarven cleric who gets nauseated at the sight of someone else's blood, and get completely incapacitated at the sight of his own blood.
600. A young and overconfident paladin, wearing a ring that conceals his alignment, refuses to atone for killing a pickpocket and tries to hide from the members of his order that his holy powers are lost to him, but the grandmaster is onto him and the day draws near when he will be confronted.
601. A ruthless orc slaver, feared and hated by many in his clan, hides his elven and human heritage from his clansmen by wearing an iron skull as a mask, and at night, he enters the slave quarters and gives his slaves extra food and blankets.
602. A burgher of considerable wealth, but with a compulsive disorder to lie about his own capabilities, now bears an inescapable feeling of guilt after seeing a local coven of harpies ripping the town's young men to shreds after he convinced them they could defeat the harpies.
603. An old monk, who since long sacrificed his eternal soul to an evil outsider to ensure his people's victory against a rampaging horde of orcs, has seemingly outsmarted the outsider by prolonging his life through his monk abilities.
604. A benevolent king of a kingdom long vanquished, bound by mighty arcane illusions to believe his kingdom still stands, causes him to roam through his cobweb-infested palace, giving orders and speaking with servants and friends long-dead and forgotten.
605. An ancient noble of a forgotten kingdom, who was granted the wish of an immortal life but was corrupted by the wish to be bound to his castle, longs for the release of death as he was forced to watch all he loved slowly die around him.
606. A former goblin slave, now free but unable to grasp this concept, has the nasty habit of trying to palm every unattended shiny object and has an aversion against clothes.
607. A blood-thirsty chaotic barbarian, doomed to be part of a pacifist party, behaves himself until he can take out the bomb on his back and kill everyone in the party as fast as possible.
608. A socially high class zombie innkeeper sports a monocle and a cane and welcomes tourists/adventurers by day, and then eats their brains by night with a silver spoon while they are asleep and rates them as if they were wine.
609. Slave to the High Priestess of Smarn, white-eyed Igny occasionally wished the uprising would be put down quickly, but would never admit it to his lieutenants.
610. Youngest of twelve identical clones, the girl chose the violin in an attempt to stand apart, as did her eleven sisters before her.
611. Short and stout, she only comes to life when flying acrobatically about the engine room of the capital ship Samarkand, maintaining her fusion drive in a graceful zero-G dance.
612. Its rejection of corporeality seems absolute to those who only interact digitally with its amorphous purple icon, but designing organic bodies is its greatest pleasure, and pays for its processor cycles.



613. Although his years of training in the service of Darum had forbidden it, the dark-skinned man had eventually come to peace with being a prostitute for fat merchants in a city where he could not even speak the language and no one knew his god's name.
614. She could never go unnoticed, with her bright red hair that could never be tamed, and the vanity that prevented her from cutting it off, so every time she picked a pocket, she would have to make a scene of it.
615. There is a merchant who, due to a bad experience with ettercaps, is terrified of the number eight, and he cannot bear to have eight of anything in stock, encouraging customers to buy more or giving excess items away if this fails.
616. Seeing a vow of silence as no challenge, the monk constantly chatters, pausing only to breathe, eat, drink or sleep, but it wasn't long after undertaking this vow that his monastery exiled him to life as a wandering friar.
617. There is a bard who only knows one tune, but is gifted with the ability to instantly compose new lyrics for every occasion; however, his lyrics are all in a language he calls "scat", which he also appears to have invented himself.
618. Highly superstitious about local fey, the blacksmith only takes payment in silver for fear of being duped with "faerie gold."
619. The village potion-maker requests strange ingredients for her brews, but no other mage can fathom how she uses them to make her product, which is unsurprising, since all her stock has actually been stolen from out of town.
620. They say the Baron, genial and cordial in public, has a room in his basement containing a throne built and carved from the skulls of his enemies.
621. This warrior gave his left arm to be ambidextrous; he had it replaced with a golem-like construction of rune-scribed black iron - which would be an improvement, but for its disturbing tendency to act on its own.
622. Once wounded in battle, now unable to remove a cursed prosthetic eye that makes her see the souls of the dead, the rogue won't go anywhere near temples, tombs, or hospitals.
623. The cleric of the goddess of vengeance, full of wrath and justice, yet compelled to visit the grave of his murdered wife to consult with her spirit before any major undertaking.
624. It is little known the wizened old mage was once a burly warrior, his strength drained by a magical mishap, now unable to lift a blade and questing to restore his former might.
625. A madman cursed with doppelganger form longs to be human again, killing and replacing individuals to get the human contact it desires, but not skilled enough to maintain a convincing disguise for long.
626. A dwarf warrior, wielding the most powerful warhammer ever seen, seems undaunted that it's sized for a giant and she can barely lift it.

