

# RELATIONSHIPS

## 1. Family

1. Kin by Marriage or Adoption
2. Distant Relations
3. Family Friends
4. Childhood Friends
5. In love with the same person
6. Cohabitation

## 2. Friends

1. Friendly Rivals
2. Partners in Crime
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 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 a recent 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 whole place
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

# PLACES & PEOPLE

## 1. A City of Cults & Gods

1. ... The Plaza of Green Pleasures
2. ... The Church of Kings
3. ... The Cult of the Silver Lord
4. ... Palace of Ochre Secrets
5. ... The Chamber of Crimson
6. ... The Spire of the Watchers

## 2. Back Alley Businesses

1. ... The Groggy Troll (A tavern)
2. ... The Disorderly Temple (A house of ill repute)
3. ... The stinking tannery outside the gate
4. ... The Public Bathhouse
5. ... A pawnshop on the street of red lanterns
6. ... Guvrek's Slaughterhouse

## 3. Refined People & Places

1. ... The local noble & his palace
2. ... That old time religion
3. ... The Dragon's Oasis (A classy place to drink)
4. ... The Opera House
5. ... Some fancy ferschmancy cult
6. ... The aristocrats of the Chateau d'Aubergine

## 4. In The Distance

1. ... Yoon-Suin, the yellow city
2. ... The last great city of the dwarves
3. ... The Flowering City on the Last Tree
4. ... The mysterious and esoteric order of the magi
5. ... Winterspire, the northwestern trade capital
6. ... The trade cities of the South

## 5. Little Places, Big Connections

1. ... An abandoned farmstead
2. ... A shrine of the crossroads
3. ... Old Hangman's Coaching Inn
4. ... Owen's Gold mine, long abandoned
5. ... The gypsies and their fortune teller
6. ... The charred remnants of a trade caravan

## 6. Holes in the Walls

1. ... An infamous gambling house
2. ... An outlawed sect
3. ... Assassins
4. ... Swords & Shields, a company of mercenaries
5. ... An underground market
6. ... The Thieves' Guild