



# INANIMIS' INTERESTING NPCs

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Part 4

15 Original Characters  
with Interesting Backgrounds





# INTERESTING NPCs

## PART 4

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. This is just the 4th part of my *Interesting NPCs* series. You can get the full collection, which will be released a few days after the 4th part is released (which is April 10th, 2018) by clicking [here](#). You can check more of my work by clicking [here](#) or on any *Inanimis* logo.

## SCIENTISTS

Scientists can be great plot hooks. Oh no. A scientist needs the... left... ear of a black dragon. Who is gonna get it for them? Easy. Notice board. Adventurers. Plot hook. Scientists might be ahead of their time or pretty standard. They can be Alchemists, Poisoners or even part-way Necromancers.

### ANATOLIUS CRANE

Anatolius Crane is a young but smart elf. He is a young scientist focused on the bodily functions of various races. For example, did you know that when an elf dies, an imprint of their final moment is forever frozen upon their retina? Anatolius knows that. Since he was but a boy, Anatolius would kill small creatures and try to open them up to see what was inside them. Suffice to say, he is not *that* much of a normal person. His parents would often scold him, punish him and eventually kick him out of his own house because of his hobbies. But Anatolius found his way to a new Medical Academy where he thrived. He has been experimenting on fresh bodies for the last ten years, but the Academy stopped funding him when they found out that he was abusing the bodies creating weapons like acids that can instantly tear the flesh of an enemy or weapons charged with the power of thunder. In any case, Anatolius started finding bodies for himself, sometimes... helping them become dead before he used them. If you have a dead body that needs a trained eye to look upon it, Anatolius is the man to visit. Of course, he always has some extra coin for some extra fresh bodies.

### ANETTA BLIMSKI

Anetta is one of those dwarven lasses that could beat a man in a chest hair contest. She could also beat them at a science contest. Miss Blimski is a gunpowder expert. Cannons, grenades, mines, prototype guns are just a few of what she can produce for the every day dwarf. Sure she has blown up her lab once or twice but what are a few lost fingers in the name of science?

Anetta would mess with her father's smelter when she was young. While her father was forging swords of medium quality, she would easily craft complicated designs that were pretty much useless at the time. Until she refined them. Now Anetta is the one that organizes the defences of her city. She is greatly respected and most of the time her word is law. More people are working for her than they do for the king. Even a mine was built in order to help gather the resources needed for her plans. She is the one you can seek in order to get some extra firepower. Maybe Anetta needs help defending some part of the city? Or maybe some mines need clearing.

### LUDWIG ROTTENTOE

A Goblin scientist? Sure. As long as poisoning is a science and to Ludwig's eyes it certainly is. Ludwig is a Master Poisoner. If you bring him a few mushrooms, some salt, a bit of sulfur and the heart of an ancient black dragon, be sure that he will get you a poison that will melt the insides of any creature. But poisons are an intricate art and Ludwig knows that. Poisons don't just straight up kill someone. There are a lot of uses to poisons. Maybe you should ask him about it. After all, he was poisoning his fellow tribe members for years before he was found out. And when he was found out he became his village's shaman. The other goblins couldn't tell how important Ludwig's work actually was, but it was enough that they would trust him and help him mix up his little miracles. If you need ideas about creating poisons you can check out my poison guide that includes **60** unique poisons by clicking [here](#).

### LIZBETH SHIZZ

Lizbeth was a woman that spent most of her time in the lab. She was an Alchemist and she loved her work. Her parents weren't so keen on watching her spend her days turning green liquids to blue. Instead they were worried that she wouldn't find a proper man to marry and bear children. Lizbeth wasn't thinking that way. One day she announced to her parents that she had to go to the city and find a job. In reality, she wanted to join the School of Alchemy. There she met Jott Ominus. Jott was a man that shared Lizbeth's passion for Alchemy. They actually ended up together and decided to marry. Sure, there wasn't a lot of money in a job like Alchemy at the time, but they managed to get by. When her parents learned about that, Lizbeth's father was furious. How could his daughter leave her house to pursue her stupid dream of mastering Alchemy? Blinded by rage he killed Jott. Lizbeth lost it and left the house, determined to never forgive her father for what he did. After attending Jott's funeral, Lizbeth was broken. She realized that she couldn't go on without him... So she researched. He found out about necromancy. She studied the forbidden art for years, until she finally... managed to bring him back. He was as she remembered him. Mostly. They actually started living together again. Poor folk don't take kindly to walking corpses though. They were chased out of their city, threatening to burn them both at the stake. Lizbeth now resides in the mountains with Jott. If you find her... she would appreciate it if you could take care of her village.



