

Curious Comrades Volume 1

An NPC collection for Mausritter

By tim zee

El Gecko

The wall-climbing muralist.

"I am the one, the only El Gecko."

3hp

STR 6

DEX 15

WIL 9

Disposition: Daring, conceited.

Wants to exhibit their art in the most improbable places.

Inventory: Brushes, charcoal and paints.

Can climb wall.

D6: Places to pain a masterpiece

1. The forgotten crossroads
2. The haunted bell tower
3. The deserted windmill
4. The broken bridge
5. The secret temple
6. The Catlord's ceiling

Lupin Rainbow

The ghost-squeaker.

"So many voices... I can barely think."

3hp

STR 8

DEX 9

WIL 12

Disposition: Kind, exhausted.

Wants peace.

Inventory: Amethyst pendant, candles, silver dagger.

Can detect the presence of ghosts, communicate with ghosts and, on an opposed WILL save, convince them to move on.

D6: Signs a ghost is near.

Ears perk up

Whiskers tingle

Breath grows cold

Teeth chatter

Voice goes hoarse

Eyes turn white

Quillermo

The ornery porcupine duelist.

“On guard, if you think that will help.”

13hp

STR 14

DEX 10

WIL 12

Armour 3, Attack d8 quill thrust.

Disposition: Foul-tempered, honourable.

Wants to find a worthy opponent.

Inventory: Pipe and tobacco, ink, notebook detailing past duels.

Can produce a new quill (*heavy, both paws, d8*) each turn.

D6: Bitter rival.

1. His sister Quillinda
2. The snake that killed his father
3. The rat he used to work for
4. The mouse that betrayed him
5. The ghost of someone he killed
6. The Catlord who took his home

The Seer at Helen's Pond

The turtle who sees the future.

10hp
STR 10
DEX 1
WIL 15

Armour 5

"When you watch the world slowly... patterns emerge."

Disposition: Wise, distracted.

Wants to know how it all ends.

Inventory: A treasure chest buried under a rock.

Can foresee a single upcoming event, if presented with a gift.

D6: Ideal gifts

1. Something juicy
2. Something red
3. Something heavy
4. Something old
5. Something shiny
6. Something magical

One-Eyed Sligo

The mage-hunting newt.

6hp

STR 12

DEX 12

WIL 10

Attack d8 bow, d6 mallet

"I smell a spell."

Disposition: Focused, self-centered.

Wants to rid the world of magic.

Inventory: Bow, quiver, mallet, lucky charm.

Can cause *enhanced* damage against foes who know spells or have spells in their inventory.

D6: Sligo's former life

1. Game warden
2. Dock hand
3. Carpenter
4. Soldier
5. Poet
6. Wizard's apprentice



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