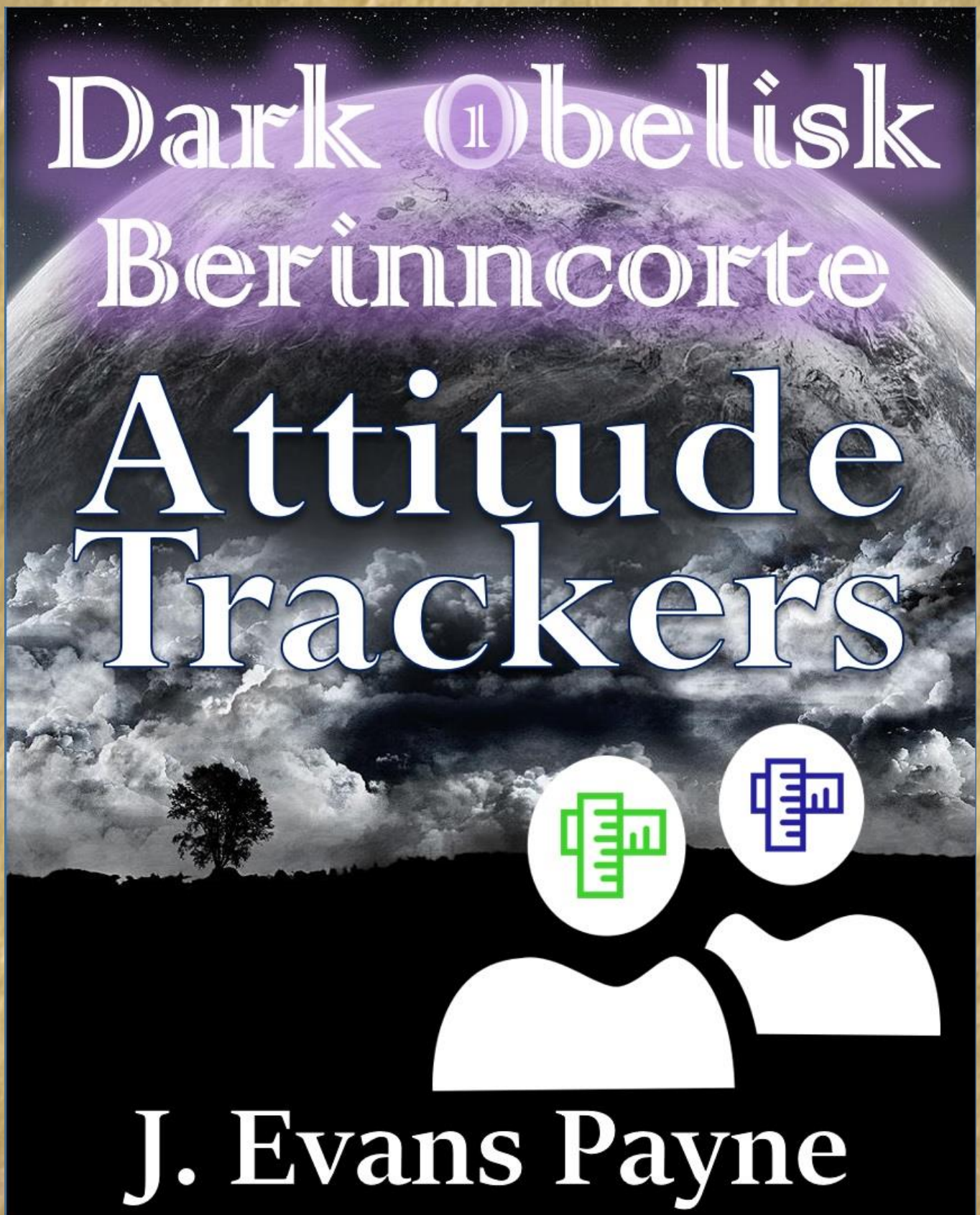




## Colophon

### Author

J. Evans Payne

### Infinium Game Studio is:

|                       |                |
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| Lead Editor:          | J. Evans Payne |
| VP Marketing & Sales: | J. Evans Payne |
| CFO:                  | J. Evans Payne |
| Artistic Director:    | J. Evans Payne |

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## Introduction

### What is This?

This document is a companion to **Dark Obelisk: Berinnccorte**, a massive roleplaying adventure that is the first component in a new Adventure Path.

Part of what makes **Dark Obelisk** a rewarding RPG experience is the richly-detailed and fleshed-out NPCs. Character interaction, and the resulting **Attitude** of the NPCs involved, is a crucial part of what helps make NPCs in this Adventure Path so immersive.

This document is for those GMs who wish to actively manage and track the **Attitudes** of NPCs and the interpersonal relationships between major characters and

the PCs. It can be printed out and updated via pencil or pen to represent the current state of things in a particular gaming run-through with your gaming group.

For more information on the concept of **Attitude Trackers** and this unique approach to enabling complex NPC character interaction, please refer either to the **Dramatis Personae** section of **Dark Obelisk: Berinnccorte** (available [here](#)), or to the overview of the concept as provided in the free PDF **Attitude Trackers for Complex and Realistic NPCs**, available [here](#) on RPGnow.com.

Enjoy!

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## Attitude Trackers

Each NPC in your adventure or campaign setting can be given an **Attitude Tracker**. This is meant to represent an NPC's current **Attitude** toward the party.

**Pathfinder** uses the five classifications of **Hostile**, **Unfriendly**, **Indifferent**, **Friendly**, and **Helpful**; this adventure introduces a bit more detail into the equation. The **Tracker** provided below uses these classifications; for use with another roleplaying game system, you can adapt these gradations to those used by your game.

### Attitude Modifiers

Each major, named NPC in **Dark Obelisk: Berinn corte** is listed here, with an **Attitude Tracker** to represent their

current relationship with the PCs, and their **Default Attitude**, representing the initial predisposition toward the party when the PCs first encounter that NPC.

Each NPC also has a custom set of specific **Attitude Modifiers**; each such **Modifier** is a condition that, when met, will affect the current position of that NPC's **Attitude**.

For more details on each NPC's **Attitude Modifiers**, please refer to the **Dramatis Personae** section of **Dark Obelisk: Berinn corte**.

### Aramil Xiloscient (Apothecary)



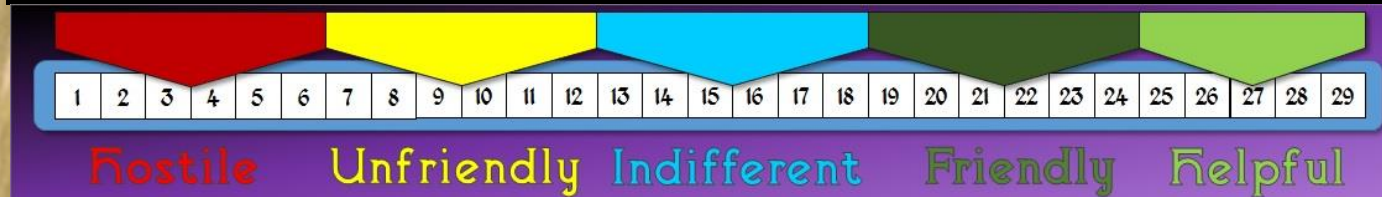
### Arbelladon Moonside (Fortune Teller)