## JOTT OMINUS

Jott Ominus was the son of a famous Alchemist, Adon Ominus. Well... Adon was mostly famous between other Alchemists, but still that counts. Anyway, he loved Alchemy from a kid. He always messed around in his father's lab, discovering new things alongside him, brewing potions and learning. After his father's death, he decided to visit the School of Alchemy in the city and learn as much as he could so that he would follow his father's footsteps. There, Jott met Lizbeth. She was an Alchemist too and it was love at first sight. They actually got married and started living together. But her parents didn't approve of Jott. Her father, in a fit of rage actually murdered Jott. A few years later, Jott was brought back to life by Lizbeth, who spent the previous years learning necromancy. They were both chased away from the village they resided and were forced to live in the mountains. While Lizbeth really did sacrifice a lot to be with Jott and bring him back from the dead, Jott does not feel the same. Lizbeth used an *Animate Dead* spell. Which brought Jott back as a mindless undead. While his feelings are gone and his face is mostly rotten, Lizbeth keeps taking care of him. So now, Jott is basically a zombie.

## MAGICIANS

Magicians are always searching for *more* knowledge. While they know a lot of things, their powers are certainly *not* to be underestimated. Magicians can prove to be powerful allies as well as powerful friends. And powerful enemies.

### THE GREAT FEDUCCINI

Vesper, as his real name is, was an apprentice of a great Sorcerer alongside his childhood friend, Leira. Together they excelled as students of the Arcane and were soon to finish their training. Until their teacher, one day found an ancient evil artifact that grants immense power to its wielder. But even his great power wasn't enough to control it. Their teacher went mad, abandoned both of his students and left them all alone. Vesper was set on helping their former master. But Leira, knowing the powers of the artifact, knew that the only choice was to kill him. And so he did. But he couldn't retrieve the artifact. Vesper then swore revenge on Leira for killing their master. To extract it, there was only one way. He would have to *control* the artifact that their master couldn't. So he changed his name to the Great Feduccini, took on a new apprentice named Rubick Stradivarius and started searching for the artifact while also growing his powers to bend Leira and the artifact under his will.

### RUBICK STRADIVARIUS

Rubick was a trickster. A young urchin making a living by scaring poor merchants with the uses of *Prestidigitation* and similar cantrips. Sometimes he would use cards to scam poor folk out of their hard earned silver. While his powers were not much he definitely used them with great imagination, showing great potential. But, unfortunately, that potential would not matter, since most urchins were either found dead or in prison. Maybe fate had it that Rubick would stumble upon a great Sorcerer calling himself *The Great Feduccini*.

Rubick tried to steal from him. Even though Feduccini was not in the actual mood to take such a thing lightly, he saw the potential of the young Rubick. So he decided to take him up as an apprentice. Rubick was a quick learner. He loved reading (as soon as was taught how to read) and exploring the paths of the Arcane. But Rubick soon found the thing that would excite him the most. After all, he loved playing with cards. And out there, there's an ultimate deck. The *Deck of Many Things*. Rubick would sacrifice anything to gather the deck.

### AZURA LOMO

Azura was the child of a very powerful Wizard. She was locked up in a tower for most of her young life, learning the arts of the arcane as her father guided her. Unfortunately, her father was not a good person. He would go from village to village asking for money in exchange for protection. If the villagers couldn't meet his price or if the villagers simply refused, the only ones who would be alive the next day, would be those that were spared so that they spread the rumour of Ozard Lomo, "The Rotten". Azura was oblivious to the extortions. Her father would always tell her that the people he killed were dangerous and would cause far more trouble. But one day Azura walked the streets of a quiet town and heard talk on the street about her father and how they called him "The Rotten". At first, she did not believe them, but by asking around she found out the truth. And it all made sense.

Azura then decided that she had to atone for her father's wrongdoings. She left his tower and decided to live her life as an emissary of peace, a doctor that would heal any ailments, a guardian of the weak. Thus, the people started calling her Azura "The Beacon of Hope".

### CERBERI GIACCOBO

Cerberi is a gnome that was touched by the arcane at an early age. As a Sorcerer, his inner power was far too powerful to tame. Cerberi was a chaotic creature, causing havoc left and right. Until the war came. Cerberi was recruited and the danger that was upon his country's borders made him realise that he is needed. And he needs to do some good. He was spectacular. Whole battalions would scatter upon hearing the name Cerberi. He played an amazing role in winning the war. But the war did not simply change him to a good man. It made him realise that he caused a lot of harm. To redeem himself, he disappeared. Without accepting any honours, without getting any medals, he just left and was never seen again. In truth, Giacobbo lives in the mountains. He cultivates the land and has a few goats to provide for him. If by any chance someone finds him, he uses *Disguise Self* to try and keep his peace. Cerberi is now a kind man. But what will happen if someone calls to the powerful sorcerer that he once was? Will he answer the Call to Arms? Cerberi can be an amazing ally, extremely powerful. The question is, will you be able to convince him to fight again?



## UBLIQUE STEIN

Ublique Stein, is one of the few Drow Elves that wander outside *Underdark*. Ublique is a freaking villain and she knows it. The only reason she left the *Underdark* is because she very literally wants to conquer the world. She is a follower of Vecna, walking down his path of *Necromancy*, meddling with the powers that blend life and death together. Ublique suffered a lot in the *Underdark*. Her parents were murdered in front of her for reasons unknown to her. She was enslaved for years under a crime boss. The crime boss had a necromancer in his service. The necromancer saw Ublique's evil tendencies and decided to push them a bit further. He talked to her about Vecna. He helped her shape her powers to become a necromancer. Ublique was an outstanding student. Her love for Vecna vibrated all around her. One day she managed to escape her master. But before she did so she killed her teacher, for only he would know how to track her down. She left *Underdark* and decided to start wreaking havoc. She would create an army. The largest undead army the world has ever seen. And she would sacrifice the world to Vecna's name.