627. A wizard, physically trapped for eons in a crystal prison, staves off madness by walking every night into the dreams of others.
628. Alcoholic dragonborn insists that a skinful of booze improves his breath weapon.
629. Being a wererat gives the halfling exterminator an uncanny insight into his job.
630. The vagrant is pursued by shadows - but are they real, or imaginary?
631. A charismatic, dashing, Robin Hood-esque figure providing hope for lower class citizens in a corrupt city with his rebellious pranks/actions against "The Man" is secretly employed by city officials to keep the poor just optimistic enough to distract them from their horrible living conditions and squalor.
632. A grim and determined hunter of fey and other fell beasts has no tools to cope with the departure of the dryad he loved, something he would be killed for, were it known to his superiors.
633. The lady of the three cities is as meticulous a trader as any, always honest in her deals, yet her arrangements with the local bandits reveal a ruthless streak.
634. His people have been cursed by the elves so they can no longer walk in daylight and are in a state of constant war with everyone, yet he is trying to honestly negotiate peace with the elves.
635. A beautiful and caring elven princess whose loved one is slain in a war with humans grieves no more, spiteful of what the world has done to her, and seeks revenge.
636. A man turned into a dangerous werebeast by foul sorcery now seeks a place to live.
637. A grey-haired librarian, who demands exactitude and has a severe demeanor, loves to whisper secrets and a little sweetness weans them out of her – if it's fed to her just right.
638. A juvenile, bronze dragon is convinced he has contracted lycanthropy from a were-rabbit when he was younger, and whenever he is startled, scared, or anxious, he 'polymorphs' himself into a small, brown rabbit with glowing, red eyes and a habit of biting people, but he refuses to believe that he is responsible for his own transformations, and is otherwise completely healthy.
639. A well-known, yet deeply troubled priest develops multiple personalities that serve as powerful priests to conflicting gods who wish to make a battleground of the man's tortured soul.
640. An outcast gnoll with a broken voice seeks enrolment at the most famous bardic college in the realm to escape the violence of his people and find the song of his soul in the world.
641. A renowned brothel's famous stage-performer specializes in seductive sorcerous dances to extend her growing influence, making the crime organization she leads one of the most powerful in the land.
642. A no-nonsense dwarven she-monk opens a small dojo in Leaside, teaching the commoners self-defense and instilling new-found courage against the local street thugs.

643. A Herculean bugbear with a distaste for authority becomes a local hero when he drives off the corrupt Baron's tax collectors, protecting his adopted parents.
644. Evil overlord fashionista who only got into the job for the great outfits, but must now play the part.
645. Goblin with inferiority complex looking for love in all the wrong places.
646. Surly golem that runs on alcohol instead of fuel takes on prohibition in 1920s America.
647. Stoney "The Mammalian Stallion" Barbacoa floats like a beholder and strings like a stirge.
648. Halfling detective isn't exactly a hero, but he's the best at what he does.
649. Hobgoblin cleric of Vecna has trouble performing necromantic experiments and staying menacing when his dad insists on tagging along.
650. Gelatinous Bob, the only known ooze who can communicate, might be able to help with your problem... if he decides you aren't tasty first.
651. Gnomish sorcerer would rather talk to the animals than deal with pesky adventurers.
652. Double agent infiltrates both the Empire and the Rebellion to free his home planet from overarching, galaxy-spanning governments.
653. Comparative religion professor, who happens to possess the talking sword of Joan of Arc, bestows it on the worthy.
654. College student, who refuses to grow up continually, fails just enough classes to remain in school to tutor younger students via the Power of Rock.
655. Mad scientist who happens to be one of the nicest graders in the entire university.
656. Halfling cleric of trickster god cursed to be a skeleton tries to invent new, undead practical jokes.
657. Religious wizard who struggles to reconcile creation theory with magical transformations.
658. Jovial paladin with giant sword refuses to believe all beings are not inherently good.
659. Elvish superspy who poses as simple bard must suppress his inner-badass to complete missions.
660. A man, a plan, a canal: water elemental.
661. The mad, slave-driving mindflayer that has enslaved most of the village populace is actually using the people to construct a device that will prevent the denizens of the Underdark from spilling out onto the surface world.