### Ash "Executioner" (Militia Trainer)

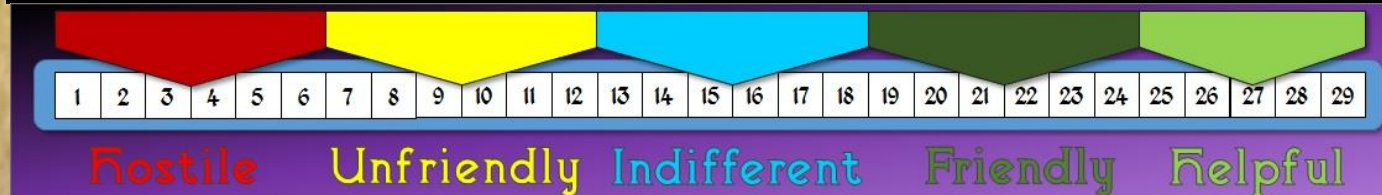


### Biggen Gurble (Reader)



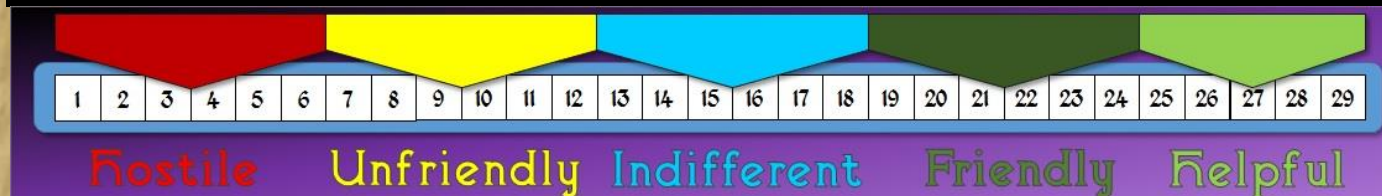
Starting Attitude: 14 (Indifferent)

### Brock Runnaheim (Stablemaster)



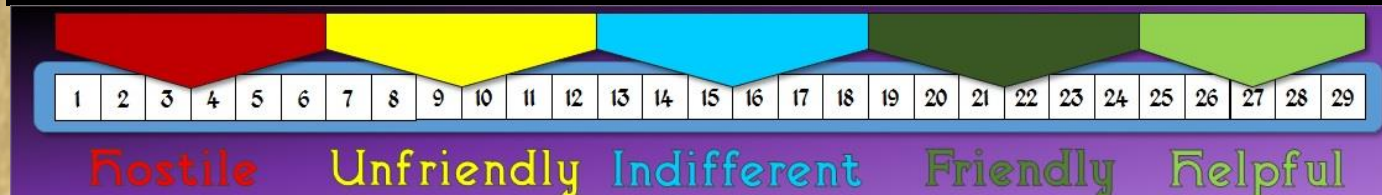
Starting Attitude: 14 (Indifferent)

### Cannock (High Priest)



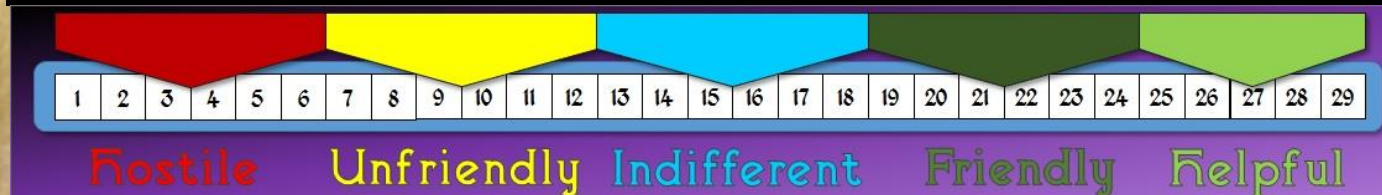
Starting Attitude: 14 (Indifferent)

### Caerthynna Tsornyl (Druid Merchant)



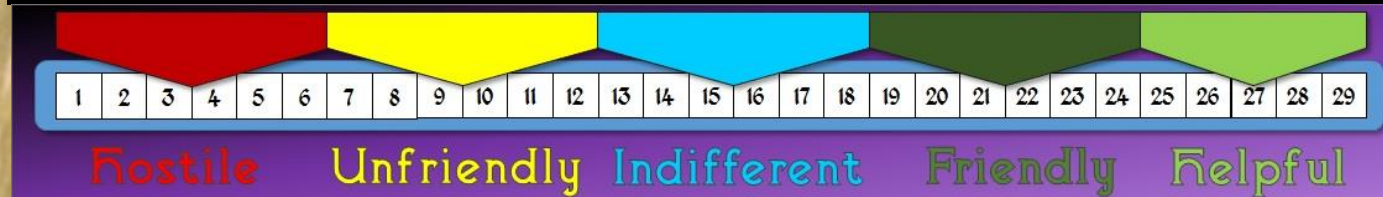
Starting Attitude: 14 (Indifferent)

### Cora Brushgather (Farmer)



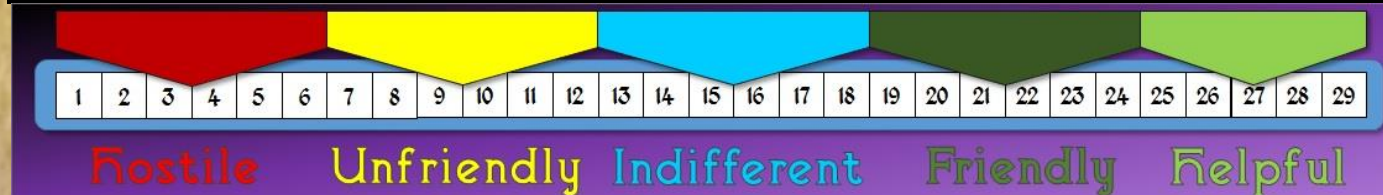
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### Daratis (Seamstress)



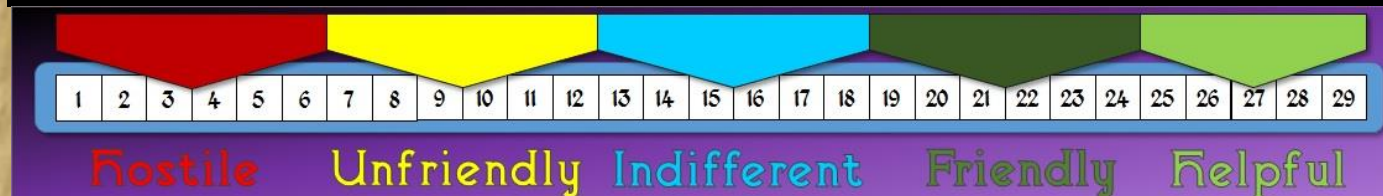
Starting Attitude: 14 (Indifferent)

### Debran Ormrick (Militia Treasurer)



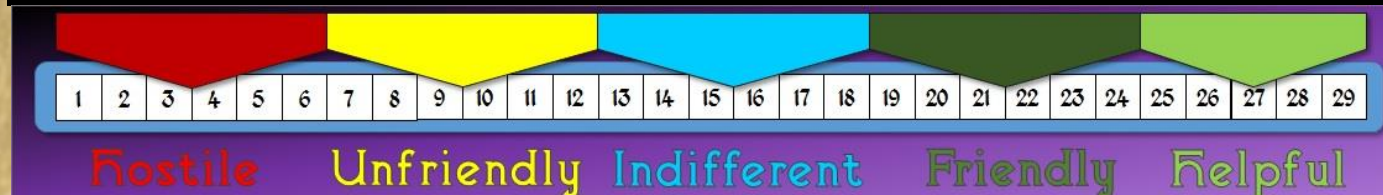
Starting Attitude: 16 (Indifferent)

