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A Random Table for Fantasy Gaming  
Number Seventeen : Prisoners and Captives  
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1	This prisoner has a <b>near-suicidal desire</b> to avenge their <b>dead lover</b> , who was slain by their captors to prove a point. The prisoner <b>attacks</b> their <b>former captors</b> on sight.	11	The <b>missing lower leg</b> and <b>fingers</b> tells a tale of hideous <b>torture</b> . This prisoner has suffered terribly, and for nothing, they're a <b>simple laborer</b> in the wrong place at the wrong time.
2	This captive is a <b>babbling, fearful mess</b> . They huddle in the nearest available corner, cowering and weeping, and must be physically dragged to get them to move. They're a <b>nobody</b> .	12	Thin and sickly looking, this captive is <b>feverish and incoherent</b> . In their brief lucid moments they claim to be looking for their <b>missing spouse</b> . They carry a <b>dangerous plague</b> .
3	This captive is <b>too confused to speak</b> . Their eyes dart wildly, they babble nonsense, and they can barely walk. Caring for them is a <b>full-time task</b> , but worth it. If the captive's family, a wealthy merchant clan, can be located, there's a <b>large cash reward available</b> .	13	This prisoner was recently captured and is in <b>better shape than most</b> of the others. They're actually an <b>agent of a local political power</b> , sent to infiltrate the capturing group. That didn't turn out so well. The prisoner has <b>powerful political and military contacts</b> .
4	Though <b>none too bright</b> and relatively unskilled, this prisoner will be <b>utterly loyal</b> to anyone that frees them.	14	This five-year-old <b>brat</b> is obnoxious and prone to telling rescuers that their father is going to "Get" them. His parents are <b>wealthy nobles</b> .
5	This prisoner is in <b>sorry shape</b> : their tongue has been cut out and they bear a <b>convict's brand</b> . They're guilty, and there's a <b>bounty on their head</b> , dead or alive.	15	This prisoner is a <b>priest of a pacifistic order</b> . Though grateful for their release, they will <b>maintain their vows</b> of non-aggression, even if it means being recaptured.
6	This <b>exotic-featured</b> prisoner is obviously from some distant land. They were securely tied and gagged, and show signs of having been beaten. They do not speak the local language, though they are <b>grateful and friendly</b> if released. The prisoner is a <b>powerful magician</b> .	16	Tattered remnants of a <b>uniform</b> still hang from this captive's scrawny shoulders. They claim they were part of a military patrol, ambushed by hostile forces. In reality the captive was a <b>deserter</b> headed to a <b>military prison</b> , and the uniform was stolen from a dead guard.
7	This prisoners is <b>neater and healthier</b> than most. They were part of a mercenary company that was attacked while encamped. <b>Pride and a desire to escape</b> have kept them alive.	17	This prisoner has been <b>manacled</b> to the wall with <b>thick chains</b> . They're a <b>lycanthrope</b> who cannot control their change. Other captives will attempt to stop the party from freeing this one.
8	Sometimes a prisoner is <b>just a prisoner</b> . This one is a <b>simple farmer</b> , taken from the woods near their farm. They will be eternally grateful for their release.	18	This prisoner has been <b>cursed with a geas</b> , requiring some specific action at a nearby location. If freed they will immediately <b>set out to accomplish this goal</b> .
9	From <b>old scars and whip marks</b> , it's clear this captive has been a prisoner for a long time. They are resigned to their fate, and <b>serve their captors</b> willingly. They'll <b>betray their rescuers</b> if possible.	19	This prisoner was <b>captain of a trading vessel</b> that was captured by pirates. Though not wealthy, they have <b>extensive knowledge</b> of nearby waterways and <b>numerous friends and contacts</b> in local ports.
10	Rail-thin and worn down, this captive is <b>completely broken</b> . They take no action without direction; and do only what they're told. They <b>answer questions truthfully</b> , but <b>volunteer nothing</b> .	20	<b>Demi-humans</b> like this creature would ordinarily be <b>hostile</b> to the party, but they have learned the value of <b>deceit</b> . They will feign cooperation until a chance to <b>inflict maximum harm</b> and <b>escape safely</b> arises.