



INANIMIS' INTERESTING NPCs

Part 3



**15 Original Characters
with Interesting Backgrounds**



INTERESTING NPCs

PART 3

Throughout your own Campaign you will need to create tons of random NPCs. Most or some of these NPCs will be created on the spot but that doesn't mean that they won't be memorable. A weird accent, a missing eye, a peculiar habit etc could make up your most interesting NPC without you even intending to. The players love what they love. In this homebrew I will try to list a number of interesting NPCs to drop in your world whenever and however you want. These NPCs are not many but I tried to make each one of them unique. You can get the first part by clicking [here](#) and the second part by clicking [here](#). You can check more of my work by clicking [here](#) or on any *Inanimis* logo.

GREAT WARRIORS

You can find them in the barracks. You can find them in the front line. You can find them right under your players' *To Kill or to Recruit, not sure yet, I failed the Insight check on them* list. These are some warriors that can be used in pretty much any setting along with their background.

MERLIN GREYHULK

Merlin is a powerful wizard, he has annihilated entire groups of enemies all by himself. He has destroyed towers and set whole forests on fire. The first thing you notice about him, is that he is a Half-Orc. He wears a long purple robe, a blue pointy hat and wields a giant bulky staff. He calls himself *"The World's Most Powerful Wizard"*. In reality... he is just a barbarian carrying a club. He just shouts *"Fireball!"* and *"Lightning Bolt!"* before he simply smashes enemies with his club. He is fascinated with any magical thing and claims to be an expert in everything considering the Arcane. Merlin is actually a really powerful barbarian and should not be underestimated. He left his tribe in order to join the Academy of Wizards & Sorcerers. He is currently on his way there. And will not take no for an answer. After all, the School of Magics and the Arcane said no to him. And no one speaks of the School of Magics and the Arcane any more.

DOJON HENRIQUE "THE MASQUERADA"

A master with the sword and an artist with the dagger, Dojon Henrique is a figure that instills fear to anyone that comes against him. His legend started when he competed in a fencing tournament under the name of "The Masquerada". The name "Dojon Henrique" is no secret, as he had to submit a real name next to his infamous nickname. He won every fight, besting every foe. He then went on to even more tournaments, making many seasoned warriors drop out of the tournament when finding out they would be facing him. In truth, Dojon Henrique is Dojana Henrique. She is a woman that masks herself as a man because most tournaments would not allow women to fight men and vice versa. And Dojana does not lay a hand on women. She travels across the country, chasing title after title while also saving women that are in trouble. Nowadays, few dare stand against "The Masquerada". Even fewer live to tell the tale of her superb swordplay.

BRUTUS THE GLADIATOR

Brutus is a name that shook entire arenas to their core. A name chanted by a thousand citizens, sung by hundreds of bards, cursed by few fans of betting and feared by every gladiator. He is the main show. He puts the *man* in *maniac*. He is simply Brutus the Gladiator. A man with no past that arrived ten years ago in the arena, a man that amassed more victories than one cares to count, a man that won his freedom and chose to pick up his gladius and keep his feet on the bloodied sand of the arena, a man that knows nothing more than war. Rumours say that he was a war general. Others say he was a serial killer. A few believe he is a demigod. For an unknown reason, one day Brutus decided to kill his master and free all of his slaves. He single-handedly killed all the guards and set his ex master's house on fire. He then disappeared. Truth is that Brutus fell in love with a slave. He stayed in the arena because that was the only way he could be with her. One day, their master got a little *too* rough on her. She died. Brutus snapped. Now no one knows where he is. It's been three years since then and Brutus has been living as a fisherman in a small cabin he built near a small lake, trying to find peace after years of blood, sweat and sand. He now goes by the name Thomkell. The name he had before he became a Gladiator.

HUMPTY SHAWN

Humpty Shawn is a peaceful man living at the top of a mountain. Legend says that he is a guardian to a secret temple. It is said that Humpty has been guarding it for the past 400 years. Humpty Shawn is an elf. He is a highly trained monk that has been actually protecting the secret of immortality. Humpty Shawn is just the first guardian. His brother, Dumpty Shawn is the real warrior. After a number of traps and puzzles, the recipe of a Potion of Immortality is found. Only a few know rumours about the hidden recipe. Even fewer know the mountain's actual location. Both brothers were raised by their father to be guardians. And guardians they would be.