### Denzys (Preacher)



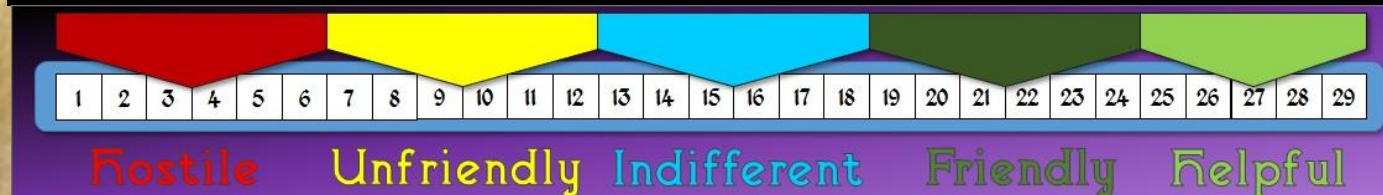
Starting Attitude: 14 (Indifferent)

### Dimblegruffe (Blacksmith)



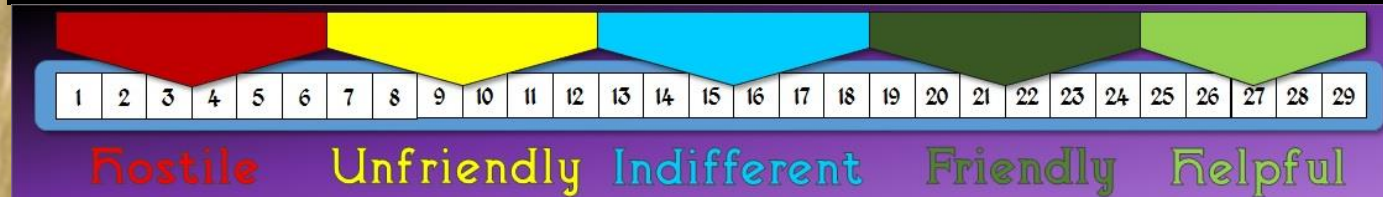
Starting Attitude: 14 (Indifferent)

### Dominika Symms (Mayor)



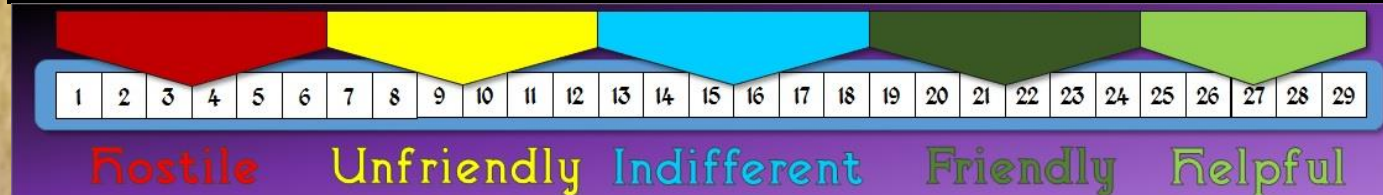
Starting Attitude: 14 (Indifferent)

### Donur Gravelsmasher (Fortune Teller)



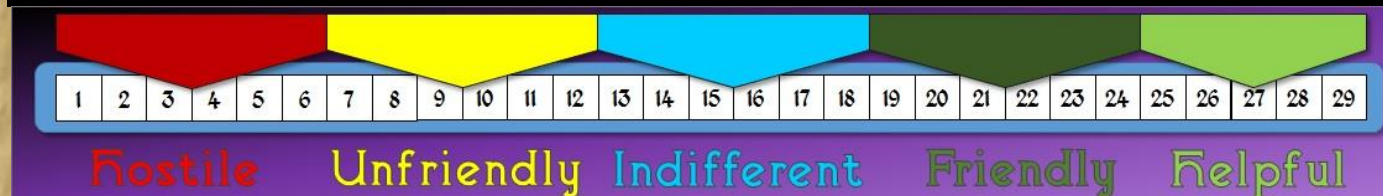
Starting Attitude: 14 (Indifferent)

### Einkill Holderhek (Merchant / Mercenary)



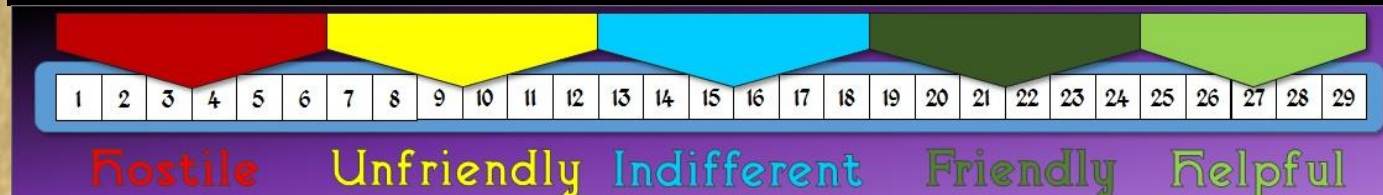
Starting Attitude: 14 (Indifferent)

### Elena Lomazonne (Merchant Princess)



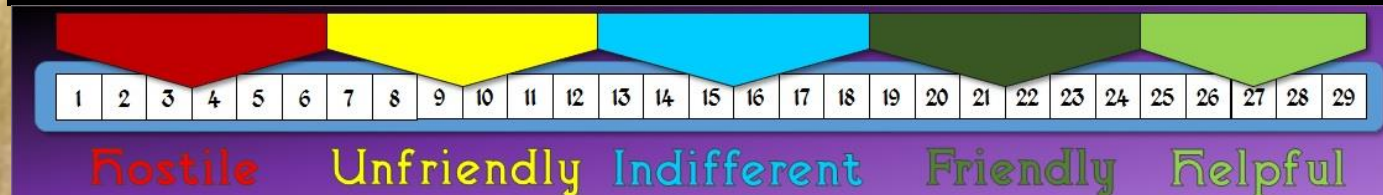
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### Elizavetta Burak (Illusionist / Prostitute)



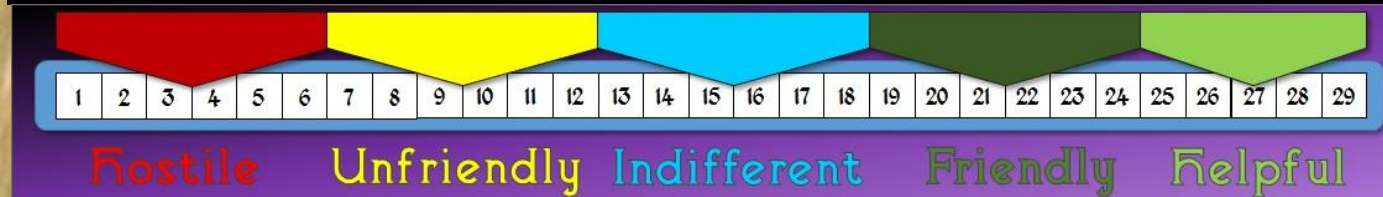
Starting Attitude: 14 (Indifferent)