662. The highly intelligent and masterful arcane researcher relies on his butlers and assistants, as he is still incapable of preparing his own meals or putting together an outfit that doesn't make him look like a complete fool.
663. The despondent, condemned man in prison for dozens of serial murders is actually a rare human born with innate TrueSight, living in a society heavily infiltrated by doppelgangers.
664. The drunken, unassuming beggar in the tavern, who continually leaks information about criminal activities in the area, is actually a highly skilled guard, using the adventurers to take out problem criminals.
665. The notorious and 'uncatchable' thief is truly only stealing money to fund charities around the city.
666. The well loved and axiomatic captain of the guard for a large capital is also secretly hiring bandits and mercenaries for his guardsmen to defeat, just to keep his popularity and job security high.
667. The evil and conniving ghost that is haunting the local inn is actually a murder victim of the aged elf that contracted the party to exorcise it.
668. The mystic, aged fortune teller and soothsayer in the wagon caravan at the edge of town is secretly casting Geas/Quest during her divining, forcing her customers to make the prediction come true.
669. The slaving and demented drider queen still tends a flower garden hidden in a sunny area of her plane.
670. A studious and orderly wizard becomes recklessly chaotic and violent after only a few drinks.
671. The unmoving, stoic dwarven cleric of stubbornness is completely unable to refuse his wife's requests.
672. The wealthy, foppish nobleman secretly works as a vigilante, attacking criminals in the dark of night.
673. An evil, sadistic druidic slaver will not abide the caging of animals.
674. A brutal and widely feared warlord nonetheless treats prisoners with kindness and care, having been a prisoner of war in his past.
675. The gleaming, holy paladin recklessly slaughters every orc he sees, regardless of their ability to defend.
676. The savage, bloodthirsty orc warrioress is also a cooing, loving mother of three.
677. The homeless vagrant, who still acts with the mien of a lord, is secretly an ousted noble.
678. The stoic, holier-than-thou priest of Pelor still harbors a secret fetish for goblins.
679. A brawny and heavily scarred orc chieftain finds great value in the local druidic elves.
680. The wheedling, weak kobold still finds great courage in defending his pets.
681. The iron-fisted and overtaxing robber-baron still owns dozens of homeless shelters and orphanages.

682. The otherwise wise and kindly king nonetheless leaves standing orders to slay every red-haired child born.
683. An amicable and friendly thief who distrusts anyone taller than she.
684. A belligerent, violent shopkeep sells exquisite glass crafts.
685. Brave, boy bodyguard bolts when battling beetles.
686. A water elemental afraid of any body of water more than three feet deep.
687. A highly social, highly isolated Luddite whose only means of communication is technology.
688. A man who lives a completely solitary existence in a remote location, but traverses the world in one magical night delivering gifts to children who have been good all year round.
689. An apathetic, violent barbarian with a love for kittens.
690. A mind-flayer in control of a famous poet, using the poet's fame to spread enchanted texts in an attempt to attract meals.
691. A proud bard with six fingers on their left hand who can play the lute better than any before them, and is using their talent to control a local tribe of goblins to wreak havoc on the village of their youth, seeking revenge on those who tormented them.
692. A young, innocent street urchin with an unknown and uncontrolled power to project dreams to others, is having nightmares.
693. Obese chimney sweep is too stubborn to lose weight or change occupations and demands large quantities of lube.
694. A highly-skilled warrior filled with self-doubt has a mental breakdown every five minutes.
695. doppelganger disguised as woman's spouse fights inadequacy by trying to live up to his assumed identity's greatness.
696. Widely beloved countess is a serial killer who abates her bloodlust by slaughtering the homeless.
697. Autistic blacksmith has an odd accent, but can identify anything and anyone from 50 yards by sense of smell alone.
698. Benevolent giant of a man has multiple personality disorder and becomes a creature of unrelenting fury once wounded.
699. The sass-talking barkeep who doesn't touch alcohol outside church rituals.
700. The vegan lycanthrope who can't stand the sight of blood, looks for a way to not starve on nights of 'change'.