DUMPTY SHAWN

Dumpty Shawn is an elf that has lost his mind. He was raised to be the guardian of a temple that contained a recipe for a Potion of Immortality. When he was young he was captured by a band of raiding orcs. He was tortured and changed beyond measure. His father and his older brother came to rescue him. There were just in time to save Dumpty's body. But his mind was long gone. He now resides in chains, deep into the mountain as the final obstacle to the recipe. Humpty sometimes will let people pass so that Dumpty might finally blow some steam off. He might even come down to ask him how he is. But Dumpty will never reply. He will just growl.

WISE-ONES

Your players might need answers for your *literally made for 10 year olds* puzzles. They might need to consult a person that uses their brain more than their weapons. Or maybe they use both. These are some NPCs you can load up with some information your players might need.

CORRAL CHERRYWOOD

A Tiefling Druid is a rare sight indeed. Corral Cherrywood is a woman that is not to be messed with. She might be in her 60s but no one that has ever met her denies the fact that she has a dangerous look. But Corral is not famous for her strength. She knows everything that has to do about Nature. She knows the history of every single tree just by glancing over it. She knows the weaknesses and strengths of any natural creature. When Cherrywood was young, she wanted to be an explorer. Because of her race, she was not welcome to most parts so she had to spend most of her childhood camping in the woods. Surviving. Learning. One day she stumbled upon a man. A very old dwarf that could barely see through his great white beard. She helped him pick up some berries and in return he gave her shelter. He decided to teach her the art of being a druid. Her master, Dordon Greateak, days before he passed away, handed to her a book. It was a Tome of Understanding. He made her promise that, after reading it, she would hand over the book to someone she deemed worthy. Corral knows many things and Corral awaits the special one to pass over Dordon's knowledge.

FRANKIE AMADEUS

Frankie Amadeus, a world-famous half-elf bard who knows everything about anything. The stories he knows vary from legends to historical lessons to religious events to pretty much everything. He doesn't actually know *everything*. But he has a pretty good idea about most things and can point you to the right direction. Frankie was an orphan. He grew up in a Mage Tower. For people oblivious to what a Mage Tower is, it's a building in which a lot of mages gather to share knowledge under an Archmage. While Frankie wasn't much of a wizard or a sorcerer he was pretty skilled in singing. The Archmage noticed that and helped him develop his skills in the ways of a bard. But the Archmage did not stop there. He saw Frankie's potential and brought in the best history teacher just for him. Frankie was a great fan of history. He loved the legends, he loved a good battle, he loved heroic deeds and he started singing about them. At the young age of 20 he left the tower to explore the world. Now, being a 100-something year old man, he sits in a house in the middle of the capital where he enjoys the company of his wife and his two children. But Frankie always loves getting into trouble. So it can't be too hard to convince him to do something crazy.

BLOODGAMIA GORGODUS

A librarian is a person that holds a lot of knowledge in their grasp. Bloodgamia is the librarian of the biggest library in the known world. She operates it alone, under the commands of the emperor, safeguarding knowledge that should or shouldn't be accessible to anyone. Bloodgamia passes her free time reading the books that are available to her and I must say... Bloodgamia has a *lot* of free time. She has read most books in there and she has a perfect idea of where everything is.

If you want knowledge, this red Dragonborn knows what pages you should flip. She grew up in a village where books were scarce. She didn't develop any particular skills other than her love for reading. Her parents decided to send her to the capital at an early age to go to the Lyceum of Knowledge. There she saw their library and fell in love with it. The former librarian was a peculiar gnome by the name of Ruttabag Rutthenstein. She taught her the basics of keeping up a library, but soon the student surpassed the teacher. She might not be strong, but she will protect this library to the death.

DR BATISTA LATISLA

The first thing that you will notice about the doctor is his bald head. Dr Ladisla is a doctor that travels from village to village to treat the sick. He is familiar with any known sickness and is famous for performing difficult surgeries. Latisla was from a small town that was struck by a disease. No one in the town knew what they were dealing with. Soon it started killing dozens of people every day. Within a week almost everyone was sick. Latisla noticed the first people that became sick live closer to one of the town's wells. He then immediately pointed out that people should stop using it. At first people disregarded him as a young fool but soon people realized that those that heeded his warnings are alive and well. Inside the well, a Death Dog had drowned, heavily polluting the water. The body was removed and no more people got sick. But that sickness, unfortunately took his younger sister. Latisla vowed to hunt down any sickness and prevent people from experiencing the loss he suffered. He knows everything there is to know about diseases, poisons, potions and medicines.

HADJI CUTPIE

Hadji is a female elf mapmaker. She has travelled the world by land, by sea and by air creating the first World Maps. That way she earned the reputation of the greatest mapmaker of her generation. Although she is missing an eye due to an accident during one of her travels, her sight is sharper than most people. If you are searching for a map, or general directions for any place, she is the person to talk to. She had an ordinary life, never quiet settling down with anyone due to her travelling lifestyle. She has her own numerous adventures to share but other than that, she is pretty ordinary.