### Esk (Innkeeper)



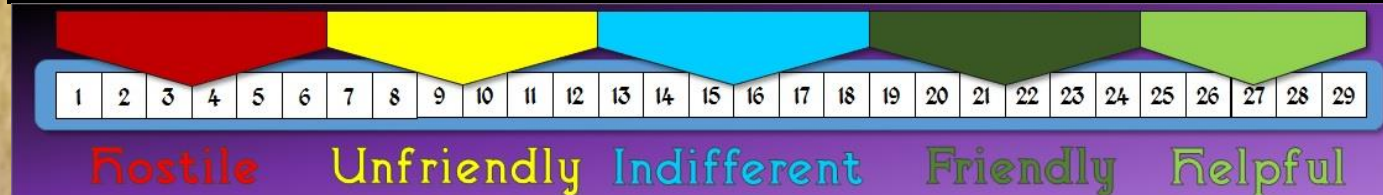
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### Farzith (Butcher's Apprentice)



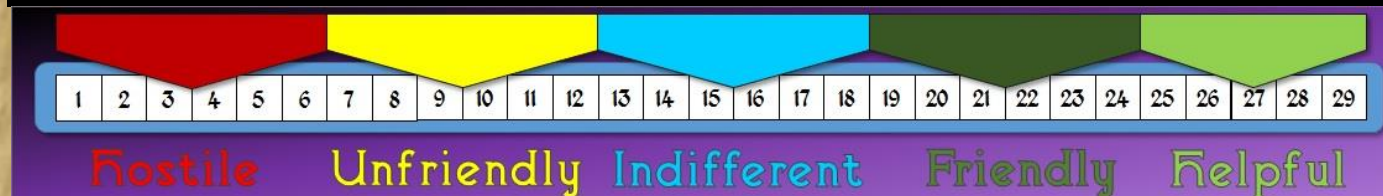
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### Ganyc (Butcher)



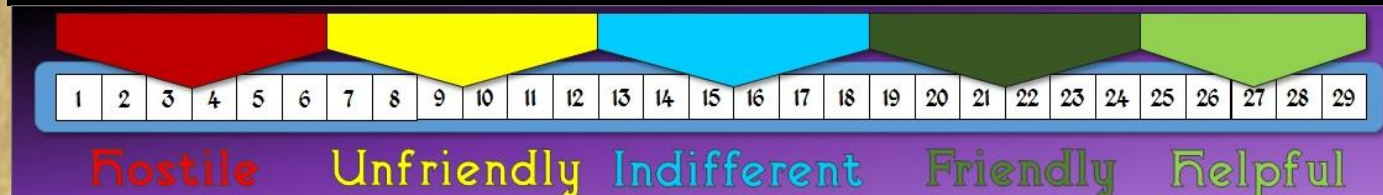
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### Gorin Bakelight (Tribute Magister)



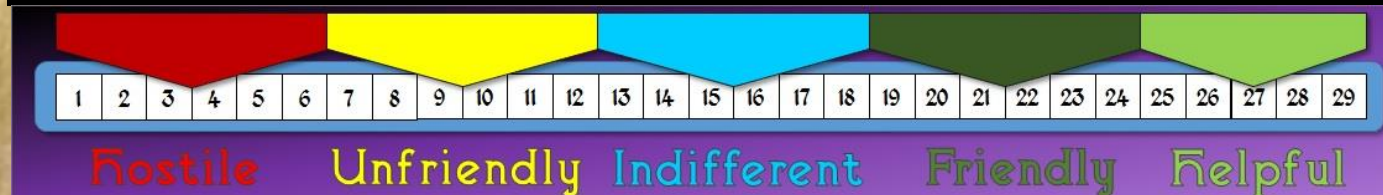
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### Gumbrew (Fishmaster)



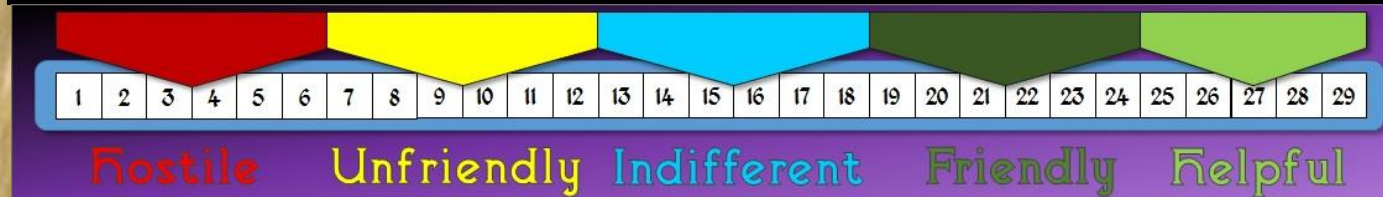
Starting Attitude: 14 (Indifferent)

### Gunnloda Balderk (Librarian)



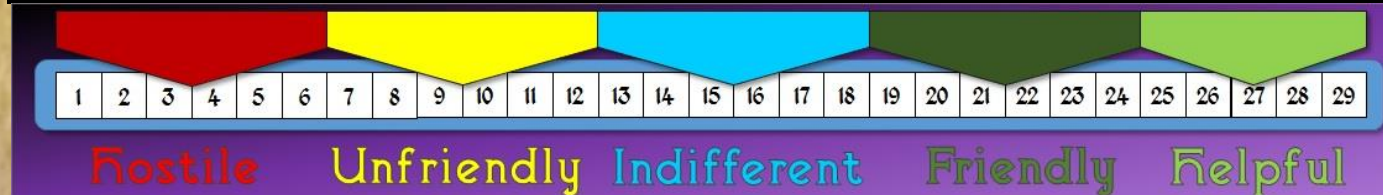
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### Gurth (Cryptkeeper)



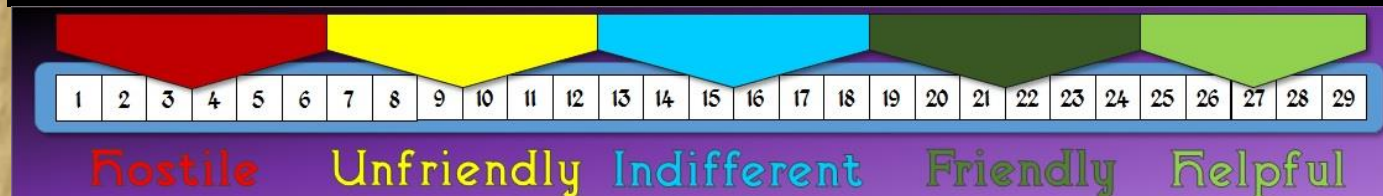
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### Gyldor



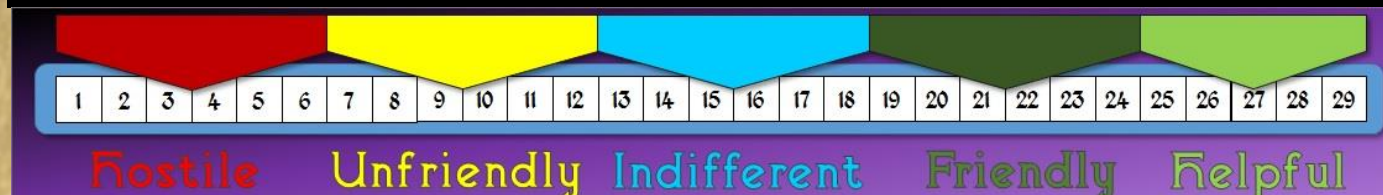
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### Hueykins (Jester)



