

Our Community Has a New Home!



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Dice Roller

4dF

✓

☐ Use Dice

Shared Log Entries-Stream

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NPC Interrogation Questions

1	Why are you here? How long do you intend to stay?
2	Why do you think you are the right one to X?
3	Once you have X, what are you going to do next?
4	Why don't you get a proper job?
5	How did you guys meet?
6	Nice [item]. Where did you get it?
7	I knew someone with your name back in [PC's hometown]. Are you related?

8	What makes you so special?
9	Why should we even listen to you, we don't even know you?
10	Why should I help/trust you?
11	Why is X so important to you?
12	Why are you hurting me/my friends/my home?
13	Why are you in my house?
14	Why are you stealing my things?!
15	Why did you do that?
16	What is in that gigantic backpack/sack/container?
17	Where did you get that [object/item]?
18	You're not from these parts then? Where do you hail from? My goodness, I've always wanted to travel there. Tell me, what was it like?
19	You guys looks like a wild bunch. How did you end up together?
20	What did you learn when to went to [place]?
21	What did you feel when you did [action]?
22	What did you think when you first heard about X?
23	Who is your patron deity? Why do you follow them?
24	Why are you helping/not helping these people?
25	How did you get that scar/wound?
26	Let's trade secrets/information. You start. tell me something I don't already know.
27	Tell me a little about yourself.
28	How did you hear about [rumour]?
29	What do you know about X? How did you find that out?
30	Why should I share this information with you?
31	What makes you think you'll defeat [foe name]?
32	Why do you want to defeat [foe name]?
33	Why haven't you shared this with the authorities?

NPC Philosophical Questions

1	Was it hard to leave your friends and family behind?
2	What are you going to do once you retire from adventuring?
3	I believe I have felt The Calling to join your order. Help me understand what what your god teaches.

4	Have you ever lost someone?
5	Why do you care?
6	What's one thing you wish you could go back and do differently?
7	What is best in life?
8	What is your biggest regret?
9	You seem down deary. What troubles you so?
10	What would make you give up this life?
11	What is your favorite memory? Why?
12	What is something you wish you could change in today's world?
13	Why do you think we exist? What's our purpose in life?
14	What led you to the path of [character class]?
15	What do you desire most?
16	Where do you see yourself in five years?
17	How do you want to die?
18	Why don't you try to lead others for your cause?
19	What you you and [PC or NPC] disagree about most? Why?
20	Why did you switch from [profession] to a life of danger?
21	What the least amount of reward you'll take a quest on for?
22	If you were a monster, which one would you be?

NPC Fun Questions

1	What do your parents think of you being an adventurer?
2	Have you ever been to [PC's hometown]. I've heard [things] about that place.
3	So what do you plan on spending the reward on?
4	How is [mutual connection] doing?
5	So, what do you do when you're not out killing monsters and saving damsels?
6	Do you do anything for fun, or have a hobby?
7	What is your favourite colour?
8	What is your favourite meal/drink?
9	Why do you keep harassing the townsfolk asking for "quests"?
10	What are you afraid of?
11	Of course, I was raised with 30 littermates, typical for goblins. Have you any siblings?
12	Where did you learn to do X?

13	What was it like when you [did a grand deed]?
14	Would you take an apprentice?
15	Are you an animal lover?
16	What is your favorite thing to do around town?
17	Are you more of a morning person or a night person?
18	If you could visit any place in this world, where would you go and why?
19	What was your childhood dream job?
20	What is something you're passionate about?
21	What is something you're most knowledgeable about?
22	In what ways are you talented?
23	Is there anything you'd change about yourself?
24	What is something good that happened to you today?
25	What are your plans for the rest of the day?
26	What is your favourite place to eat?
27	What is your favourite place to visit?
28	What is your favourite tome/scholarly work?
29	What is your favourite weather?
30	What is your astrological sign?
31	When is your birthday? How do you like to celebrate it?
32	Do you like to travel? Where have you travelled to?
33	Do you have any pets?
34	Are you close with your family?
35	Can you tell me some things about your family?
36	What are some little things that bring happiness into your everyday life?
37	Where did you grow up?
38	How many close friends do you have?
39	What was your most embarrassing moment?
40	What is your most random, silly childhood memory?
41	What's your home like?
42	Did you leave any friends back home?
43	Anyone special in your life?
44	How do you relax?
45	What's been your biggest challenge so far?
46	What is your fighting/casting style?
47	Are you planning on having children?

By Crom, Put More Conan In Your Campaign

d12 Sword & Sorcery Locales

Generated by Campaign Logger at the Random Creation blog.
(<https://randomcreation.net/hyborian-locations/>)

1.	The ruin of Belianier is reputed to be an eidolic, golden, vermin-warded territory.
2.	The city of Darouya with its machinations of conquering seems to be a monster-cursed district of reverie.
3.	The dominion of Erri is gossiped to be a gloomy, spider-frequented, demoniac territory of mystery.
4.	The jungle of Kukaea is reputed to be an unearthly, shuddersome, beast-patrolled locale of menace.
5.	The province of Erelum with its conspiracies appears to be a chimerical, shadow-infested site.
6.	The domain of Raria with its columns of gloomy, vermin-ravaged, spellbound reverie is said to be a wraith-cursed realm of peril.
7.	The domain of Karajazon with its abomination-warded towers where sorcerous fortune lies spread across the locale like a yellow cloak beneath the stars.
8.	The country of Ghulniazya the wicked with its machinations of rebellion and phantasms.
9.	The kingdom of Khafaf is said to be a shadowy, terror-patrolled, fiendish haunt of danger.
10.	The country of Venmedia with its heavy-minded lineage appears to be a gloomy, viper-guarded, repulsive haunt.
11.	The territory of Ertloer with its sour-disposed kindred appears to be a phantasmal, vermin-plagued, miserable realm of tribulations.
12.	The wasteland of Ut with its somber-minded race and otherworldly chivalry borders on the fierce lands of Oph.

3 Step Villain Plot seeds

- * What does the character want?
- * When do they want it?
- * What are they willing to do to get it?

The Missing Ankheg

What does the character want?	Mother has not returned from the hunt. Go out and find her. New eggs need to hatch.
When do they want it?	Right now.
What are they willing to do to get it?	Dig, dig, dig. Dig to the squishies on the hill. They are nasty. They probably have her.

Quest For Power

What does the character want?	To become Mayor at any cost and rule the city with an iron fist.
When do they want it?	The Queen will decide when she arrives in two months.
What are they willing to do to get it?	Remove all competitors by allying with Thieves' Guild: find dirt on competitors, arson on competitor homes and businesses, thug intimidation.

Undying Gratitude

What does the character want?	The lich waxes philosophic and now wants to help the village it's terrorized for a century.
When do they want it?	Make amends immediately.
What are they willing to do to get it?	Do all the wrong things because it's moral compass is still terribly skewed: pestilence on rival villages, undead try to help in the fields, powerful enemies target villagers to get at lich.