

RELATIONSHIPS

1. Family

1. Siblings
2. Distant Cousins
3. Family Friends
4. Cousins who are equally likely to inherit
5. In love with the same person
6. Black sheep of the family / Member in good standing

2. Friends

1. Friendly Rivals
2. Childhood Friends
3. Friend of a Friend
4. Former co-workers
5. Neighbours
6. Mentor & Student of one trait or another

3. Fellowship

1. Longtime adventuring companions
2. Reluctant Allies
3. Bound together by a sacred oath
4. Members of a guild
5. Traveled to town together
6. One is the brains, one is the brawn

4. Secrets

1. The only survivors
2. The only two who know the secret
3. Members of a secret cult
4. Witnesses to an assassination
5. Each carries half of a treasure map
6. You keep him close because he knows your secret

5. War

1. Brothers in arms
2. Mercenary and Employer
3. Fought in the militia together
4. Served opposite sides in the last war
5. A blood debt still needs to be repaid
6. Refugee & Helping Hand

6. Magic

1. Both carry a curse
2. Trained together
3. Blessed by the same church
4. Servants of the same supernatural power
5. One dreamed that the other would save their life... long before they met
6. Linked together by a dark ritual

DESIRES & NEEDS

1. To Get Rich

1. ... by killing every monster you see
2. ... so you never have to adventure again
3. ... to establish a stronghold
4. ... enough to be above the law
5. ... -er than anyone else
6. ... enough to pay for your habit / obsession / research / affairs

2. To Be A Hero

1. ... to one special person
2. ... in the eyes of a mentor
3. ... and lord it over everybody else
4. ... who nobody will fuck with
5. ... if only in appearance
6. ... that bards will pen epics about

3. To Crush Your Enemies

1. ... and loot their corpses
2. ... and hear the lamentations of their people
3. ... to serve your country / kingdom / liege / etc
4. ... and get your revenge
5. ... to make an area safe for you to operate in as you please
6. ... but leave a few alive to spread the tale

4. To Get Away

1. ... from this town
2. ... from all these damned elves
3. ... from a life of poor decision making
4. ... and put your bad luck behind you
5. ... from a life of crime
6. ... with reinventing yourself

5. To Get Respect

1. ... on a throne of your foes' skulls
2. ... and impose your justice
3. ... from your peers / brothers in arms
4. ... from your family / clan / guild / church
5. ... to earn the king's favour
6. ... and find a following

6. To Indulge

1. ... in drink and luxuries
2. ... in forbidden rituals and lore
3. ... in bloodshed
4. ... on a home of true grandeur
5. ... a friend
6. ... in quiet contemplation in your faith

Locations

PLACES & LOCALES

1. The Dig

1. ... The Keep by the Dig Site
2. ... Ruined fort Tenras on the roadside
3. ... Soren's Dig - an old tower and ruins beneath
4. ... Turek the taskmaster's estate
5. ... The Chapel
6. ... The workers' village and their rotgut still

2. Back Alley Business

1. ... The Twisted Octopus (A tavern)
2. ... The House of Mermaids (A house of ill repute)
3. ... The stinking tannery near the North Gate
4. ... Hezrow's Public Bathhouse
5. ... Garston's Pawnshop
6. ... Guvrek's Dwarven Slaughterhouse

3. Places of Refinement

1. ... The Den of Gilded Lanterns
(A reputable establishment)
2. ... A Temple along Temple Road
3. ... Private residence of a local noble
4. ... The Dragon's Oasis (A classy place to drink)
5. ... The Opera House
6. ... The Duke's Plaza

4. In The Distance

1. ... Ravenson's Landing, a small smuggling village
2. ... Perrol on the Mount, a fortified
mountain keep & town
3. ... Epherin's Keep, home of a dwarven clan
4. ... Owen's abandoned gold mine, far to the west
5. ... Hurren, City of the Elders
6. ... Jacob's Spur, major trading partner

5. Beyond the Wall

1. ... An abandoned farmstead
2. ... The shrine at the crossroads
3. ... The ancient oak
4. ... Old Hangman's Coaching Inn
5. ... The gypsy fortune teller
6. ... The charred remnants of a trade caravan

6. Holes in the Walls

1. ... Silliphen's Gambling House
2. ... The Charnel House's back room
3. ... Secret Chapel of the Heretics
4. ... Captain Del Rueh's Watch Tower
5. ... The Ruins of Hapt's Temple
6. ... The Thieves' Guild