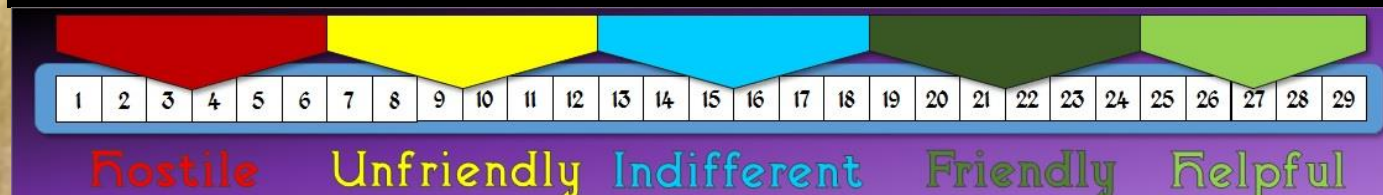
Starting Attitude: 14 (Indifferent)

### Ines Borque (Merchant / Beast Raiser)



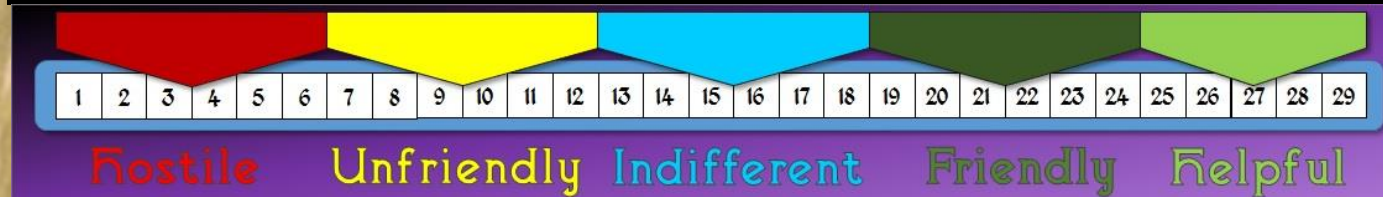
Starting Attitude: 14 (Indifferent)

### Jozan (Bartender)



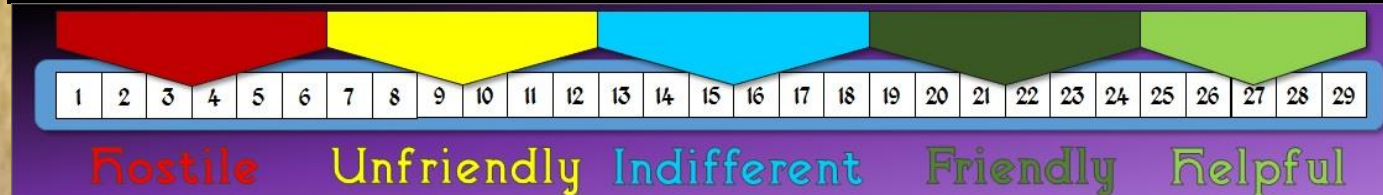
Starting Attitude: 18 (Indifferent)

### Kayzark (Vendor)



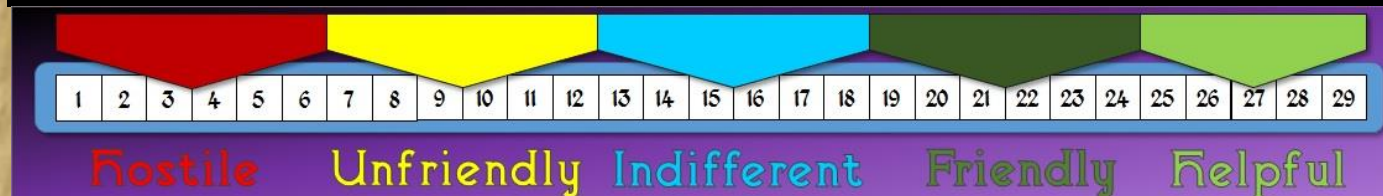
Starting Attitude: 16 (Indifferent)

### Kerem Dogan (Merchant)



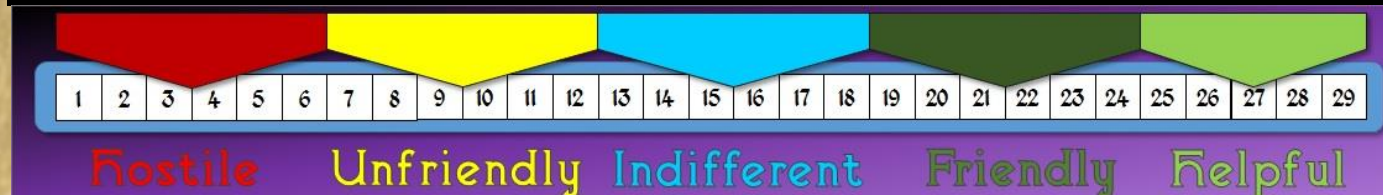
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### Larissa (Elder of Sheergath)



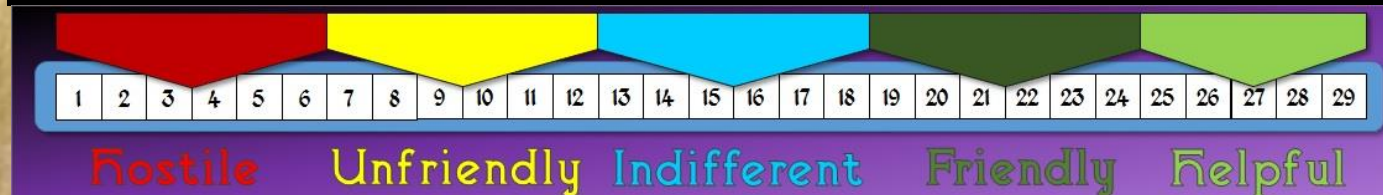
Starting Attitude: 14 (Indifferent)

### Lingona (Bard)



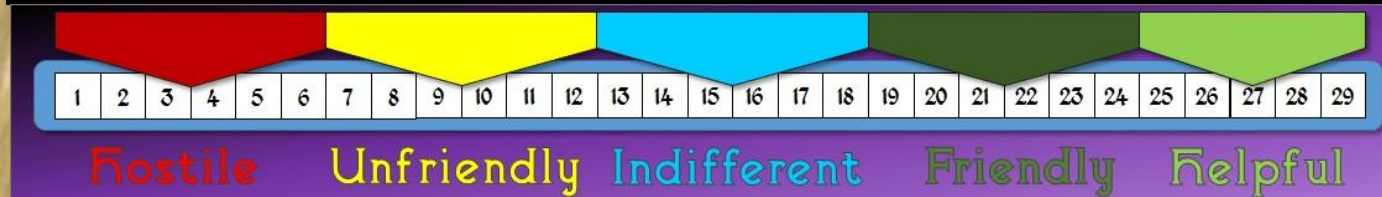
Starting Attitude: 14 (Indifferent)

### Amadan (Militia Armsmaster)



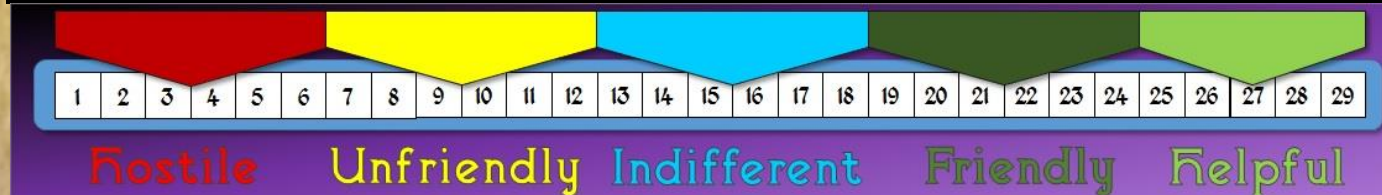
Starting Attitude: 19 (Friendly)