CRIMINALS

Criminals are the spice and flavour of each city. They know how the underworld works. They know how to get what you need. Or maybe they know how to get *someone* you need.

SNEAKY JACKWOUND

Goblins are known for their... slippery fingers. Sneaky is one of them. Living most of his young life as an urchin, stealing potatoes and apples from market stands just to keep himself alive, he grew up to be in a small gang, the Golden Cutthroats. Soon, Sneaky's skills in pickpocketing and getting the hell out of there were noticed by big crime lords. After all, his targets weren't always innocent people. Sneaky had to trade his life with service to the *big guys*. He started dealing drugs, organizing heists, blackmailing powerful people etc. Soon this lifestyle messed with his head. He became pretty paranoid about everything and is looking for a way out of this life. The knowledge he carries is extremely dangerous for the big crime lords of the city. Maybe he can be persuaded to loosen his tongue a bit if promised security. But it won't be easy to persuade him.

TALI GATTUSO

You noticed a breaking and entering? The Tali Gattuso did *not* do it. Otherwise you wouldn't notice it. An expert infiltrator, Tali is a tiefling with unmatched talent for picking locks, pockets and hearts. Her charm will open most locked doors and when her charm fails, her fingers open the rest. She is not dangerous by any means, she probably has never killed anyone. But she is a master in non-lethal techniques. She was a servant, like her mother, in a castle. There she learnt the ways of the rich people and taught herself to mess around with their stuff. After a while she was found out and kicked out of service after a heavy beating that left her for dead. Her mother was left behind. If you want to get into somewhere, she is the person to talk to. Tali's motivation is to raise enough money to actually buy the castle she used to live in, in order to free the servants living there.

SIGMUND THORN

Being a Master Poisoner is no easy task, but it certainly makes your life easier. Sigmund has learnt the secrets of poisoning from an early age. As a gnome, he would get bullied in the Academy. But that stopped when his bullies started suffering horrible diseases and/or deaths. Give Sigmund a spider and he knows fifteen different ways to make a deadly juice out of it. Sigmund works in contracts. People come to him requesting different things. Maybe a love potion, maybe a deadly poison. The only thing he asks in return is for his clients to bring him the materials he needs and a bit of gold. A *bunch* of gold. The thing is, it's hard to find Thorn since he is an extremely wanted man. If you happen to stumble upon a clue of where he is, be sure to give him a visit. Especially if you don't like getting your hands dirty.

GRUNBELD "THE BUTCHER" KILLJOY

Like most people with a criminal background, Grunbeld can easily be found in one place. Prison. Grunbeld is a pretty wicked person. Even amongst the Orcs of his tribe, he was considered extreme. Rape and murder are just the tip of the iceberg for The Butcher. You can find him in a high security prison, on the deepest level. He was caught for actually killing the King. In front of an audience, he jumped from the crowd, killing most of the guards in a few swings and chopped off the King's head. He was subdued and transported to the country's worst prison. Grunbeld might be a savage but he has one information that he won't give up no matter what. He knows the identity of the one that hired him to kill the King. If one extracts that information, the sons of the King have promised a handsome reward. But to this day, 5 years later, no one was able to make The Butcher talk.

JAMINA LAZULI

Jamina is a cute little dwarven girl. Her father is a crime boss so it's safe to say her life was fairly easy up to this point. She had the best treatment a child could only hope to have. But Jamina grew to have a peculiar taste in fun. She liked watching people in pain. Of course her father was a smart man, he wouldn't just grab random people from the street so that his daughter has pets to mess with. But if someone was to be punished... Jamina could take over. In any case, the thing about Jamina and her father, is that they have a really close relationship. If one had Jamina, her father would follow. And it's not easy to control a man such as Damon Lazuli.

FINAL WORD & LEGAL STUFF

The software that was used for the making of this homebrew was homebrewery.naturalcrit.com

You can use these NPCs in any setting you like, I tried to include enough information for their backstory but also to leave some things open to interpretation, because after all, sometimes it's fun to fill the empty spaces. Also, if you'd like, check out my other works by clicking [here](#).

This is part 3 of my Interesting Characters Collection. You can find part 1 by clicking [here](#), and part 2 by clicking [here](#). I wanna keep these short because I want to emphasize on the quality of an interesting NPC and not the quantity. The collection will be concluded when Part 4 is released. I will then make a bundle of them. All of these will be PWYW (*Pay What You Want*).

Check more of my stuff by clicking [here](#) or by clicking on any *Inanimis* logo.

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