A FREE TABLE KEEPER · LONG ISLAND DUNGEON MASTER

What the NPC Actually Wants

A d12 of the want under the one the NPC stated, each with a line to say aloud.

one d12 · any level · no stat blocks · fifth edition (SRD 5.1)

The NPC has already said what the business is: a price, a job, a favor. This table gives the want that sits under it. Roll the d12, or pick the row that fits the person, and keep it to yourself until it is asked for.

When to say it. Say the line when a character asks the NPC what the trouble is, or does the NPC a kindness that was not part of the bargain. A party that meets the want gets the NPC's best terms on the stated business, and no roll is needed for it.

I have refereed for 30+ years, and an NPC with a second want runs without notes.

What the NPC wants

D12	WHAT THE NPC WANTS
1	**A debt paid.** "I owe forty gold to a man who does not send a second letter."
2	**A confession heard.** "I did a thing nine years ago, and I have never said it aloud to a living soul."
3	**A name cleared.** "They say in this town that I left my brother in the mine, and I did not."
4	**A child sent away.** "My girl is eleven and quick with numbers, and there is nothing here for her but the tannery."
5	**To be seen in your company.** "Walk the length of the market beside me, armed as you are, and I will call us even."
6	**A rival laughed at.** "I do not want him hurt; I want him laughed at in front of the whole guild."
7	**One night of sleep.** "Something scratches under my floor after midnight, and I have not slept through since the thaw."
8	**A letter delivered unread.** "Put this in her hand, hers and no other, and do not ask me what is in it."
9	**To be done with the post.** "I have kept this gate for twenty years, and I would hand the key to anyone who asked for it tonight."
10	**A ring bought back.** "I pawned my mother's ring in the spring, and the broker has it in his window at fifteen gold."
11	**To be told it was not their fault.** "I had the watch the night of the fire, and I looked away for the space of one breath."
12	**A grave tended.** "My husband is buried at the top of the hill, and my knees will not take the hill any longer."

Spells, coin and a sharp eye

Charm person. The charmed NPC says the line the first time the caster asks. The spell does not meet the want, and the NPC knows of the charm when it ends.

Zone of truth. The NPC may keep silent inside the zone. If the NPC speaks on the matter at all, the line is what comes out.

Detect thoughts. Surface thoughts give the stated business. A deeper probe gives the line word for word if the NPC fails the Wisdom save, and the NPC knows of the probe either way.

A bribe. Coin buys the stated business at the stated price. It meets the want on rows 1 and 10 and on no other row.

Wisdom (Insight). A DC 13 check tells the character that the NPC wants something more than was said. It does not give the line.

The tables are mine. 30+ years of real tables.

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