### Maghana (Cleric of Zugul)



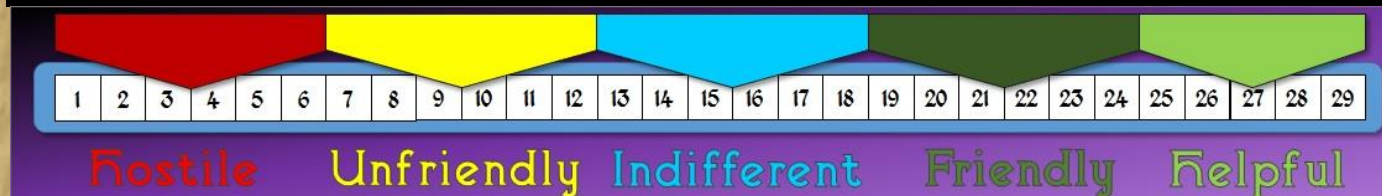
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### Mardnab Scheppen (Maid / Bard)



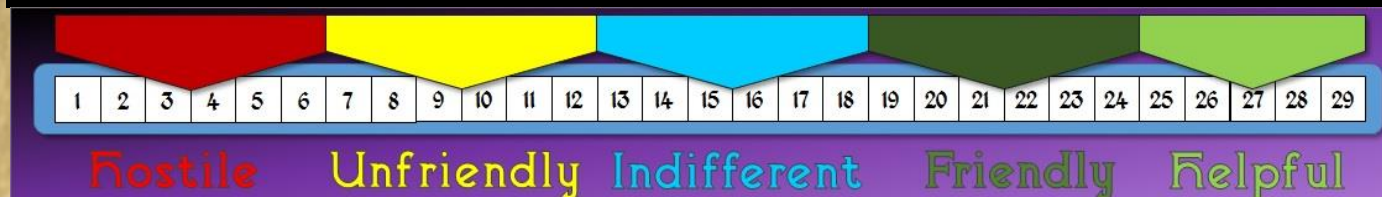
Starting Attitude: 14 (Indifferent)

### Oneib (Salesman / Security)



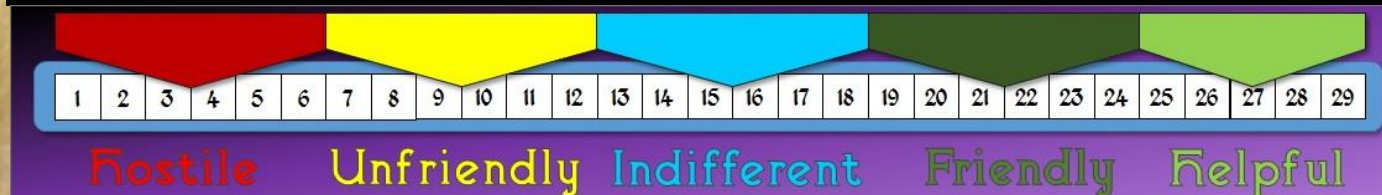
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### Ota Kuiduru (Chief Clerk)



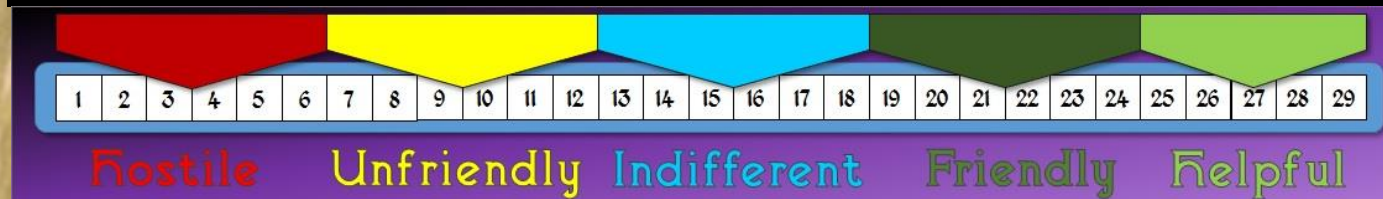
Starting Attitude: 14 (Indifferent)

### Otibus (Seamstress' Husband)



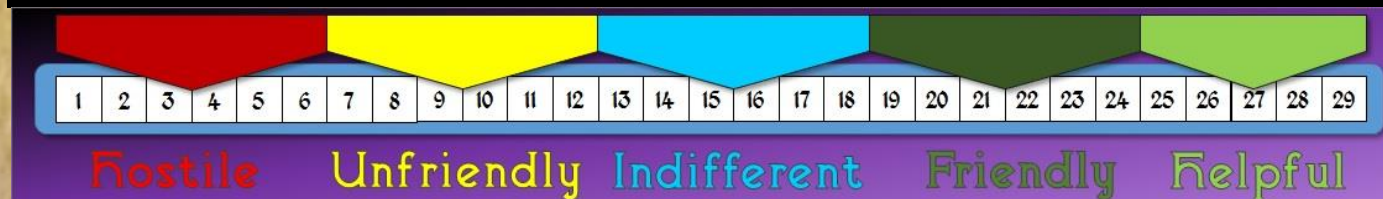
Starting Attitude: 14 (Indifferent)

### Ounka (Serving Wench)



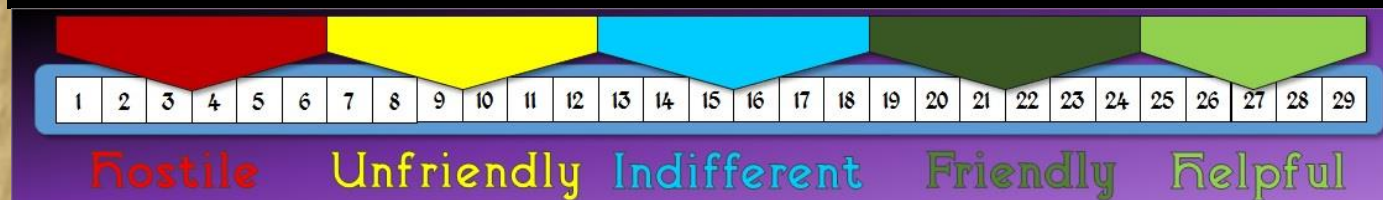
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### Phadian Gess



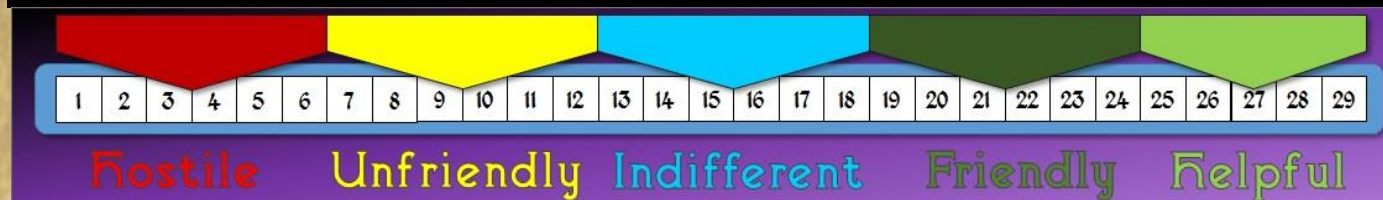
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### Pilga (Landlord)