701. The carnivore protesting about animal rights to impress the men she's never gotten to get a date with.
702. The uptight, law-abiding and somewhat prudish cleric...of the goddess of illicit love affairs and the protector of shady brothels.
703. The brave, valiant heroic knight everyone loves...on the run for treason against the royal court.
704. Barfight-loving monk  
improvises his weapons,  
speaks only haikus.
705. A loser who's lost it all was moments away from suicide, but that angel came down – and trading living on the streets for being a paladin was a heckuva deal.
706. He's not a very funny clown, but when you consider he worships the God of Knives and Murder, that's to be expected.
707. A rigidly honorable knight who sometimes wakes up after a battle covered in blood amid a pile of corpses brutally hacked to pieces.
708. A weary and scarred old bishop, who'd like nothing better than to retire to his garden, must keep facing the Forces of Darkness because he doesn't trust the younger generation to care enough.
709. Big, friendly, lummoX of a barbarian who loves his weekly bar fights - too bad he usually ends up turning into a grizzly bear after getting a bloody nose.
710. Pallid and sickly young boy whose mother died at childbirth but who still constantly discusses with an unseen mommy - maybe that's why the grass turns to ash in his footsteps.
711. A sharp information broker and artifact collector with a manic urge to scry on important people.
712. Young swindler and charlatan who mixes her acting talent with some arcane powers to become a master of disguise.
713. Radiantly beautiful, young, blonde, bimbo paladin, whose steps are - fortunately - guided by a god.
714. Fat and timid merchant-wizard on a quest to destroy his half-demon daughter.
715. Foul-mouthed old drunkard of a bard immensely popular among young female audience despite being ugly as sin.
716. Former wrestling gladiator slave turned into religious and ascetic fighting monk by troubling prophetic visions.
717. Cruel king geased to live as a lowly commoner for 101 days without revealing his true nature.
718. Catfolk ranger in search of the perfect, warm windowsill.

719. Amnesiac doppelganger stuck in the form of a gnomish rogue but remembers being taller.
720. Paladin of the succubus lust goddess foils everyone's expectations with her naked truths - literally!
721. Mute monk sent by his monastery to find his true voice.
722. Beautiful, half-kobold princess searching for her natural father.
723. Bold kothe (fantasy coffee) addicted priest of an illithid worshipping snake cult.
724. Light-fingered wizard's apprentice exiled for stealing his master's thoughts.
725. Charming ex-slaver forced to work the dungeons with the party as punishment for his crimes.
726. Doubting cleric convinced his god has died and is being impersonated by a force of evil.
727. A boisterous barbarian queen welcomes travelers to her home, but kills them at the slightest offense.
728. The stubborn lord of a frontier town fights valiantly to defend his people, but secretly believes they are doomed.
729. An inquisitive traveling scholar can't handle a sword, but never backs down from a fight.
730. By day he's a gregarious and well-regarded jewelry merchant, but by night he stocks his store with the duke's treasures.
731. A silver-tongued bard is quite a hit with the ladies, but to his shame is actually a eunuch.
732. A kind and compassionate noblewoman runs an orphanage and homeless shelter, but is secretly the head of a dark cult.
733. An honorable knight-captain loves his king like a brother, but is secretly indebted to the evil chancellor.
734. An otherwise calm and capable spellcaster, who studies ancient magical amulets, lives atop a tall tower, but his fear of heights keeps him well away from his windows.
735. A remarkably large warrior is totally fearless in battle, but is terrified of stepping on other peoples' feet.
736. A heroic paladin whose great intelligence makes him feel detached and distant from those he protects.
737. The lord is a strong, fearless defender of the faith, but is an atheist.
738. An obnoxious hedonist with a gift for seduction remains loyal to his family unto death.
739. A rough and battered junkyard salvage tinkerer who can fix anything and collects Imperial Fabergé Easter eggs.
740. A shy, paranoid, home-bound scholar who holds the keys to undoing a wicked plot.

741. A beautiful genius with a penchant for complex plots but never quite in control of her hair-trigger temper.
742. A meticulous and charismatic illusionist devoted to chaos.
743. A Minoan bull-riding assassin, reborn into modern college life.
744. A demure, pious, young initiate at the convent who hasn't been able to speak since childhood and who harbors a burning, secret love for one of the older nuns.
745. He offers the best prices in the market, but the congenial bootmaker is oddly careful to make sure than nobody follows him when he leaves in the evening.
746. The baron's son spends all his time on the East Bridge trying to figure out how to tell his father he was responsible for his sister's death.
747. The imprisoned orc warleader is slowly buying up favors from within prison and bides his time, not so he can have vengeance on his captors, but on his warchief, whose cowardice resulted in his capture.

### **Submission Credits**

Thanks very much to everyone who took part in the contest.

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