## MYSTERIOUS CREATURES

Sometimes not everything is what it seems. Your players might think they are dealing with an innocent little elf. But BOOM. A TARRASQUE IN DISGUISE. Or a playful fey.

### DR. TIMOTHY GOLDENSTEIN

Timothy Goldenstein is a very esteemed doctor. He is known to be a marvellous healer, mostly helping villages that were struck by mass diseases. While he is actually really skilled, a small fraction of his patients die under his care. Some of his dead were found without brains even though the suffered from the flu. But who can talk back to this wonderful doctor? After all, he saves most people and he doesn't even charge anything! Just a night's sleep maybe at the local inn. Well you guessed it right. Dr Goldenstein is a *Mind Flayer*. A scary, alien creature that feeds on the brains of people. Of course, it's not hard to notice just because he uses a *Disguise Self* spell. But who is going to chase down a powerful entity that just saved 90% of the village population? Most people ignore the fact that he is a *Mind Flayer* and think of the victims as payment to his services. His real name is *Agothor Sulter*. And he is just trying to get by.

### LORD BEAUREMORDE THE VII

Beauremorde is a powerful Lord living at his villa at the top of a mountain overseeing a town. He is a benefactor, a charity man and a handsome devil. The townsfolk trust him more than they trust their current mayor, but Lord Beauremorde is kind enough to not use that to his advantage. After all, he is just a business man. What kind of business you say? Why, he is a merchant of course. Or maybe a landowner..?Yeah, pretty much no one knows *for sure* what Lord Beauremorde does. Except from his clients of course. Beauremorde is actually a *Devil* (after all he is a handsome Devil wink wink). *He* is actually a *she*. She is an Erinyes and her real name is *Ludequa Safyr*. Her clients are mostly people that need help with quite frankly anything. And she makes deals with them. Soul-selling kind of deals. Apart from forcing poor people to sell their soul to her, she doesn't actually hurt anyone. Is that how your players will view it?

## MATT HOTUS

Matt is just the city's drunkard. In the morning he works at a mill, or so they say, and in the night he spends every last gold coin on pretty ladies and booze. He has no parents nor any other relatives. Most people think he is simply the town's fool. Of course, the girls that are disappearing are purely coincidental. After all, Matt wouldn't hurt a fly. In reality, Matt Hotus is a *Vampire* disguised as a simple humanoid. He built this facade for more than fifteen years and he now wears it with pride. Of course he doesn't work at any mill. He just likes to lure handsome ladies, drink their blood and/or turn them to *Vampires*. But unlike Matt Hotus, *Sigmund Faust*, the Vampire's real name, is smart. Most of the times he doesn't kill his victims. He recruits them. He has more than a dozen vampire-lings in this godforsaken city. And when they are enough, they will take the town by storm and move over to the next target.

## KAIN, THE HUNDRED

Kain is an orc but above all, Kain is a soldier. His powers in battle are unmatched. Kain, is a warrior for the fun of it. He does not accept any pay, apart from the bear essentials in order to go by. Also, Kain fights alone. No ally fights next to Kain because Kain doesn't stop when the enemies are dead. Kain stops when there's no one left to kill. He doesn't value banners, he doesn't honour countries. He would kill his allies if they stood next to him while he was on a frenzy. That's why he is known as "The Hundred", because he fights like a hundred men. In truth Kain is not entirely to be blamed for his ferocity, for Kain is actually a *Werebear*. He was bitten when he was still a rookie mercenary, trying to make some gold by hunting a bear with a small party. The bear turned out to be a *Werecreature* that killed all of his party apart from Kain who was left for dead. The *Werebear's* bites though, transferred the curse. And since then, few creatures can match Kain's hunger for battle.

## SOPHIA DURKEN

Sophia is a young half-elf, living as a waitress at her local inn. She is extremely beautiful and smart. Many men have asked to marry her but she declines every offer with a smile. But that's what happens during the day. During the night she is a wild creature. She is actually a fey, luring naive men to her house and imprisoning them, polymorphing them to pets or simply killing them. Sophia though, does not want to draw too much spotlight to herself. She is actually a wanted person in the Feywild. She escaped and is trying to live a life a secrecy in small towns. If she is ever compromised, she will simply change locations. Sophia knows portals in the world that can take you to the Feywild.



## LEGAL STUFF & FINAL WORD

The software that was used for the making of this homebrew was [homebrewery.naturalcrit.com](http://homebrewery.naturalcrit.com)

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### FINAL WORD

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](#) or on any *Inanimis* logo. This is the final part of my *Interesting NPCs* collection. The full collection will be posted [here](#) in probably a few days (I uploaded this homebrew April 10th 2018).

I mentioned **Poisoners**, **Werekinds** and **Vampires** in this homebrew. I actually have guides covering these subjects. If you are interesting in knowing more about any of the above, just click on the bold words you are interested in.