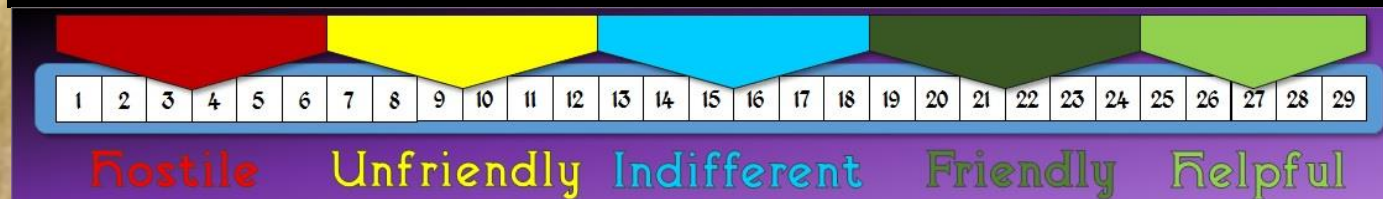
Starting Attitude: 14 (Indifferent)

### Rhirem (Mercenary Evoker)



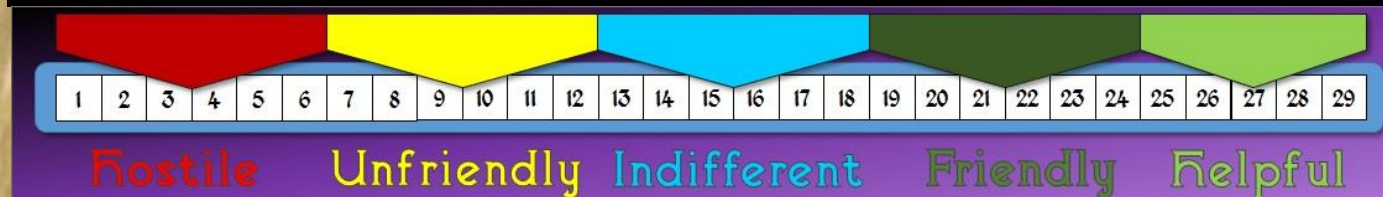
Starting Attitude: 14 (Indifferent)

### Rona Stonehammer (Merchant Combat Trainer)



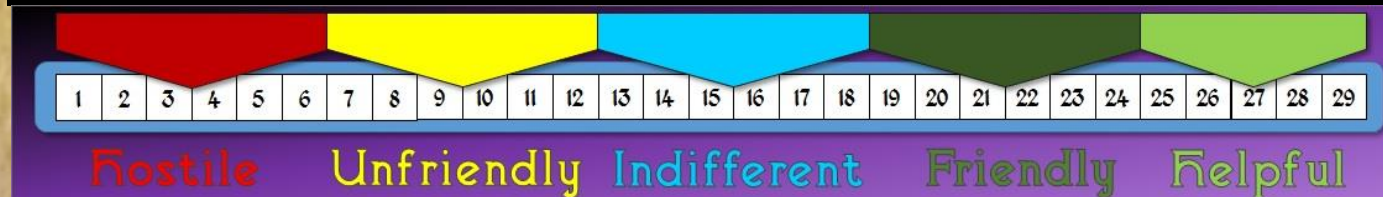
Starting Attitude: 14 (Indifferent)

### Shakira Flam (Merchant)



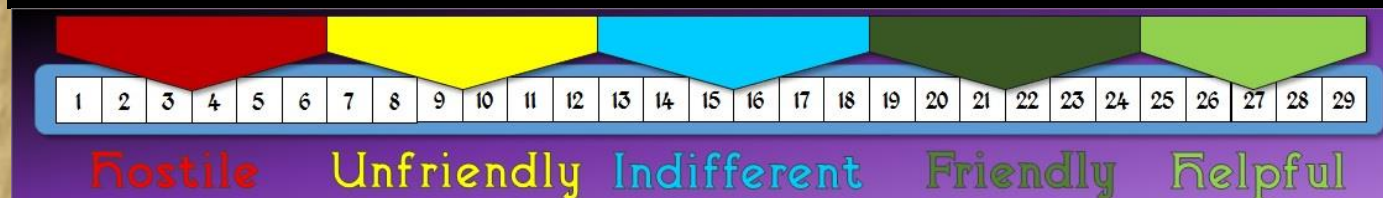
Starting Attitude: 14 (Indifferent)

### Skutt Krundar (Militia Vice Captain)



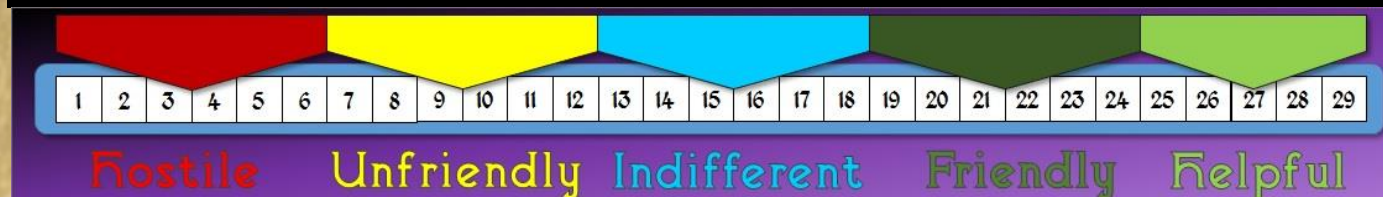
Starting Attitude: 18 (Indifferent)

### Sorille (Courier)



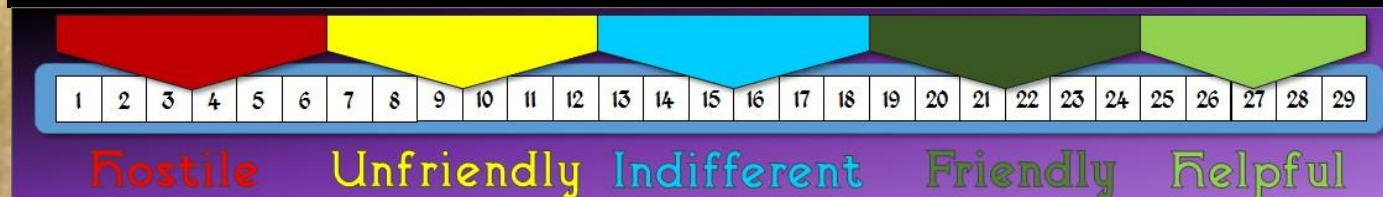
Starting Attitude: 19 (Friendly)

### Stewy (Apprentice Fisherman / Fledgeling Underlord)



Starting Attitude: 14 (Indifferent)

### Tansden (Militia Captain)

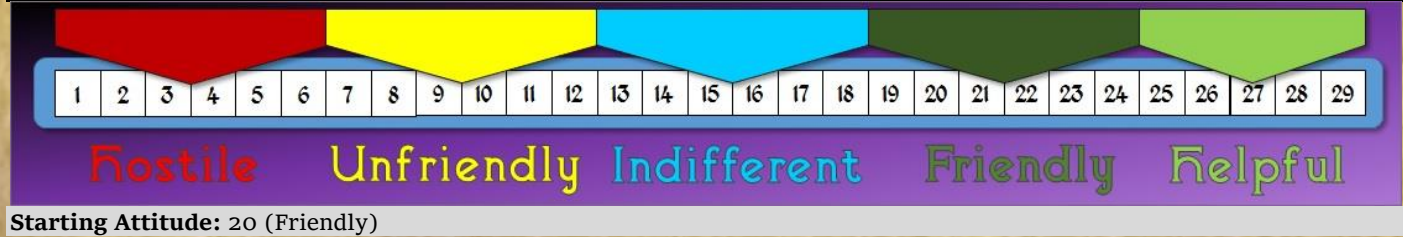


Starting Attitude: 14 (Indifferent)

### Thrunne (Serving Wench)



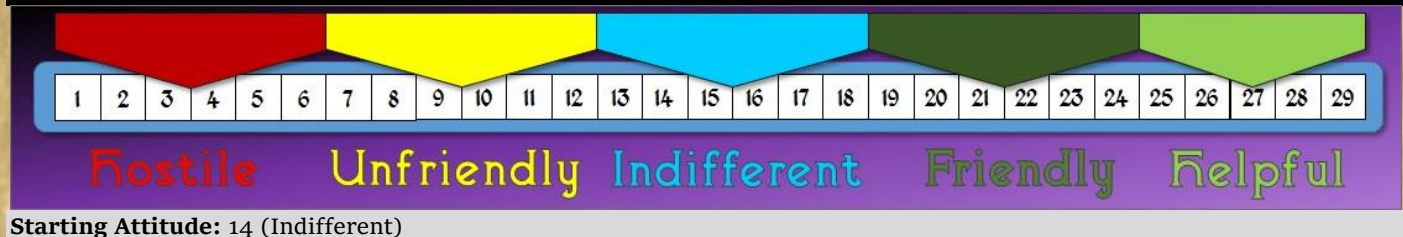
### Tarsheva Hornwood (Landlord)



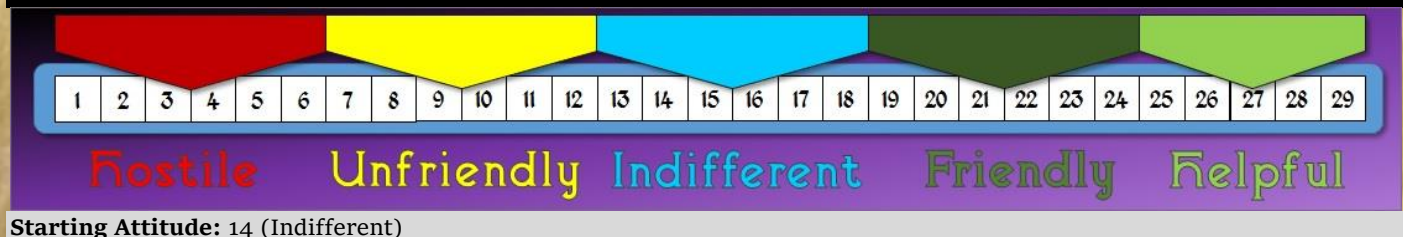
### Tudra Coppereye (Sage)

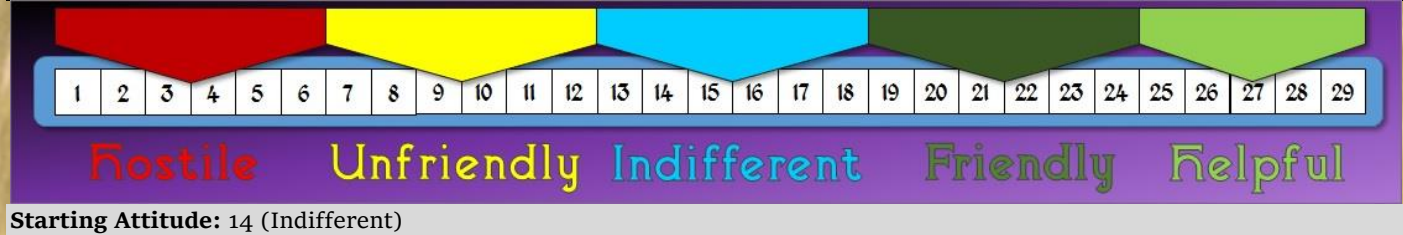
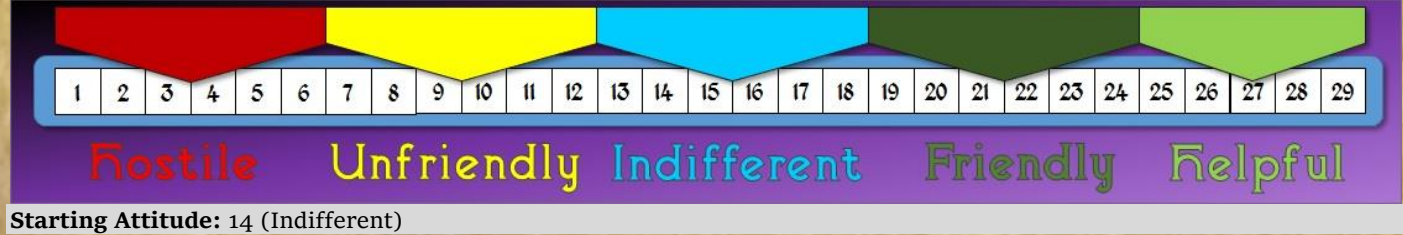


### Unglar (Sheergath Guard)



### Uanya Berezin (Food Merchant)



**Waywocket Ningel (Jeweler)****Welby Goodbarrel (General Store Manager)****Zook Beren (Brewer / Cook)****Blank / Extra Attitude Trackers**

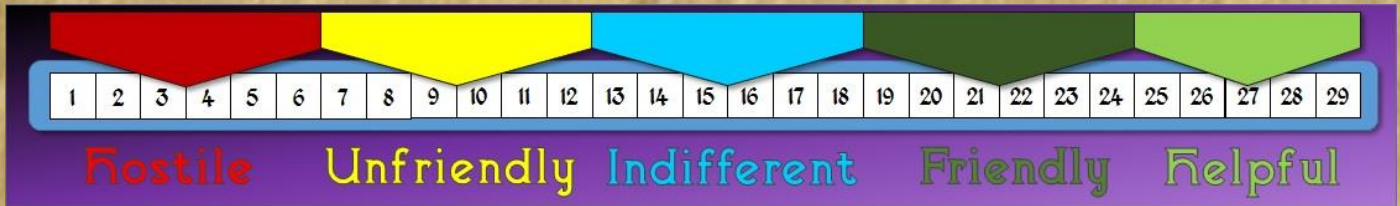
These trackers are provided to manage relationships with other NPCs, or those whom the GM introduces on your own. For example, in the context of **Dark Obelisk: Berinn corte**, the PCs might have an altercation with a particular **Berinn corte Militia** member, who then takes on a larger role in the story.

Alternately, since part of the intent of **Dark Obelisk** is to be able to “insert” the adventure into your existing campaign setting, you might wish to apply the concepts of **Attitude Trackers** to significant NPCs who are already extant in your gaming group.

**NPC Name:**

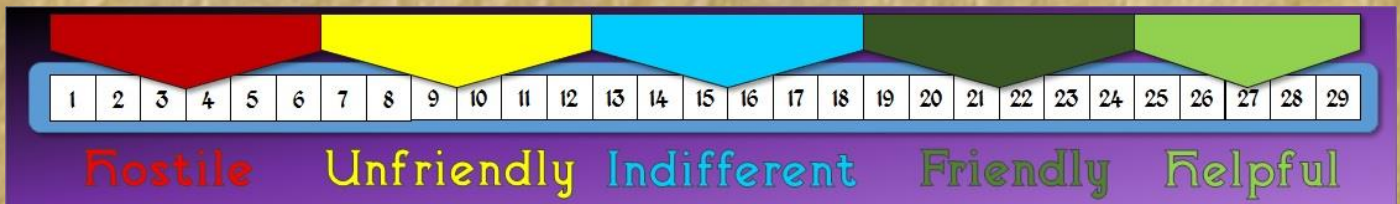


NPC Name:



Starting Attitude:

NPC Name:



Starting Attitude:

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